

The Official Rainbow Six: Siege European Open League Rulebook



1 General

1.1 Rule Changes

European Open League reserves the right to amend, remove, or otherwise change the rules, without further notice. EOL also reserves the right to make a judgement on cases not specifically covered by or that go against the rulebook in order to preserve the spirit of fair competition and sportsmanship. European Open League and its Officials reserve the right to make all final decisions regarding League matters.

1.2 Validity of the Rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

1.3 Code of Conduct

All European Open League participants agree to behave in an appropriate and respectful manner towards other participants, spectators, Staff and more. Any sort of harassment should be reported to the tournament administration immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion. Similar restrictions apply not only to the participants, but every single person involved with the European Open League. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution

1.4 Time Zone

All Games will be displayed as CET/CEST. Opportunity League does display the time in your Local Time Zone.

1.5 Communications

European Open Leagues only official method of communications will be [Discord](#) and the official [EOL Opportunity League Page](#).

1.6 Broadcasting

1.6.1 Any Kind Of Broadcasts

If a Match is being broadcasted by European Open League Production, participants are not allowed to stream their game at any kind of channel. If a Match will not be broadcasted by the European Open Production, participants are indeed allowed to stream their match, at their own risk, with a 180 second delay.

1.6.2 Information Abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams). Additional Players are required to stay in the dedicated team voice channel, if their game is being broadcasted otherwise not essential.

1.7 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and tournament administration are deemed strictly confidential. The publication of such material is prohibited without a written consent from the European Open League administration.

European Open League is not responsible for any match replay or VOD content unannounced that is not in possession of European Open League.

1.8 Protests

Teams have a time limit of two (2) hours, after the match has ended, to create a protest, until the protest becomes invalid. Protests need always to be created immediately after the issue was discovered, otherwise proof of the issue has to be gathered. If a protest has been made while the players are still in the Match Lobby, the match will be paused until the protest has been solved. Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party. If a Match is spectated by any European Open League Official Observer, then teams have to create the protest after the match is finished, otherwise the protest will be awaited. Administration may overrule this at their own discretion.

1.9 Punishment

1.9.1 Team / Player Penalty Points

Team / Player Penalty points will be given on occurrences such as use of prohibited cosmetics, not uploading required match media, swindling European Open League Staff, repetitive violations, Discord server violations, Twitch channel violations, etc. and will receive the appropriate sanction as identified in Section 8. This can be reported by creating a ticket using the Ticket Tool in the Official European Open League Server.

1.9.2 Warnings

Participants and Discord members of European Open League may receive a Warning if Rules were violated. The Administration will decide what Sanction shall be applied.

1.9.3 Chat/Channel Mute

European Open Leagues Administration is authorised to mute Players and Discord Members at any Time if the Chat Function in the Discord Server is abused towards the goal of annoying others.

1.9.4 Forced Forfeit

Forced forfeits are given to a team where they may violate required match media, cause a severe disturbance through extreme, offensive behaviour in-match or play a map with an incorrectly registered roster of minimum 3 unknown players. While these are some examples, Administration will have the final word at any time.

1.9.5 Bans

Bans may be distributed where Management feels select actions including but not limited to offensive behaviour in Discord or in-game, MOSS violations or other actions require extensive sanction(s). Appealing this can be done by creating a ticket using the Discord Server Ticket Tool.

1.10 Prize Pool

The prize pool will be announced within the Upcoming Season post, each season varying. If a Team/Organisation paid the Entry Fee on Paypal and refunding it at a later time, then this will get you disqualified from the current season.

2 Region

2.1 Player Conditions

2.1.1 Player Age

All participants of the European Open League have to be at least 15 years of age. European Open League reserves the right to remove and/or disqualify a participant from all following season play and the team disqualified if we find your participation to be illegal.

2.1.2 Participant Region

Participants, excluding coaches, must reside within one of the below listed countries/territories;

Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland (Republic of), Italy, Jersey, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Republic of Moldova, Monaco, Montenegro, Netherlands, North Macedonia (Former Yugoslav Republic of), Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, Vatican City;

2.2 Player Conduct

2.2.1 Code of Conduct

Through applying for European Open League Rainbow Six: Siege, you agree to our in-server rules, Discord Terms of Service and Ubisoft Terms of Use. You also agree to follow all provisions stated within this Rulebook. Should we find that you are in violation of any of these, the appropriate punishment/sanction will be applied.

2.2.2 Offensive Behaviour

This includes but is not limited to racism, hate speech, threats, sexual harassment or offensive imagery. Should we find you in offence of this provision, Management reserves the right to apply the most appropriate sanction.

2.2.3 Spam

Repeatedly sending messages, whether in-game or within our official Discord server is considered spamming. Should we find this has been violated, League Administration shall and will apply the following sanction;

- 1st Offence: 24 Hours Mute
- 2nd Offence: 48 Hours Mute
- 3rd Offence: 1 Week Chat Mute
- 4th Offence: Permanent Chat Mute

2.2.4 Reporting Offenders

If you feel a participant of any of the Rainbow Six divisions or a member of the Discord Server has offended you in any way, immediately contact the European Open League Admins using our Ticket Toll in the Discord Server (Ticket Tool#4843), the Ticket Tool can be found in the Channel #create-ticket, with the appropriate proof of the identified member. If you feel unconfident transmitting to us through Ticket Tool, privately message a member of Management.

2.3 Names and Pictures

2.3.1 Requesting Changes

Administrators may request you change your user/nickname, profile picture or team picture if it is seen to be offensive or inappropriate in relation to Rules 2.2.2.

2.3.2 Team Names and Logos

Teams will not have the same name unless under the same organisation (Academy teams are excluded from this). European Open League is permitted to remove you from participation should you not abide by this rule. This also applies to logos sent from teams; these must be in the form of a Transparent PNG logo.

2.3.3 Sanction

Should a League participant or a member of our Discord Server not comply with the provisions identified above, they may be disqualified from play or the closest, most relevant appropriate sanction applied at the discretion of Management.

2.4 Player Details

2.4.1 Discord Account

Participants must be a member of the official European Open League Discord Server otherwise this Person will not be able to compete in the European Open League.

2.4.2 Game Account

Game (Ubisoft Connect) account names must be stated within the roster of your team page, on the OPL website. Using unregistered game accounts of a registered player or using unregistered game account names will result in 1 penalty point being applied to the player per match, at the discretion of the Administration.

2.4.3 In-Game Username

Discord usernames must abide by Rule 2.3.1. Should we find you in violation, you may be removed from the league, the sanction's length at the discretion of Administration. If not provided as requested, you will be denied from play in any match until done so.

2.5 Team Composition

2.5.1 Representative

The team captain or following support staff will be your automatically allocated representative unless otherwise indicated. All communications relating to roster changes and protest shall go if possible through your Official team representative.

2.5.1.1 Changing Representative

A team representative may be changed at any moment by the appropriate Team Captain. For a team in which the Team Captain is not in his Duty any longer, the team representative can be changed by a request from the majority of the team. Any team is allowed to have 2 team representatives if the leadership is divided.

2.5.2.1 Competition Registration

All Teams must ensure to have up-to-date rosters on the Official [EOL Opportunity League Website](#), before starting an official European Open League match. Staff members that are not eligible to play do not require to be listed on that roster. However they still claim a spot in the team composition.

2.5.2.2 Role Requests

Role Requests can only be done if the player is already registered by his team on the official EOL OPL Website. If the player is not registered, the request will be denied. Adding a player must be done at latest, before the official starting time of the upcoming match. Shall a player be added within the restricted time to the team then this player will count as "unregistered" and can not be allowed to participate in the upcoming match, however if he should play, then the team will be automatically forced to change out the player or Rule 2.5.2.3 will be put into effect. League Managers may overrule this at their own discretion.

2.5.2.3 Playing With Unregistered Player(s)

Should a team win a match with an unregistered player(s) used so shall 2 Points on their Leaderboard will be taken away, If they should lose, then only 1 point will be removed. This is based on each Map, so whether a team uses unregistered player(s) on multiple maps then the appropriate punishment will be applied as stated above. If a team has used an unregistered player(s) in 3 different matches subsequently they will receive a team penalty.

During qualifiers, teams that win a match with an unregistered player(s) will lose 2 points on the Swiss System and on the occasion that these two teams tie the match, 1 point will be removed. Losing a match will not take away any points. In the playoffs, teams will be penalised with one (1) team penalty per match.

Using three (3) or more unregistered players in a single match will immediately force the team using those players to forfeit the map they have used the players on, regardless of the stage position and situation.

2.5.2.4 Composition

A Team must be composed of a minimum of 5 players, a max of 11 players including three substitutes and three support staff. If more than 11 Players are requested then that Team will be forced to remove 1 Person in order to add another. A team can play a max of 2 substitutes at once, if that limit is exceeded then this will count as unregistered player(s).

2.6 Leaving EOL R6

2.6.1 Major & Minor Division

1. If a team leaves the EOL R6 League during a season, the team forfeits all prize money accumulated for the season
2. Teams dropping out of either Division in week 1 to 3 will be replaced with a new team
3. The replacement team must also pay any entry fee or deposit required for the current season and division
4. The current record held by the team dropping out carries over to the new team
5. Teams dropping out of Major or Minor League in weeks 4 to 9 will not be replaced and all teams will receive a 7-0 forfeit win.
6. Week 4 has started when the 4th game has been played for the team dropping out.

After a team has completed their first official match in European Open League R6 they will not be able to refund their entry fee.

3 Rules and Violations

3.1 Unintended Mechanics

An unintended mechanic is a condition or action that may allow a Player or Team to act or receive an advantage in a way that was not specifically designed, commonly referred to terms include, but limited to, exploit, glitch, bug, gimmick and hack. At times, unintended mechanics may create an unfavourable result for a Player or Team. The Tournament Organiser will determine if the use of unintended mechanics influences the outcome of a Match and award or penalise activities accordingly.

3.1.1. Currently Known Unintended Mechanics

The following lists include both currently permitted and banned unintended mechanics. As the list of unknown or non-addressed unintended mechanics increases past this list, the Tournament Organiser, on a case by case basis, will determine the final ruling and impact of items not specified below. It is in a Teams' best interest to surface any unintended mechanics not listed here and await Tournament Organiser approval before implementing their use, understanding that there is time needed to review and provide feedback on such items.

3.1.2. Permitted Mechanics

These are known unintended mechanics that have been approved for use and, unless a new variation or change impacts these, Teams may implement them.

- Any position that Players can get to, and out of, by passing through any object, wall, floor, ceiling or surface and the Player can be both seen and attacked/shot at as normal.
- Shield boosting, including on to a detected window ledge
- Utilising a Teammate to boost
- Standing on a window ledge and being detected
- Using equipment or diffusing through a destructible surface
- Long-arming
- Destroying the whole floor of a bomb site so the opposing Team can not plant the defuser
- Smoke through wall
- Hibana and Thermite charges are permitted to be placed anywhere
- Boosting on toilets on Consulate

3.1.3. Banned Mechanics

These are known unintended mechanics that have been banned for use and, at minimum, will carry an immediate round loss and or further infractions. This list may be updated by the Tournament Organiser at any time and will inform Teams via Announcement of any such change(s).

- Any position that Players can get to, and out of, by passing through any object, wall or surface and the Player cannot be both seen and attacked/shot at as normal
- Shield boosting on to undetected window ledge
- Using a Mira shield to boost
- Standing on a window ledge undetected
- Blocking window vaulting with a destructible shield
- Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces
- Placing a Maestro's Evil Eye on Alibi's decoy
- One-way shots
- Placing any equipment or gadget in a place where it cannot be destroyed
- Any Team or Player action in which results in the kill of an attacker during the first two (2) seconds of an Action Phase, normally referred to as Spawn Killing
- Parkour/Ledge exploit
- Vigil boosting that renders Vigil undetectable

3.2. Quarantined Operators

- All Operators are allowed to be played

3.2.1. Use of Restricted Operators

Should you find a member of the opponent using a restricted operator, warn the observer within the in-game chat or create a protest within your dedicated match channel immediately after or as soon as possible for Administration to process.

3.3. Cosmetics

During European Open League competitions' official Matches, Players can only use the battle dress uniforms and headgears listed below. All other battle dress uniforms and headgears are banned from use in competitive play:

- Operator's default skins
- Pro League skins (gold sets)
- R6 Share Program cosmetics
- Esports Programs' cosmetics
- [ANNEX C](#)

For sake of clarity, permitted operator battle dress uniforms and headgears that aren't operators' default skins nor pro teams branded are listed in ANNEX C. Weapon skins, weapon charms and operator background cards are not subject to any restriction. Operator abilities that can be deployed on any surface or area, are restricted from using any cosmetic.

3.3.1 Use of Restricted Cosmetics

Should you find a member of the opponent using a restricted skin, create a protest within the in-game chat or your dedicated match channel immediately after or as soon as possible for Administration to process.

3.4 - In-Game Name/Avatars

In-Game Names/Avatars should not contain any offensive or racist content. If you come across a Player breaking this Rule then please submit a ticket with relevant evidence (Screenshot/Recording) so action can be taken against the Player in question.

3.5. Other Violations

A Player may receive a penalty in accordance with the Penalty Index of the Rulebook if the Player and/or Team commits any of the following offences

- Refusing to follow a Match Officials instructions
- Showing dissent by word or action towards other Players
- Using insulting language and/or gestures towards other Players
- Showing unsporting behaviour in a Match
- Griefing and/or trolling
- Ghosting
- Spamming
- Misleading or duping any Match Official

4 Anti Cheat

4.1. BattleEye

All Players must use BattleEye at all times during official Matches.

4.2. Monitor System Status (MOSS)

All Players must run MOSS at all times during official Matches. The latest version of MOSS can be downloaded here: <https://nohope.eu> Players are required to send their MOSS files if requested by an Administrator. Every player must save the file up to forty eight (48) hours after the Match ends. In case of technical issues, the Team's Point of Contact must notify the Match Officials within this time.

If the moss file is requested then the Player will be asked to send it into his Team Channel or in a ticket created by that person. This can be done by <https://dropmeafile.com> further Instructions on that will be in the Official Discord Server Of European Open League under the channel “#moss-guide”.

If a Player does not provide the MOSS files within the allotted time period, even if it is due to technical issues with the software, a Player and/or Team may receive a Warning which could lead into a Penalty in accordance with the penalty Index of the Rulebook. EOL reserves the right to ask for players' moss files at random times. Every player has to follow this command at all times, otherwise actions will be taken.

- one (1) upload failure: Official warning

4.3. Third Party Software

The use of third-party software, any form of tampering with the game's code or servers or any gathering of information obtained from watching the Match's broadcast while playing with the intention of, or potential to, create an unfair advantage for a Team or Player, is prohibited.

4.4. Banned Software

Any and all programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list, will be cause for immediate disqualification for the entire Team:

- TeamViewer
- Parsec
- RemotePC
- LogMeIn
- Remote Desktop Manager
- Chrome Remote Desktop

- **Windows VPN**
- **NordVPN**
- **ProtonVPN**
- **OpenVPN**
- **Tor Network**
- **ExpressVPN**
- **NortonVPN**

5 Match Officials and Processes

5.1. Official Information Channels

Every announcement and important piece of information (e.g. rule changes, transfer updates, scheduling, penalties) will be communicated to Teams in the Official Discord Server of EOL, first and foremost.

5.1.2. Communication Language

All communication with the admins is expected to be in English. All communication in-game and on the website is also expected to be in English.

5.1.3. Communication Channels

During Broadcasted games, participants have to take place in an official voice channel of European Open League. Every team has the option to choose between the Discord or the Teamspeak voice channel before their match starts. If a team should refuse this, then this can lead to a sanction for the whole team by the discretion of the Administration.

5.2. Match Rooms

On Sunday each week at latest, channels will be created for each Match for the following Play Day one week in advance. Match Officials will directly coordinate Match starting times and Match operations with the Teams/Players. Match Officials may also give warnings to Teams/Players via these channels and any official penalties will be communicated via Discord.

5.3. Selection

As soon as practicable before a Match, the Organiser shall notify the relevant Teams of the Match Officials appointed for such Match.

5.4. Finality of Decision Making

Decisions made by Match Officials are final and binding on all Players, Teams, Team Officials and other Participants.

5.5. Responsibilities

Match Officials are responsible for judgments and calls on Match related issues which take place immediately before, during and immediately following a Match. These responsibilities include, but are not limited to:

- reviewing the Team's Team Sheets and list of Starting Players and Substitute Players;
- complying with its obligations under the Regulations in relation to lodging the Team Sheet with the Organiser after a Match;
- starting and closing the Match;
- monitoring the behaviour of Players and Team Officials; and
- issuing appropriate in-Match solutions, sanctions and penalties

5.6. Match Official behaviour

Match Officials shall, at all times, conduct themselves in an appropriate, professional and impartial manner, as befitting the Competition and the Organiser. For the avoidance of doubt, Match Officials shall show no prejudice towards any Participant, or any other stakeholder associated with the Organiser, the Teams or the Competition.

5.7. Payments to Match Officials

No Team, Team Official, Player, or any other person acting on their, or its behalf, shall make, or offer to make, any payment whatsoever to a Match Official, whether in cash or in kind, and whether by way of fee, allowance or reimbursement of expenses, except as may from time to time be approved or determined by the Organiser.

5.8. Notification

Teams and Players must at their earliest convenience notify the Match Officials of any issues arising during the Competition.

5.9. Age Clarification

Should European Open League suspect a person to be under the age limit of the league they deserve the right to ask for an Identity Document (ID) if that team has won any prize money. If this person denies ID, they will forfeit one fifth of the money won.

6 League and Match Guidelines

6.1 Server

The default server used will be West Europe however if not possible, Another Server may be used at the permission of Administration. If the wrong server has been set, the lobby will be recreated with the correct server and same match circumstances.

6.2 Ping

The maximum ping permitted is 100ms. If this is exceeded, the observer must be notified and a protest be made, with up to 3 screenshots in 3 different Rounds of the opponent exceeding the limit, as soon as possible through a Ticket at the Ticket Tool or through our Protest Channel. For any reason associated with in-game servers at fault, the match will be postponed to a more suitable date later in the week or a time further in the day.

6.3 Roster

Teams must play with 5 players at all times during a match. If not possible, the team may be forced to forfeit the match unless otherwise indicated by Administration.

6.4 Staff

6.4.1 Administrative Judgement

League Administrators are permitted to apply their final judgement during a protest or other. Should you disagree with the applied judgement, you may protest it by providing the proof listed below along with your reason through a ticket using the Ticket from our Ticket Tool in the Official European Open League Discord Server.

- You must Provide who applied the judgement
- The Time of application of judgement
- Extra proof you think appropriate to be viewed by Management

6.5 Game Chat

The in-game chat will be used only to communicate any investigation regarding rehosts, skins or other. Abusing the in-game chat can lead to a punishment to the team or to one or more players. Any other communications can be done within the dedicated match channel in our Discord server or only if completely necessary, in-game.

6.6 Match Regulation

6.6.1 Map Pool

The current map pool is as listed;

- Bank
- Border
- Chalet
- Clubhouse
- Kafe Dostoyevsky
- Oregon
- Skyscraper
- Theme Park
- Villa

6.6.2 Game Settings

General Details:

- HUD Settings: Pro League
- Game Mode: Bomb

Best of 1 - Qualifiers

- Number of Bans: 4
- Ban Timer: 20
- Number of Rounds: 12
- Attacker/Defenders Role Swap: 6
- Overtime Rounds: Off
- Overtime Score Difference: Off
- Overtime Role Change: Off
- Objective Rotation Parameter: 2
- Objective Type Rotation: Rounds Played
- Pick Phase Timer: 15
- Operator HP: 100
- Friendly Fire Damage: 100
- Reverse Friendly Fire: Off
- Injured: 20
- Sprint: On
- Lean: On
- Death Duration: 2
- Death Replay: Off
- Requests Available per Team: 1
- Allow Requests From: Players
- Players Timeout Duration: 60

Best of 2 - Major, Minor League

- Number of Bans: 4
- Ban Timer: 20
- Number of Rounds: 12
- Attacker/Defenders Role Swap: 6
- Overtime Rounds: 3
- Overtime Score Difference: 2
- Overtime Role Change: 1
- Objective Rotation Parameter: 2
- Objective Type Rotation: Rounds Played
- Pick Phase Timer: 15
- Operator HP: 100
- Friendly Fire Damage: 100
- Reverse Friendly Fire: Off
- Injured: 20
- Sprint: On
- Lean: On
- Death Duration: 2
- Death Replay: Off
- Requests Available per Team: 1
- Allow Requests From: Players
- Players Timeout Duration: 60

Best of 3 - Playoffs

- Number of Bans: 4
- Ban Timer: 20
- Number of Rounds: 12
- Attacker/Defenders Role Swap: 6
- Overtime Rounds: 3
- Overtime Score Difference: 2
- Overtime Role Change: 1
- Objective Rotation Parameter: 2
- Objective Type Rotation: Rounds Played
- Pick Phase Timer: 15
- Operator HP: 100
- Friendly Fire Damage: 100
- Reverse Friendly Fire: Off
- Injured: 20
- Sprint: On
- Lean: On
- Death Duration: 2
- Death Replay: Off
- Requests Available per Team: 1
- Allow Requests From: Players
- Players Timeout Duration: 60

Best of 5 - Grand Final

- **Number of Bans: 4**
- **Ban Timer: 20**
- **Number of Rounds: 12**
- **Attacker/Defenders Role Swap: 6**
- **Overtime Rounds: 3**
- **Overtime Score Difference: 2**
- **Overtime Role Change: 1**
- **Objective Rotation Parameter: 2**
- **Objective Type Rotation: Rounds Played**
- **Pick Phase Timer: 15**
- **Operator HP: 100**
- **Friendly Fire Damage: 100**
- **Reverse Friendly Fire: Off**
- **Injured: 20**
- **Sprint: On**
- **Lean: On**
- **Death Duration: 2**
- **Death Replay: Off**
- **Requests Available per Team: 1**
- **Allow Requests From: Players**
- **Players Timeout Duration: 60**

Game Mode Settings:

- **Plant Duration: 7**
- **Defuse Duration: 7**
- **Fuse Time: 45**
- **Defuser Carrier Selection: On**
- **Preparation Phase Duration: 45**
- **Action Phase Duration: 180**

6.7 Point Disruption

In the Division of Major and Minor Leagues the Points will be distributed in the format shown below;

- **Map Win: 3 Points**
- **Overtime Map Win: 2 Points**
- **Overtime Map Loss: 1 Point**
- **Map Loss: 0 Points**

7 Match Procedure

7.1 Pre-Game

7.1.1 Start Times

Match-ups have to be played either at the scheduled time or as soon as possible.

7.1.2 Scheduling Matches

Both teams have 7 days to schedule their occasion, both sides need to plan the match in the given schedule week. If that is not the case, then the Administration has the right to penalise a team or force a date for that match, depending on the circumstances.

7.1.3 Requesting Reschedule

In cases a reschedule applies, use your dedicated match channel to discuss with the opposition until a time has been agreed. If a reason of extreme circumstance, judged by Administration, has been provided, League Manager(s) are permitted to force a reschedule on the opposing side.

7.1.4 No-show

If a participant is not ready to play until 15 minutes after the scheduled start of the match, it is considered a no show. In that case, the participant will lose the first map with the worst score possible. However the team is able to play the next map, which either has to be started as soon as possible or sixty (60) minutes after the official starting time. If there are technical issues that appear, then the Administration has to be informed as soon as possible and will have the last word.

7.1.5 Veto Selection

The Veto on the team that is banning/picking the first map is decided by the OPL website. The team that has picked the site of the map will use the opposite site starting Overtime.

7.1.6 Ban Phase

All matches in European Open League will have a map veto to be completed to decide on the map that is played, completed using the map veto found in the match channel on the OPL Website. The link to complete the map veto will be provided by Administration 30 minutes

before match start in the League Stage and 60 minutes before match start in the Playoffs. Map Bans shall be started by the Teams as soon as they receive it. A team has time to complete the veto until the official map start time, if this is not the case the match will be ruled in favour of the opposite team.

7.1.7 Custom Lobby Host

The custom match lobby must be created by a player of either team. The OPL map veto will determine which team is going to host their match. The team that bans/picks the first map will be the creator of the custom lobby. This only applies, if a match is not spectacted by an European Open League Staff or Production Member.

Best of 1 - Qualifiers

- Team A bans
- Team B bans
- Team A bans
- Team B bans
- Team A bans
- Team B bans
- Team A bans
- Team B bans
- Decider
- Team A picks side

Best of 2 - Major, Minor League

- Team A bans
- Team B bans
- Team A bans
- Team B bans
- Team A bans
- Team B bans
- Team A picks
- Team B picks
- Ignore
- Team A picks side
- Team B picks side

Best of 3 - Playoffs

- Team A bans
- Team B bans
- Team A bans
- Team B bans
- Team A picks
- Team B picks
- Team A bans
- Team B bans
- Decider
- Team A picks side
- Team B picks side
- Team A picks side

Best of 5 - Grand Final

- Team A bans
- Team B bans
- Team A picks
- Team B picks
- Team A bans
- Team B bans
- Team A picks
- Team B picks
- Decider
- Team A picks side
- Team B picks side
- Team A picks side
- Team B picks side

7.2 Rehosts

Giving an invalid reason for a rehost, or leaving the match before having approval to do so will lead to instant round loss to the team that uses it. Members of the rehosting team must call a rehost before the start of the action phase. A screenshot of the result with all players on the scoreboard must be provided before the rehost happens. Teams are only allowed 1 rehost per map (Multiple rehposts are allowed by mutual agreement.) Administration will judge what is counted as a rehost if necessary. To request a rehost, the Team Captain/Representative has to call for a rehost in the in-game chat or dedicated match channel. When starting the new lobby, the previous standing of the game must be set up again with correct stats

7.2.2 Mid-Match Substitutes

If a map has started and an issue does arise a substitute will not be allowed to replace any member of the team. However, you can continue the map as a 4v5. Players' trades can be done after each map. Players who have disconnected and cannot rejoin by the next round will force a rehost

- If the player has dropped during the preparation phase, the match will be rehosted. If not, the round will be played out normally.

7.2.3 Technical Timeout

A technical Timeout is allowed per map for each team. The pause has to be requested in the In Game "All Chat" so both teams are aware of the Pause. This Timeout is allowed but permitted to maximum 5 minutes per Pause.

7.2.4 Tactical Timeout

Each Team may request one Tactical Timeout per map during any given match. Timeouts that are not used do not carry over to the next map and are lost.. The pause has to be requested in the In Game "All Chat" so both teams are aware of the Pause. This Time Out is allowed but permitted to maximum 1 minute per map.

7.3 In-Between Maps

7.3.1 Break Length

Matches of less than 3 maps will be allowed a max of 10 minutes unless otherwise told by Administration. Break lengths for 3 maps or more is at the discretion of Administration unless another time is fine with both sides.

7.3.1 Changing Players

Teams are allowed to switch any unable players with registered players, if needed during the break between maps. Player changes during an in-game are strictly forbidden and will result in a sanction for the whole team.

7.4 Post-Game

7.4.1 Reporting Results

Matches that are not under European Open League production must provide screenshots of the final match result with the Operator bans on it.

8 Probation, Sanctions and Penalties

8.1 Definitions

These Definitions can be a Reason, for any Sanction you may receive:

1. Any registered user who starts the match with an unregistered Uplay account under their player slot on OPL and Discord. Exceptions may occur where a user has no access to his Account, This can only be decided by the Administration.
2. Any player that starts a match under an unregistered game account name.
3. Any agreements made to modify the end result of a match so that a set team is either made to win, draw or lose by purpose. Administration is authorised to choose their Judgement as this falls under Match Fixing
5. Any participant that incorrectly enters a matchup's result.
6. Any participant who provides Administration/Management with illegal/false evidence or media when requested.
7. Any use of the listed unauthorised programs in Rule 4.4
8. Any form of cheating software a player has installed and makes use of within a match including but not limited to those listed in Rule 4.4
9. Administrators are allowed to make judgements on what software is authorised as a form of cheating.
10. Any participating team that plays with a banned player or with a banned account inside this league.

8.2 Parole

When a player has been released from their sanction, they will be placed on parole where they will be closely watched as to their behaviour, gameplay or other reason depending on the situation at question.

8.3 Penalty Points Distribution

Penalty points can be distributed to a whole Team or even a single or multiple player(s). Penalty Points will be given through the #penalties Channel in the Official European Open League Discord Server. Accumulated Penalty Points will be reset after the season.

8.4 Penalty System

Reasons for Player and Team Penalties are defined in Rule 3 and 8.1.

- Player Penalty (1): Warning
- Player Penalty (2): 1 point distributed from teams leaderboard (League Stage) / suspension from playing map 1 (Playoffs)
- Player Penalty (3): 2 point(s) disrupted from teams leaderboard and suspension for playing one match
- Player Penalty (4): 3 point(s) disrupted from teams leaderboard and suspension for 2 league matches
- Player Penalty (5): Suspension for 3 matches
- Player Penalty (6): Suspension from the current Season

If a Player gets suspended from the current Season and is willing to play the next Season then he will start with (2) player penalties into the new Season.

- Team Penalty (1): Warning
- Team Penalty (2): 1 point distributed from leaderboard (League Stage) / forced to forfeit map 1 (Playoffs)
- Team Penalty (3): 2 point(s) disrupted from leaderboard and forced forfeit map 1
- Team Penalty (4): Forced to forfeit a whole match
- Team Penalty (5): Forced to forfeit 2 Maps
- Team Penalty (6): Forced to forfeit 2 Maps

If a team amasses 6 Penalties in a single season, then they will receive a Suspension lasting the whole season. If a Team gets suspended from the current Season and is willing to play the next Season, then they will start with (1) Penalties the new Season.

By playing, European Open League you agree to all of the rules defined within here and take responsibility for all of your actions.

