

Cross League Regulate



Version 1.1

July 2024

to be used in conjunction with
“Global EU Console Rules”

Table of contents

General.....	3
01 Scope.....	3
01.01 Disclaimer.....	3
01.02 Violations and Disqualification.....	3
01.03 Confidentiality.....	3
01.04 Conditions of Participation: Players.....	4
01.05 Timings.....	4
01.06 Additional Agreements.....	4
01.07 Esubs.....	4
01.08 Discord.....	5
01.09 Support requests.....	6
01.10 Protest requests.....	6
01.11 Trolling and no-shows.....	7
01.12 game dates.....	7
01.13 Sportsmanship and fairness.....	7
01.14 Point distribution.....	7
01.15 Profit distribution.....	8
01.17 Result Spoiler.....	8
01.18 bets.....	8
02 Casting/Streaming.....	9
02.01 The cast.....	9
02.02 Streaming.....	9
02.03 Interviews.....	9
03 Technical.....	10
03.01 connection.....	10
03.02 Disconnect.....	10
03.03 Technical errors.....	10
03.04 Pause and rehost.....	11
03.05 Tactical Timeout.....	11
03.06 Handcam.....	11
04 Season and Match Rules.....	11
04.01 Game settings.....	11
04.02 Gamemaster.....	14
04.03 League-Lineup.....	14
04.05 Folder pool.....	14
04.06 Mapban.....	15
04.07 Incorrect game settings.....	15
04.08 Allowed skins.....	16
04.09 Use of prohibited skins.....	16
04.12 Matching.....	17

General

01 Scope

This set of rules applies to “Cross League” tournaments, regardless of the platform. By participating, each team member accepts these rules. Each player is responsible for finding out about the current version of the rules

01.01 Disclaimer

If any paragraph or rule in this Rulebook is found to be invalid, illegal, unenforceable, or violates applicable law, the remainder of the Rulebook will remain in effect.

German law is considered the applicable law. Likewise, the decision regarding any situation not specified in these rules lies at the discretion and decision-making power of the tournament management and the admins.

01.02 Violations and Disqualification

Violations of the rules can be punished, for example, with bans or reductions in prize money.

If a team is disqualified, this disqualification applies to the entire league. If a player is banned, the duration of the ban will be determined by the tournament management. Any multiple violations of the rules may be punished more severely.

01.03 Confidentiality

All content of protests, support requests and correspondence with the admins or the league management must be treated confidentially and may not be published in images, text or analogous reproduction. Publication requires the consent of the league management. In the event of a violation, the league management reserves the right to impose a corresponding penalty.

01.04 Conditions of Participation: Players

Eligible players must meet the following criteria:

- The player must be a natural person.
- All players must be resident and registered in Germany, Austria or Switzerland.
- Players from Germany must be 16 years of age or older. Players from all other countries must be 18 years or older.
- Communication in German or English writing and language must be ensured.
- The player may not record any penalty imposed by the developer or publisher.
- The player may not record a penalty imposed by the Tournament Organizer.
- All players must be on the official “Cross League” Discord.

01.05 Timings

Each team must be ready to report to the game lobby 10 minutes before the scheduled match date to avoid delays.

Each team is also responsible for the individual team members and their punctuality.

If a team is not fully present in the lobby 15 minutes after the scheduled match date, the match will be considered a no-show.

This excludes downtimes and server problems communicated by the publisher. These must be confirmed by the publisher and officially communicated via Twitter, Reddit, blog post or other means.

01.06 Additional Agreements

The Cross League does not allow any agreements between teams that limit the validity of the rules or make them completely invalid. Additional agreements between two teams must be approved by the tournament management or the admin team and recorded and confirmed in writing in the Match Channel.

01.07 Esubs

- The use of an Esub must be registered in the Gameday Channel at least 15 minutes before the match date
- Player accounts must have at least clearance level 50 in Rainbow Six Siege
- The Esub may not be or have been in the league lineup of a team that is taking part in the current Cross League season! *If this is the case, this player will be banned until the next transfer period.
- In the group phase, 1 esub is allowed per match
- In Stages 2&3 only 1 esub may be used per stage.
- If a player has a ban or has sold his account, he must provide proof of this and contact the admins via a support ticket.

01.08 Discord

From the start of the match day, at least one player from each team must be myebattle Link your account to Discord via “My Profile” -> “Connect Discord” and be active on Discord during the entire match process and the lead time set for this. A channel is created on Discord for each match in which support and questions are handled. Communication between the players also takes place here. Before the start of the match, each team must announce their presence.

Each player represents their team in the Discord. This means that every player in the Discord has an equal role and is entitled to give instructions.

01.09 Support requests

Support requests are indirect or non-match-related requests that concern purely informational, administrative or organizational concerns of the teams towards the tournament management.

A support request must be submitted via the Discord's built-in support ticket system. Support requests not submitted through the ticket system are invalid and cannot be used as a reference. This rule also includes personal messages to admins or the tournament management.

ID changes can only be made via the support ticket system on the ebattle Discord can be applied for.

01.10 Protest requests

Protests are direct match-related questions or accusations that determine the course or outcome of a match.

A protest may be made by any team at any time during the match. A protest must be reported to the Match Channel immediately after the offense occurs. This must be marked with the note "Protest" and the @ADMIN tag. In the event of violations during an ongoing match, the match must be interrupted and the protest must be reported on the Match Channel before the action phase of the next round has begun. After the match has ended, only offenses from the last round played can be protested. This can be done until the result is confirmed. Protests not made on the Match Channel are invalid and cannot be used as a reference. This rule also includes personal messages to admins or the tournament management.

A protest is only considered valid as long as the result has not yet been confirmed. If the match has already ended and the result has been confirmed, a protest will no longer be accepted or processed. The tournament management reserves the right to override this rule if cheating is proven.

The tournament management and admins always make decisions based on the presumption of innocence. This means that the protest must provide Steller with valid evidence or arguments, otherwise the protest will not be processed further due to insufficient burden of proof.

01.11 Trolling and no-shows

Here we first give the team a warning, followed by further sanctions. This should prevent games from being given away voluntarily.

All matches must be played according to the “best effort” principle.

01.12 game dates

Each team is obliged to actively participate in finding a date (minimum 2 suggested dates). If both teams cannot agree, the game will be played on the standard match day.

In addition, one of three suggested appointments can be marked as a favorite.

Favorites can only be set for appointments that are at least 72 hours in advance. In the preliminary discussion channel, the opponent is then automatically informed that he or she must “react” within a set period of time. If the opponent does not take part in finding a date within the set period, the desired date will automatically be set as the match date 24 hours in advance and the channel will be closed.

01.13 Sportsmanship and fairness

Sportsmanship and fairness must be demonstrated by all players and teams on all associated platforms.

Failure to comply with this rule in live matches will be punished with particular severity.

01.14 Point distribution

If there is a regular win without overtime, the winning team gets 3 points, the losing team gets 0 points.

In case of a tie (6-6), play continues until one team reaches 8 rounds. The winning team gets 2 points, the losing team gets 1 point.

01.15 Profit distribution

The winnings will only be distributed to the league team owner. This person is then responsible for any further distribution. The winnings will be distributed via PayPal within 4 weeks after the end of the league. To do this, the information required for a transfer must be provided in the team view.

Profits will only be distributed if the entire prize pool is accepted. The prize money will be transferred exclusively via PayPal.

01.16 Player Bans

If a player is suspended or banned by another league or cup organizer, this has no effect on the Cross League. Only players with a developer or publisher-based ban are also blocked from the Cross League.

01.17 Result Spoiler

If a team, be it on social media or in the Twitch chat, announces a match result that has not yet been published in the associated stream, this team will be punished with the appropriate severity.

01.18 bets

Betting in any form is strictly prohibited and may result in disqualification of the entire team. Every player on a team has equal responsibility here.

02 Casting/Streaming

02.01 The cast

Casting a Cross League match is only permitted for the Cross League and may not be carried out by anyone else.

External casts must be requested in advance via ticket on our Discord.

02.02 Streaming

If there is no official Cross League stream, you can stream from the first person perspective. The title Cross League must also be mentioned in the stream. The stream title must not be offensive, racist or generally damaging to your reputation. Failure to comply may result in the entire team being disqualified. Each team is responsible for its own stream.

If a match is cast by a Cross League caster, it may not be streamed from the first person perspective.

02.03 Interviews

If an interview should take place, the designated player from the winning team has the obligation to go to the Discord channel after the match ends. This player is then moved to the casters and conducts an interview with the casters.

03 Technical

03.01 connection

The maximum latency in the league is 120ms. If a player repeatedly exceeds this limit, a rehost must first take place before a match protest can be opened. If a protest is opened, the match will be interrupted and, if the problem is not resolved, must be played to the end with the remaining players. For a protest to be valid, at least 3 screenshots must be submitted over the period of 2 rounds showing the latency being exceeded.

03.02 Disconnect

If a player is thrown out of the game or leaves the game intentionally, the current round must be played to the end (the round begins with the first second of the match time). If the entire team leaves a round, the team still in the game receives the point for that round. Between rounds, the player who left the game can reconnect or a rehost can be used. If a player has repeated disconnects and the rehost has already been redeemed, the team must complete the map with the remaining players. Each player is responsible for their own software and hardware.

03.03 Technical errors

Each player is responsible for their own hardware and internet connection. A game will not be rescheduled due to technical problems or missing players. If a team cannot compete with the roster registered for the tournament, the match will be considered a free win for the opponent.

03.04 Pause and rehost

Each team is entitled to one rehost/break per map.

Instead of a rehost, the pause function should be used. If it is not possible for a team to pause, a regular rehost must be carried out.

A rehost is carried out as follows:

The team that wants to use a rehost must have completely left the lobby by the start of the preparation phase at the latest, otherwise the round must be played to the end. If an observer is present, it is sufficient for the observer to confirm the rehost.

However, it also applies to this confirmation that a rehost must be requested before the start of the preparation phase. If a team leaves the match due to a protest, their rehost will not be honored. If a team is not completely in the game lobby 10 minutes after the rehost, the game must continue with the players present. Alternatively, a match protest can be opened.

If a rehost has to be carried out due to problems on the publisher's side (e.g. high ping in the entire lobby), this will not be credited to either team.

In the event of technical problems, several rehosts may be used, but these must be agreed upon with an admin and the player must prove the problems to the admins.

03.05 Tactical Timeout

Each team is entitled to a tactical timeout (in-game function) per map.

03.06 Handcam

Each team has the opportunity to request console protection from the admins in the Match Channel up to one hour before the match date. Should a team request console protection, both teams must use it throughout the match.

Console protection is only provided if there are enough admins available.

04 Season and Match Rules

04.01 Game settings



Server Type:	Dedicated Server (Region: EU Central)
Voice Chat:	Team only
Match Replay:	On
HUD settings:	Pro League
Match settings:	
Number of Bans:	4
Ban Hours:	20
Number of Rounds:	12
Attacker/Defender Role swap:	6
Overtime Rounds:	On
Overtime Rounds:	3
Overtime Score Difference:	2
Overtime Role swap:	1
Objective Rotation Parameter:	2
Objective Type Rotation:	Rounds Played
Pick Phase Timer:	20
Damage Handicap:	100
Friendly Fire Damage:	100
Reverse Friendly Fire:	Off
Injured:	20
Sprint:	On
Lean:	On

Death Duration:	2
Death Replay:	Off
Tactical Timeout:	
Requests available per team:	1
Allow requests from:	Players
Timeout duration:	45
Game Mode BOMB:	
Plant Duration:	7
Defuse Duration:	7
Fuse Time:	45
Defuse Carrier Selection:	On
Preparation Phase Duration:	45
Action Phase Duration:	180

04.02 Gamemaster

Teamhost

The team that chose the map hosts the match and has to ensure the correct settings.

Observer

Normally an Observer opens the lobby. The Observer will invite players to the game lobby and ensure the correct settings. It is not permitted to open your own lobby or start the game independently if an Observer is set as the game host.

Caster

If a caster is designated as leader, the players will be invited to the game lobby and the caster will ensure the correct settings. It is not permitted to open your own lobby or start the game independently if a caster is set as the game host.

04.03 League-Lineup

10 players per team are allowed to be placed in the league lineup.

Each player is only allowed to take part in the competition on one team.

All players participating in the competition must be on the Cross League Discord.

04.05 Folder pool

- Oregon
- Clubhouse
- Cafe Dostoyevsky
- Chalet
- Consulate
- Bank
- Nighthaven Labs
- Skyscraper
- Border

04.06 Mapban

The mapban takes place on the website in the respective match. The map vote will be activated 30 minutes before the start of the match. The maps that cannot be played are banned there.

Each team has 2 minutes Map to banish. If there is no ban during this period, the system will automatically ban a map and the map vote will continue. The team that banned the penultimate map chooses the desired side (attacker or defender) on the decider map.

The team that does not have the choice of side chooses the side for overtime. If the team did not choose a side for overtime before the start of the match, this setting remains at random.

Bo1 Maps:

The maps are banned alternately, so that one map (decider map) remains.

Bo3 Mapban:

Ban-Ban-Ban-Ban -Pick-Pick -Ban-Ban-Decider

The team that did not pick the map can choose the side of that map.

Bo5 Mapban:

Ban-Ban-Pick-Pick-Ban-Ban-Pick-Pick-Decider

The team that did not pick the map can choose the side of that map.

04.07 Incorrect game settings

If a game has been started with incorrect game settings, the opponent must be informed immediately. If two full rounds have passed and the incorrect settings have not been brought up, the settings are considered accepted and will no longer be changed.

04.08 Allowed skins

- Esports Programs Cosmetics
- Pro League skins (gold sets)
- Pro teams branded cosmetics
- Victory Celebrations
- Operator Portraits
- Card Backgrounds
- Unique Ability: Nur Default Skins

All other modifications are not permitted.

Weapon skins are explicitly excluded from this rule. As a result, everyone is Weapon skins allowed.

Battle Pass skins are not allowed.

First offense: repeat round

Second offense: Loss of round

Third offense: Map loss

04.09 Use of prohibited skins

If a round is started with a forbidden skin, the affected player must immediately be removed from the current round via teamkill without carrying out any action in the game and adapt the skin. The round started must be played with a minority.

04.11 Player substitution

A player change is only possible in the designated transfer phase and in Seasonwechsel possible.

During the transfer phase, a maximum of 3 players from the current lineup may be changed or added.

04.12 Matching

At least one player per team must upload a screenshot of the result, including the scoreboard, to the Match Channel at the end of the match to confirm the match. Both participating teams are equally responsible for compliance and execution of this regulation.

The teams are obliged to enter the result on the website.

In an officially streamed match, each player has the obligation to remain in the lobby after the match ends. Players are not allowed to leave the lobby until the host is back in the settings menu. If this rule is ignored, the player will be warned once. If the behavior occurs repeatedly, the player's right to play in future games will be revoked.