

EON LEAGUE SEASON 2

OFFICIAL RULEBOOK

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1. General Rules

1.1

By joining our Discord Server and accepting the rules there you also accept the rules shown below. Ignorance does not protect against punishment! Changes will be marked like that: **Test**

1.1.1

Each Player and Staff Member must read, acknowledge and accept the rules and agree to abide by them at all times in order to remain eligible to participate in EON League.

1.1.2 Tournament Organizers

Any and each Tournament Organizer working within EON League is responsible for abiding to these Rules and may issue Specific Rules when permitted under this Rulebook.

1.1.2.1 Admins

EON League Administrative Staff refers to the EON League Organizer's staff in charge of enforcing the Rules applicable to EON League. EON Admins also serve as a point of contact for Teams regarding any question related to the League, and to report any breach of the Rules or issues.

1.1.2.1 Production Management

EON League's Production Management refers to the EON League Organizer's staff to operate the broadcasts of the League. The Production Management also serves as a point of contact for Teams regarding any questions to the broadcasts by EON League.

Casters, including Community Casters, Observers and Producers are enabled to broadcast the EON League matches on the official EON League Channels.

1.2 Modification of the Rules

The Tournament Organizer reserves the right to modify or change the rulebook if any part of it is determined to be invalid. The remainder of the rulebook shall not be invalidated.

2. EON League definition

2.1 Duration

EON League's regular Season begins with the first Qualifier in August 2024 and ends with the last matchday of each league in November 2024.

2.2 Divisions

EON League is divided into three Divisions: DIV 1, DIV 2

and DIV 3.

2.2.1 Matches

Each match in DIV 1 will be played on Thursday at 18:00 CEST, DIV 2 matches will be played every Saturday at 18:00 CEST (Exceptions can only be made if the Staffteam and opponents both agree to change the date/time) and DIV 3 matches can be played on whatever date and time the teams agree on.

2.3 Communication between organizer and teams

The Communication between organizer, staff and teams is held on the official EON League Discord Server in the provided team- or matchchannels. DM's will be ignored by the Staffteam!

2.4 Prizepool

The Prizepool contains over 800 Euro (up to 1500€) Cash Prize!

2.4.1 Prizepool payout

Monetary prizes will be paid out via PayPal as long as no sanctions or other restrictions are in effect in the respective country. These countries are named in 4.1 Regional Restrictions. The payout may take up to 90 business days.

3. Entry Fees / Payments

3.1 Qualifier

An Entry Fee of 50 Euro per Team is required to participate in the 3 pre-league qualifiers.

3.2 Payment

Payment is conducted via PayPal. Make sure your payment contains your OPL Team ID as well as your team name.

PayPal adresse: https://paypal.me/EONLeague?country.x=AT&locale.x=de_DE

Entry fees are non-refundable.

4. Conditions for participation

4.1 Regional Restrictions

Players from the following countries are allowed to participate: Portugal, Spain, France, Ireland, Iceland, Belgium, Luxembourg, Netherlands, Germany, Sweden, Denmark, Norway, Finland, Switzerland, Austria, Italy, Slovenia, Croatia, Bosnia, Czech Republic, Poland, Estonia, Latvia, Lithuania, Ukraine, Moldova, Romania, Bulgaria, Albania, Macedonia, Greece, Turkey, Cyprus, **Belarus***, **Russia***

**Players from these countries must understand that they won't be able to retrieve prizes due to international embargos.*

4.2 Age

All participants need to be at least 16 years old. The organizer reserves the right to check the age of any Player if needed.

4.3 Naming

Each Player and Team Name can only be assigned once and needs to be clearly identifiable. The use of insulting, discriminatory, racist, sexist or similar insinuations are prohibited. If more than one Team is provided by an organization, each team must have a unique name (for example "Academy"). EON League Staff has the right to punish the whole Team for any kind of violation of this rule.

4.4 Loss of Permission to Play

The administrative staff of EON League has the right to withdraw the playing authorization of specific Players. This can happen due to offenses within the EON League, bans on the publisher or

blocks from third-party providers (e.g. OPL).

4.4.1 Multi-Accounting

If a Player is found to be using multiple user accounts on the OPL Website, they will be banned until they have only one account. The Team/s of that Player can be disqualified from the current League.

5. Modifications and Illegal Programs

5.1 Cheating

If a Player is suspected of cheating, the Administrators of EON League need to be informed with ample evidence.

The usage of any cheating software and / or macros is strictly forbidden. The use of any type of cheating software will result in an immediate and permanent ban from EON League and the player's Team may be disqualified from the current Season. All games in which the player participated in will be reviewed and the end results might be changed. The EON League staff has the right to temporarily revoke the playing rights of players who are suspected of cheating until final clarification.

5.2 Not Allowed Software

Any Software that allows and / or enables remote access to a PC and / or changes, marks or hides an IP address are not allowed to be used in any kind of match of EON League. The usage of blacklisted Programs, such as Remote Control Tools (for example: TeamViewer), virtual machines and VPNs will result in a penalty.

A background process is also present with a runtime of 00:00:00.

If a Player uses a blacklisted Program, the match might be considered a loss, depending on the software used.

5.3 Bugs and Glitches

Exploits of in-game bugs and glitches are not allowed and will be punished with a round loss, map loss or a rematch. It is up to the

EON League Administrator to decide whether a bug or glitch was present and whether it had an influence on the course of the game.

5.4 Use of Anti-Cheat Software

The use of the Anti-Cheat Software “MOSS” is mandatory for every team each match. Please make sure MOSS is working correctly in advance of your game to prevent any delays.

MOSS can be downloaded from <https://nohope.eu/>.

6. Team Composition and Roster Registration

6.1 Minimum Team composition

An association of at least five (5) participants is required to take part in the tournament and is henceforth referred to as “Team”. The maximum number of players per roster is given by the OPL - Team size. Each player is only allowed to play in a single team. If a player joins another team that also takes part in the EON league during the season, this must be reported to the organizer immediately! It is in the hands of the organizer to decide whether the player is eligible to play or not. As long as no decision has been made, the player is considered ineligible to play!

6.2 Substitutes

Teams can add as many players as they want but have to do that at least 1h before the official match starts.

6.2.1 “Emergency Substitutes”

Mid-game Substitutes are not permitted. (Exception when your match is not being streamed. Then you can switch 1 player via rehost per map.)

6.3 Roster Registration

Before each match every Team needs to make sure all players are in the OPL-Team and on the Discord Server. Each team must independently check the opponent's lineup before the start of the first map. If there is an illegal player in the lobby and there is a complaint from the opponent, the player must leave the match immediately. However, should a team not protest the illegal player and the match is started (at the beginning of the ban phase), the player will be eligible to play on all maps (in the case of a BO3/BO5)!

7. In-Game Rules

7.1 Match Format

All matches are presented in CEST/CET.

The regular Season uses the Single Round Robin format, which means each Team plays against each other one time. All regular Season matches are Best-Of-1.

Relegations will hold Single elimination Best-Of-3 Matches. The Playoffs will continue to do so, except for the Grand Finale. The Grand Finale will be a Best-Of-5.

7.2 Match Settings

	BO1	BO3	BO5
Game Mode	BOMB	BOMB	BOMB
Plant Duration	7	7	7
Fuse Time	7	7	7
Preparation Phase	45	45	45
Action Phase	180	180	180
HUD Settings	Pro League	Pro League	Pro League
Number of Bans	4	4	4
Ban Timer	20	20	20
Number of Rounds	12	12	12
Attack/Defense Swap	6	6	6
Overtime Rounds	3	3	3
Overtime Score Difference	2	2	2
Overtime Role Change	1	1	1
Overtime Objective Rotation	Rounds played	Rounds played	Rounds played
Pick Phase Timer	15	15	15
Damage Handicap	100	100	100
Friendly Fire Damage	100	100	100
Friendly Fire in Prep Phase	Off	Off	Off
Injured	20	20	20
Sprint	On	On	On
Lean	On	On	On
Death Replay	Off	Off	Off
Death Duration	2	2	2

If the Lobby isn't being hosted by an EON League Observer, the Blue (left) Team has to host.

7.2.2 Overtime Sidepick

The Overtime Sidepick will be done via OPL.

7.2.3 Incorrect Lobby Settings

With the start of the third preparation phase, the incorrect lobby settings are considered as accepted by both Teams. If the Host of the lobby has set wrong settings, the opposing Team or the Host's Teammates need to name the wrong setting in the in-game chat and the game has to be rehosted. All rounds played with wrong settings have to be replayed.

7.3 Maps and Operators

The Map-pool of the EON League consists of 9 Maps:

- Bank
- Border
- Chalet
- Club House
- Kafe Dostoyevsky
- Lair
- Skyscraper
- Nighthaven Labs
- Consulate

7.3.1 Map Veto

The Mapban opens one hour before and needs to be done at least 5 Minutes before stated match time.

Best Of 1:

A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - Map played

Best Of 3:

A Ban - B Ban - A Ban - B Ban - A Pick - B Pick - A Ban - B Ban - Decider

Best Of 5:

A Ban - B Ban - A Pick - B Pick - A Ban - B Ban - A Pick - B Pick - Decider

7.3.2 Map Ban Time

The Map-Ban must be done and ready 15 minutes before the start of the regular match time. If a team does not do so, this can be protested by the opponent.

7.3.3 Banned Operators

No Operator is banned by default, as there is no quarantine for new Operators anymore. Although the EON League Admins have the right to ban Operators mid-season if they are considered as “broken” (example: Lion on release).

7.3.4 Allowed Cosmetic Modifications

Players can only use the battle dress uniforms and headgears listed below. All other in-game cosmetics are banned from use in EON League:

- Operator’s default skins
- Pro League skins (gold sets)
- Pro R6Share teams branded cosmetics
- Six Major branded cosmetics

- Six Invitational branded cosmetics
- Esports Programs cosmetics

Weapon Skins, charms , Elite animations and operator background cards are not subject to any restriction.

Drone and Gadget skins are all forbidden. Players can only use the default Drone and Gadget skin.

7.4 Tactical Timeouts

Each Team has one Tactical Timeout (45 Seconds) 1 per Team and needs to request it via the Tactical Timeout function in-game. (A rehost due to incorrect lobby settings does not fall under this rule and therefore no team loses its rehost!)

7.5 Technical Issues and Rehhosts

Each Team has 1 Technical Timeouts, however, if the EON staff suspects a Team of abusing this feature, the Team will get restricted.

A Technical Timeout has a maximum duration of 10 Minutes, after that the game will continue or be rehosted.

Rehosts can be requested in the in-game chat when following scenarios apply:

- wrong lobby settings (only valid before the 3rd prep. phase)
- consistent high ping (>120ms) of one or more Players
- a Player disconnects and can not rejoin (if this happens in prep. or the first 15 seconds of the action phase with no damage taken, the game will be rehosted immediately. Otherwise, the round needs to be played to the end and the game will be rehosted afterwards.)
- Server issues (rubber banding, inability to place utility or reinforcements etc.)
- Cosmetics

The maximum amount of Rehhosts a Team can request is 1 per Team

7.6 Good sportsmanship Rules

Additionally, to all rules and mechanics established in Rainbow Six: Siege, competitive play in EON League is subject to the following good sportsmanship rules:

- Teams and Players are expected to perform and play their best at all times during any match, and to avoid any behavior inconsistent with principles of honesty and fair play.
- Intentional team killing is strictly forbidden.
- Spawn Killing (defined by killing an opponent within the first 2 seconds of the action phase of a round) is strictly forbidden.

7.6.1 Ingame chat

The in-game chat should only be used to request technical timeouts (“tech”; “p”; “pause”) or rehosts (“rh”; “rehost”) and for nothing else. Any kind of toxicity towards the opponents, teammates or league staff won’t be tolerated and will be punished.

If the match is getting streamed the observer will mute the Player violating this rule. With that, the Team risks not getting a Technical Timeout or Rehost when requested, as the Observer won’t see the messages of the Player.

7.6.2 Twitch chat

Spoiling the match result or being toxic in the twitch chat won’t be tolerated and can end in a chat ban and a warning on the Discord.

7.7 Spawnkills

Spawnkills within the first 2 seconds of the action phase are not

allowed.

7.8 Postponement of the Match

Div 1 and Div 2 Matches can't be postponed to another day, as these matches are getting streamed (Exceptions possible when Admin team and opponent BOTH agree!). However, switching time slots with other Teams is allowed but has to be communicated with the other Teams by the requesting Team.

If the playdays of EON League collide with official games organized by BLAST / Ubisoft, the affected Match will be postponed to be played at the end of the season.

7.9 Minimum number of players

Every Team has to play with at least 4 Players in the Lobby.

Should a team not be able to provide that amount of players they will get a default loss.

7.10 Leaving the Lobby

Every Player has to stay in the Lobby until the end of the match.

7.11 Anti-Cheat Files

7.11.1 Non-Submission

Teams are required to make their MOSS-Files available to the EON Staff by uploading them to OPL within 15 Minutes after the end of the match. Failing to comply with this rule will result in a default loss!

7.11.2 Invalid Files

Defect or incomplete MOSS files, along with wrong MOSS-Settings will be treated as a failure. If the files are missing 2 or more in-game

rounds the file is classed as being incomplete. This applies to files with more than 50% of black or not visible screenshots as well.

In any of these cases the affected team will get a default loss!

7.12 Match Protest

Any in-game issue that requires admin intervention needs to be brought in a Discord ticket immediately!!!

Any ticket opened on Discord related to rule breaching should be accompanied by tournament related evidence or will be disregarded by the admin team.

Matches will not be delayed for any reason except for force majeure cases (i.e. worldwide server issues) and at the discretion of the admin team

7.13 High Ping

If a Player has a consistent high ping (>120ms) the Lobby has to be remade and the Player has to fix the issue. If the Player is not able to do so, the affected Team has to continue to play without him. When only 3 Players are able to play with a normal ping, the map is considered a loss for the affected Team.

7.14 Restreams

EON League allows Community Casts in different Languages then english.

7.14.1 Player POV Streams

POV Streams of Players can be freely streamed with a 180 seconds Delay

from a Player's perspective.

EON League Rulebook Season 2