Rulebook

This Rulebook outlines the rules that should at all times be followed when participating in the Rainbow Six Pro League. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the League Administration that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

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1 Definitions

1.1 Range of Validity

This is the only rulebook which is valid for the Rainbow Six Pro League, its participants and all matches played within the scope of the Rainbow Six Pro League. With his participation, the participant states that he understands and accepts all rules.

1.2 Participants

A Rainbow Six Pro League participant is a team or a player that is participating in the Rainbow Six Pro League. Any member of a Rainbow Six Pro League team is a participant of that team, and locked to it regardless of whether or not the person has played for the said team.

1.3 Time Zone

The ESL websites (https://play.eslgaming.com and https://pro.eslgaming.com/r6/proleague/) will display the times of matches according to the time zone each user has specified in the account settings. Not logged in users will have times displayed in the timezone assigned to them from their Geo-IP location. To be sure, it is recommended to login and enter the correct time zone in the account settings.
Official league communication will use the following timezones:
- NA - ET (EDT or EST)
- EU - CET or CEST
- LATAM - BRT or BRST

1.4 The Season

The season starts with the week of the first online playdays for a region and ends with the final match of the global offline finals.

1.5 Region

For the Rainbow Six Pro League, the world is divided into four main regions which are as follows:
- APAC (further divided into Australia-New Zealand, Japan, Korea, South East Asia)
- Europe
    - Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, England, Estonia, Finland, France, Georgia, Germany, Greece, Hungary ,Iceland, Ireland

(Northern), Ireland (Republic of), Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia (Yugoslav Republic of), Malta, Republic of Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, Russia, San Marino, Scotland, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, Vatican City, Wales, Latin America

- North America
  - Canada, Mexico, United States of America
- Latin America (LatAm):
  - Argentina, Bolivia, Brasil, Colombia, Cuba, Costa Rica, Chile, Republica Dominicana, Equador, El Salvador, Guatemala, Honduras, Nicaragua, Panamá, Paraguai, Peru, Puerto Rico, Uruguai, Venezuela
- APAC (Asia Pacific)
  - Australia, Hong Kong, Indonesia, Japan, Macau, Malaysia, New Zealand, Philippines, Singapore, South Korea, Taiwan, Thailand, Vietnam

1.6 Punishments

1.6.1 Definitions and Scope of Punishments

Punishments are given for rule violations within the Rainbow Six Pro League. They may be either warnings, minor or major penalty points, monetary fines, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the team representative are eligible to make appeals.

1.6.1.2 Warnings

Official warnings are given for first time minor incidents such as not uploading required match media, being late, delaying a broadcast, insufficient match statements, insufficient information on a team account or other related material, and so on. Any repeated offense of the same kind will lead to more severe punishments.

1.6.1.1 Minor Penalty Points

Minor penalty points are given for minor incidents such as not uploading required match media, being late, delaying a broadcast, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent of the overall prize money received by the team or player in the competition it is given.

1.6.1.2 Major Penalty Points

Major penalty points are given for major incidents such as deliberately deceiving tournament administration, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent of the overall prize money for that competition.

1.6.1.3 Monetary Fines

Monetary fines are given for failure to fulfill obligations that are not directly related to the tournament, like press/media appointments, interviews, or planned sessions for fan interaction.

1.6.1.4 Bans/Barrages

Bans or barrages are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

1.6.1.5 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned at least until the end of that season.

1.6.1.6 Additional Methods of Punishment

In special cases, the tournament administration can define and come up with other methods of punishment.

1.6.2 Combination of Punishments

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

1.6.3 Punishments for Repeat Offences

All punishments outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

1.6.4 Punishments, League Bans and Penalty Points Outside the Rainbow Six Pro League

League bans and penalty points outside the Rainbow Six Pro League do normally not apply towards the Rainbow Six Pro League except when the punishment has been awarded for cheating. Some other misbehaviours like ringing/faking or insults can also be punished, depending on the severity.

1.7 Live Matches

The term "Live Matches" refers to matches that take place in a public location, during events, matches in a studio, or matches broadcast by ESL TV or an official partner.

1.8 Player Transfer

When a player in a Pro or Challenger League team moves to another Pro or Challenger League team, this is considered a transfer.

In general, transfers are only allowed during the Transfer Window.

2 General

2.1 Rule Changes

ESL reserves the right to amend, remove, or otherwise change the rules, without further notice. ESL also reserves the right to make a judgment on cases not specifically covered by or that go against the rulebook in order to preserve the spirit of fair competition and sportsmanship.

2.2 Validity of the Rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

2.2.1 Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

2.3 Confidentiality

The content of protests, support tickets, emails, 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 Rainbow Six Pro League administration.

2.4 Additional Agreements

The Rainbow Six Pro League administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The Rainbow Six Pro League administration highly discourages such agreements taking place, and any agreements that go against the Rainbow Six Pro League rulebook are under no circumstances allowed.

2.5 Match Broadcasting

2.5.1 Rights

All broadcasting rights of Rainbow Six Pro League are owned by the Turtle Entertainment GmbH. This includes but is not limited to: IRC bots, shoutcast streams, video streams, GOTV, replays, demos or TV broadcasts.

2.5.2 Waiving These Rights

Turtle Entertainment GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases, the broadcasts must have been arranged with the tournament administration before the start of the match.

2.5.3 Player Responsibility

Players cannot refuse to have their matches broadcasted, nor can they choose in what manner the match will be broadcasted. The broadcast can only be rejected by an admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.6 Communication

2.6.1 E-Mail

The main official communication method of the Rainbow Six Pro League is email. The email used will be the one provided by the participants at the start of a season, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed.

2.6.2 Discord

Discord is used as a second form of communication during playdays and offline events. Official communication will still always be sent via email.

2.6.3 Match Protests

Problems that affect the match outcome should be discussed in the match protest.

2.7 Sponsor Restrictions

2.7.1 Mature Content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to Rainbow Six Pro League.

2.8 Conditions of Participation in the Rainbow Six Pro League

The following conditions must be met in order to participate in the Rainbow Six Pro League.

2.8.1 Age Restriction

All participants of the Rainbow Six Pro League have to be over 18 years of age.

2.8.2 Regional Limitations for Participants

Any team or player may not try to qualify for the same event from more than one country or region.

2.8.3 Home Country/Region

Participants may only play in the region they belong in. A player's home country is the country where his main place of residence is (proven by legal registration or long term visa in connection with evidence of long time habitation - 90-day visas are not enough) or the country he holds a valid passport from. This decision can be made anew for every season, but once made it will be final and irreversible for that season and its qualifiers. The home region is the region that this country belongs to.

2.8.3.1 Coaches

Coaches are an exception to the above rule, as they may be part of teams from another region. In this case, they cannot play in any matches.

2.8.4 Physical location during online matches

Online matches have to be played from the region a player belongs to. An exception to this rule is only possible by written consent from ESL. It can only be granted if the participant can explain and prove having a valid reason to play from elsewhere, and if his ping is reasonable.

2.9 Player Details

When requested, players are required to provide all the needed information including but not limited to full name, contact details, date of birth, address, photo and photo of passport.

2.9.1 Game Accounts

Every playing member must have their game accounts entered in their ESL profile and must provide it to the tournament administration at the start of each season.

2.9.2 Ingame nickname

Players must use appropriate ingame nicknames that match their online nicknames. These nicknames should match what is provided in the lineup.

2.10 Teams

Slots in the Rainbow Six Pro League are considered owned by the majority of the players in each team.
Each team must select a team representative. The team representative must be a main player or a coach.
The team representative must choose the official point of contact for the team. The official point of contact can request the prizemoney, submit a protest, add or remove players, etc.

2.10.1 Changing the team representative

A team representative may be changed at any moment by:
- Request from the current team representative
- Request from the majority of the main players and coach in the team
  - In teams without coaches, 3 out of 5 main players
  - In teams with coaches, 4 out of 6 players

2.10.2 Standards

When requested, teams are required to send us all needed information including but not limited to logo, social media accounts and any other requested information.
A Rainbow Six Pro League team must abide by certain standards of quality. The following information must be provided at the start of the season:
- Relevant team name
- Team logo, in vector format, both dark and light versions
- Team representative contact and backup representative
- Organization contact

Additionally, a Rainbow Six Pro League team must also have an ESL team account only used for the Rainbow Six Pro League, and no other tournament. This team account should have no history before entering the Rainbow Six Pro League for the first time. If a team is taking part in the Rainbow Six Pro League for a second or additional times, the team account has to be used again. A Rainbow Six Pro League team account must have the following information entered:

- Team Logo, relevant to the team
- One Team Captain (the team representative)

2.10.3 Team Names

The Rainbow Six Pro League team name may not have any extensions such as "CS team". It may only consist of the team name and/or a potential name sponsor. To prevent confusion, only names that are not already being used by another team in the same discipline are allowed. Sponsor names may appear on more than one team as long as the main part of the team name differs.

2.10.4 Changes in Teams

All changes must be requested 24 hours before the start of the next playday in which the team is participating in.

Any changes in the team account should be approved by the tournament administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players (roster changes)
- Changing the team name
- Changing the team logo

Any changes done without approval of the tournament administration may be revoked, not shown on the broadcast, and subject to fines or penalties.

Approval may only be granted via email or ESL Play support ticket. Unlocking a team account on ESL Play is not a sign of approval.

2.10.5 Roster changes

2.10.5.1 Formal Requirements

Before a player can be officially added to the roster, the administrators of the Rainbow Six Pro League must be formally informed via an ESL Play support ticket. This information should contain:

- Nickname
- ESL Play account link
- Gameaccount
- Full Name

Failure to notify the Rainbow Six Pro League Administration with the necessary information before adding the player may be penalized with up to two (2) minor penalty points. After a

player is added to the team, the player or team representative also needs to fill in the Form provided at the start of the season that holds all the vital information about the players.

2.10.5.2 Player Addition Deadline

During the season, a player needs to be added to the roster at the latest 24 hours before a match is scheduled to start.

2.10.5.3 Number of changes

Adding players to the team outside of the transfer window is limited to two additions per season.

2.10.5.4 Transfer Window

Transfers between Pro League teams or between Pro and Challenger League teams can only be done during the Transfer Window. Teams can do an unlimited amount of changes during the transfer window.

2.10.5.5 Role Lock

Participants of a team cannot change their role in the team outside of the transfer window.
If a coach is removed from a team's lineup, that team cannot add another coach until the next transfer window.

2.10.6 Team composition

2.10.6.1 At the start of the season

Teams which have been invited to the Rainbow Six Pro League due to their final placement in the qualifier event or the previous season have to consist of at least five main players, up to two substitute players and up to one coach. At least three of the main players have to be members of the team that is invited to the Pro League and need to have played in at least 50% of the Matches of the qualifier or previous season. If two teams qualify for the same spot, the Team with the highest sum of matches across their Players will be invited.
In case of a tie between two teams, the spot will be granted to one with more main players at the end of a season.
If a player leaves a team, all the matches played by that player before leaving will not be considered in this calculation.

2.10.6.2 During the season

Three of the five main players need to be members of the team till the end of the season to be allowed to play during that season.
If at any point this restriction is not fulfilled, the team will lose it's slot in the Rainbow Six Pro League.

2.10.7 Match lineup

The team's lineup for every match should have at least three main players as well, and exactly 5 players.at least three of the players in the lineup must have been members of the team that was invited to the Pro League and need to have played in at least 50% of the Matches of the qualifier or previous season.

The team will not be allowed to play if this restriction is not met.

Lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

2.10.8 Insufficient players

If a team for any reason does not have the sufficient number of players to participate in a Rainbow Six Pro League match, the team will be awarded a loss with the worse possible result. Therefore it is suggested that every Rainbow Six Pro League team has substitutes added in the roster to compensate for any player losses during the season.

2.10.9 Multiple Contracts

For a player in the Rainbow Six Pro League to have a contract or agreement with 2 or more Rainbow Six Pro League teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the Rainbow Six Pro League have the right to remove the player or team(s) in question.

2.10.10 Pro League players in other Rainbow Six tournaments

Pro League players may only represent their Pro League team in:
- Pro League
- Majors
- Minors (Dreamhack)

2.11 Cheating

2.11.1 Cheat Software

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No- Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

Players are also not allowed to run the following programs: Teamviewer (or any other similar screen sharing program), or Virtual Machines of any kind including but not limited to Hyper-V, VM Ware, or VirtualBox. If these programs are detected during a match, the guilty player will be barred from league play for a certain number of games decided on by the tournament administration team.

2.11.2 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).

2.11.3 Methods to Detect Cheating

ESL reserves the right to use different methods to inspect participants and their equipments, with or without prior information. One of these is the use of metal detectors on participants entering the stage. Participants are not allowed to refuse these inspections.

2.12 Anti-Cheat

2.12.1 ESL Anticheat

ESL Anticheat is mandatory for all players to use for the full duration of all matches played on the ESL Play website. If a player cannot use ESL Anticheat then they may not allowed to take part in a match. At offline events, this rule will usually not be applied.

2.12.2 MOnitor System Status (MOSS)

Moss Anticheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use MOnitor System Status (MOSS) then they may not allowed to take part in a match. At offline events, this rule will usually not be applied.

2.13 Prize Money

All prize money should ideally be paid out 90 days after the Rainbow Six Pro League season in question has been completed, but it may take as long as 180 days for the payment to be completed. If a team does not request the prize money payment within the presented deadline, their payment will be delayed.

2.13.1 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during a season is penalized with a prize money deduction. The deductions are as follows:
- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the last part of the competition in question, including both online and offline won prizes, but excluding the part that is meant to compensate for travel expenses. The deducted prize-money will be proportionally added upon the other teams, thus no prize money gets lost through penalty points.

It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages may be disqualified.

2.13.2 Prize Deductions Due to Monetary Fines

Monetary fines are not redistributed to the other participants but just removed from the winnings of the team in question.

2.13.3 Withdrawal of Prize Money

Prize money must be requested by the official point of contact for a team.

As long as the prize money for the Rainbow Six Pro League has not been paid out, ESL reserves the right to cancel any pending payment if any evidence of fraud or foul play have been discovered.

2.13.4 Transfer of Prize Money

The prize money will be sent as a bank transfer or over PayPal as specified by the team representative. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings within one year of the initial payment date the prizes are forfeited. The full amount of prizemoney will be sent to one recipient only.

2.14 Leaving the Rainbow Six Pro League

2.14.1 Leaving During the Season

If a team leaves the Rainbow Six Pro League during a season, the team forfeits all prize money accumulated for the season and all its players get banned until the end of the season from the Rainbow Six Pro League and all qualifiers to the Rainbow Six Pro League.

2.14.2 Deletion of Matches

All matches involving teams or players that have left the Rainbow Six Pro League before the end of the season will be deleted.

At offline events this rule is limited to the time availability of the tournament.

2.14.3 Replacement teams

If a participant for any reason leaves the Rainbow Six Pro League, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the dropped participant. Usually groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the administration can still change or even re-draw the tournament.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

2.14.3.1 Replacement Tiebreaker

If participants have an identical score/position on/in the relevant invite list or qualifier, the one that has had the smallest change in lineup since then will be preferred.

If that leaves several options, the tournament administration will make a choice based on other results or, if the schedule permits, additional matches.

2.14.3.2 Replacement Deadline

The deadline for replacing a team in the group stage is the end of the week where the first playday of that region is occuring.

For Season Finals, replacement teams must be chosen up to one week before the scheduled arrival date for the team in question.

2.15 Match Start

2.15.1 Punctuality

All matches in the Rainbow Six Pro League should start as stated in the official communication or as soon as the previous match is over. Any changes in the starting time must be approved by the tournament administration.

All participants should be ready 60 minutes before the scheduled time for each match.

In offline events, we expect every player to be at the tournament area as stated in the tournament directions info mails to setup, prepare and solve any technical problems that might occur.

If you notice at any point you will be late for any match, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty points which means a prize money deduction for you / your team.

2.15.3 Delaying the match

Penalties for delaying a match will be awarded if a participant is more than 10 minutes late.

2.15.2 Participants Not Showing

If a participant is not ready to play until 25 minutes after the scheduled start of the match, it is considered a no show. In that case, the participant will be penalized and lose the match with the worse score possible.

2.16 Mappool

- Bank
- Consulate
- Border
- Oregon
- Club House
- Villa
- Coastline

2.17 Match Procedures

2.17.1 Lineup

Teams have to submit their lineup (list of players for each match) for offline and online events before the deadline given by the tournament administration. In online matches, this deadline is usually 2 hours before each match.

2.17.2 Determining the "better seed"

Unless the team with the better seed is obvious from the tournament progression, a coinflip will be used to determine the better seed. The team with the better seed will choose which team starts the veto.

2.17.3 Map veto process

The map veto must be completed one hour prior to the match starting time, or as soon as the teams for that match are determined (whichever is later).
Each Team has 3 Minutes per step, during that time they are allowed to speak and talk about the next pick or ban.

Maps are played in the order they are picked.
Sides in the last map (except in Best of 1) are chosen by the team with the best round difference in the previous maps.

2.17.3.1 Best of 1 (Pro League online matches)

After each playday, team will receive map pools for next match.

Map pools will contain 5/7 map. 2 excluded maps will be one that were played by teams on previous playday (if both teams played same map, the 2nd excluded will be random).

- Team A bans map
- Team B bans map
- Team A bans map
- Team B bans map
- Remaining map is played map
- Team A decides the starting side on the map

2.17.3.2 Best of 1

- Team A bans map
- Team B bans map
- Team A bans map
- Team B bans map
- Remaining map is played map
- Team A decides the starting side on the map

2.17.3.3 Best of 3

- Team A bans map
- Team B bans map
- Team A picks map 1
- Team B picks side on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team A bans map
- Team B bans map
- Remaining map is map 3

2.17.3.4 Best of 5

- Team A bans map
- Team B bans map
- Team A picks map 1
- Team B picks side on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team A picks map 3
- Team B picks side on map 3
- Team B picks map 4
- Team A picks side on map 4
- Remaining map is map 5

2.17.4 Breaks between Maps

After each map a player may take a maximum of three minutes to join the next game. Longer breaks will be given after every two maps.

2.17.5 Leaving the Lobby

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when the final scoreboard is shown on screen.

2.17.6 Match Result

The result must be immediately added and confirmed by both parties on ESL Play, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted on the ESL website. Please refer to the game specific rules for what match records and media that needs to be uploaded.

2.17.7 Storage and keeping of Match Media

All match media (screenshots / demo's / replays / etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest on the match, the records needs to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

2.18 Match Protests

2.18.1 Definition

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the parties and an tournament administration.

2.18.2 Match Protest Rules

2.18.2.1 Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of 10 minutes have to be kept between two matches by all participants)
- Only at offline events: The end of the event day (departure of the admins)

2.18.2.2 Contents of a Match Protest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple „they are cheaters" will not do.

2.18.2.3 People in a Match Protest

In team matches, only one representative per team is supposed to be writing in the protest.

2.18.2.4 Behaviour in Match Protests

Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.

2.19 Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

2.20 Tournament administration

The instructions of tournament administration should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

2.21 Reschedules

Reschedules are, in general, not allowed. In case of extenuating circumstances, the tournament administration may force a reschedule and decide on the terms of it.

2.22 Interviews

For every game, one player from each team must be available for an interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match.

2.23 Photo and Other Media Rights

By participating, all players and other team members grant ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose. Additionally, each player has to sign two copies of a release form that he will receive beforehand for reading and have to sign before he starts his first match.

3 Tournament progression

3.1 Group stage

8 teams in each region (EU, NA and LATAM) play in a double round robin format, over 14 playdays. Matches are played in best of 1 format.

At the end of the group stage, the first and second teams qualify to the Season Finals and also to the next season of Pro League. The third to sixth team qualify to the next season of Pro League. The eighth placed team is demoted to Challenger League. The seventh placed team goes to Relegations.

3.1.1 Ties in standings

In case of a tie, the following rules will be applied, in the order they're presented in:
1. Mini league points
2. Mini league round difference
3. Overall round difference
4. Mini league rounds won
5. Overall rounds won
6. Rematch

A mini league considers the matches only between the tied teams.

3.1.2 Rematch

The rematch is played in a best of 3 format.

3.2 Relegations

The seventh placed team from the Pro League group stage and the second placed team from Challenger League Playoffs play a best of three match.

The winner is promoted to Pro League. The loser is demoted to Challenger League.

3.3 Season Finals

The first and second placed teams from each Pro League group stage and 2 from the APAC Pro League play in a single elimination bracket, with best of three matches.

3.3.1 Seeding

Seeding on season finals will be based on position of a team in regional ranking.

1st place team from each region will get seed 1, 2nd place team will get seed 2.

Seed 1 teams will play vs seed 2 teams in quarterfinals, with an advantage of deciding who starts map veto.
Seeding in semifinals and grandfinal will be done by coinflip.

4 Offline general rules

4.1 Equipment

ESL just provides monitors and computers. Participants have to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, In-Ear headphones with long enough cables, PS2->USB adapters if needed). Our machines do not support PS2-keyboards! All player equipment is subject to the approval of the tournament administration. ESL reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage.

4.2 Hardware Drivers

All participants have to send in their drivers until a specific deadline set by the tournament direction before the event. If any player or team doesn't sent in their drivers they have to manually setup their config on site and play with default drivers.

4.3 Clothing

The players and teams need to ensure that they are all in equal colored clan attire, shorts are not allowed. Failure for a player or a team to bring such attire, will result in ESL providing suitable clothing for the participants. The cost of this clothing will then be subtracted from the prize money paid out to the participants. Any kind of headwear is forbidden. Shorts are not allowed for stage matches.

4.4 Handbook

The handbook is a document that will be sent to the participants by mail before the tournament. It is meant as an extension to the rulebook for a specific offline event and equally binding.

4.5 Technical Checklist

After completing their setup process the player will sign off on the ESL admins technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

4.6 Team Communication Tool

ESL will provide local TeamSpeak servers for all participants in team games to use as the main voice communication system. The communication on the voice server will be monitored by the tournament referees. ESL reserves the right to record all TeamSpeak communication during the event. No other communication tools are allowed.

4.7 Media Obligations

If the league decides that one or more players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the ESL crew for the event presentation. The participants will receive a media schedule beforehand to be informed about nature, duration and schedule of any activities of this kind that take more than 5 minutes.

4.8 Stage Matches

Each participant is required to play his/their stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on stage is provided.

4.9 Gaming Areas

4.9.1 Food, Drinks, Smoking and Behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. Exaggerated loud noise and offensive language are forbidden. Any violations can be punished with penalty points.

4.9.2 Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament administrators.

4.9.3 Mobile phones, tablets, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before starting to setup before the first match. Participants are not allowed

to take photos and/or make any recordings on stage and during the opening ceremonies. Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

4.9.4 Unused items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by ESL.

4.9.5 Internet access

Internet access on tournament computers is disabled for all participants.

4.10 Warm-up Period

A warm-up period of 30 minutes is normally provided before an ESL Live match, although this period may not be guaranteed.

4.11 Winners Ceremony

Participants have to stay in the tournament area for the winners ceremony after the Grand Final.

4.12 Tactical Timeout

Each team may call up to 1 tactical timeout per map:
- The coach or team captain must signal to the admin
- Timeout lasts 1 minute
- Match is paused during operator select
- Coaches may talk to the team during the timeout
- Timeouts cannot be called by both teams on the same round
- Timeouts need to be called during the killcam
- Players cannot take their headsets off or leave their seat

4.13 Technical issues

The admin or production can pause the game when it seems required.

4.13.1 Communication during pauses due to technical issues

During a pause, headsets have to stay on. Unless the tournament administration instructs the match participant otherwise, any form of communication outside of the five players is not allowed.

4.14 Lineup changes

Lineup changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

4.15 Ingame Nickname

Each Player has to use the following format for his ingame nickname when using the offline client: **playername.teamtag**

4.16 Behaviour on stage

Players and coaches are not allowed to look at any screens in the arena that may provide them an advantage in the game. Penalties will be given to teams that do not follow this rule.

4.17 Sound cancelling headsets

Players and coaches are not allowed to remove their headsets until indicated by an admin. Failure to comply with this rule will be penalized.

4.18 Confirmation of the roster

The list of players and coach participating in offline events will be locked two weeks before the arrival flight date.

5 Game Specific Rules

5.1 Game hosting

Only the Administrator / Observer / Commentator is allowed to create a server. The game must be hosted on a local Server with the correct Settings.

5.2 Game settings

- Time of the Day: Day
- HUD Settings: Pro League

5.2.1 Best of 1

- Number of Bans: 4
- Ban Timer: 30
- Number of rounds: 10
- Attacker/Defender role swap: 5
- Overtime: 0

- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 25
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 20
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

5.2.2 Best of 3

- Number of Bans: 4
- Ban Timer: 30
- Number of rounds: 10
- Attacker/Defender role swap: 5
- Overtime: 3
- Overtime Score Difference: 2
- Overtime role change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 25
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 20
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

5.2.2 Best of 5 (5th map with infinite overtime)

- Number of Bans: 4
- Ban Timer: 30
- Number of rounds: 10
- Attacker/Defender role swap: 5
- Overtime: Infinite

- Overtime Score Difference: 2
- Overtime role change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 25
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 20
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

5.2.3 Game mode: TDM BOMB

- Plant duration: 7
- Defuse duration: 7
- Fuse time: 45
- Preparation: 45
- Action: 180

5.3 Operators, gadgets, equipment, attachments

All Operators are allowed, unless tournament administration explicitly forbids it. The tournament administration reserves the right to ban specific gadgets, operators, equipment or attachments at any time to guarantee that no advantage gets abused. Tournament administration will do their best to send any restrictions or rule changes to the teams as soon as possible.

5.4 Use of Bugs and Glitches

It is up to the tournament administration discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

5.4.1 List of bugs or glitches

Below is a list of known intended and unintended game mechanics. Any situations that arise and are not specified below will be dealt with on a case by case basis. In general, common sense will be applied.

Unallowed - instant round loss to the team that uses it, further penalties if used again by the same team during the tournament

- Any position that you must get to or out of by glitching through walls/objects/surfaces, or you cannot be seen or shot at normally
- Using a Mira shield to boost
- Standing on a window ledge undetected
- Shield boosting on to undetected window ledge
- One-way shots
- Shooting through what should be non-destructible walls/floors/ceilings/objects
- Glitching through walls, objects, surfaces etc at any moment
- Blocking window vaulting with a destructible shield
- Placing a Valk cam in a place where it can't be destroyed

Allowed

- Any position that you can get to and out of without glitching through walls/objects/surfaces, and you can be seen and shot at normally
- Shield boosting
- Standing on a window ledge and being detected
- Shield boosting onto a detected window ledge
- Hibana and Thermite charges can be placed anywhere
- Using teammate to boost
- Long arming
- Using equipment or defusing through a destructible surface
- Destroying the whole floor of a bomb spot so the enemy team can not plant the defuser
- Smoke through wall

The tournament directions reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

5.4.2 Rehost requests

Rehost rules are specified below, including the conditions in which they will be allowed:
- Any issue before the preparation phase starts (game, software or hardware related)
- Player can't move (unless it's done on purpose) - rehost in the first 30 seconds of the action phase, if no players have taken damage
- Game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc) - rehost up to the first 30 seconds of the action phase, no damage taken by anyone
- Disconnect/hardware problem/software problem - rehost in the first 15 seconds of the preparation phase
- Observer issue - rehost up to the first 30 seconds of the action phase, no damage taken by anyone

Each team can receive up to 1 rehost per map maximum.

5.4.3 Rehost request procedure

In case the above conditions are met, players should instantly request a rehost by writing in the ingame chat "rehost", followed by the reason. Players should continue playing until the rehost is confirmed by an admin. Once confirmed, everyone should instantly leave the game.

5.4.4 Continuing a Disrupted Game

If a match is interrupted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same operators, same sixth pick, same starting sites, same bombsites, same equipment and same gadgets.

5.4.5 New Positions

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable timeframe before an official match.

6 ESIC, Rule Violations and Punishments

All penalties are at the discretion of the tournament administration, and may be more or less severe than what is specified in this rulebook depending on the circumstances.

6.1 ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means that all rules and regulations of ESIC apply to all ESL tournaments, including the Rainbow Six Pro League. You can look them up on their website at http://www.esportsintegrity.com/.

6.2 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during a season is penalized with a prize money deduction. The deductions are as follows:
- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

6.2.1 Maximum amount of penalty points

Any participant that accumulates 30% prizemoney penalty during a season will be disqualified. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned at least until the end of that season.

6.3 First-time and repeat offences

All punishments listed below are meant for first-time offences. Repeat offenders (both the specific player and - in team competitions - his team) will be punished proportionally harder.

6.4 Duration of punishments

Unless otherwise specified, punishments usually last one season.

6.5 Code of Conduct

All Rainbow Six Pro League participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, Ubisoft, ESL and more. Being role models is the occupational hazard of being a Rainbow Six Pro League player or organizer and we should behave accordingly. 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. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention. Similar restrictions apply not only to the participants, but every single person involved with the Rainbow Six Pro League. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

6.6 General Punishments

6.6.1 Breaking confidentiality

Depending on the information and platform where it is leaked, participants are punished with between 2 minor to 1 major penalty points.

6.6.2 Refusal of match broadcast

Participants that refuse to have their match broadcasted or do not make the necessary accommodations for it to happen will be punished with the loss of the match with the worse result possible and 1 major penalty point.

6.6.3 Providing and changing participants details

6.6.3.1 Providing incorrect details

Participants that provide incorrect details will be punished between 1 to 3 minor penalty points. If there is proof of faking details, the player may be banned and/or the team disqualified.

6.6.3.2 Providing details after the deadline

Participants will receive an official warning if they do not provide details on time. Depending on the details requested, this step may be skipped.

If the details are still not provided by the new deadline imposed by the tournament administration, participants are punished with 1 to 3 minor penalty points.

If the details are again still not provided by the new deadline imposed by the tournament administration, participants are punished with 5 minor to 1 major penalty points.

6.6.3.4 Details provided not up to the standard

An official warning will be given, with a deadline and request to provide details that meet the league's criteria.

If the new details are still not up to standard, the participant will be punished with 1 to 3 minor penalty points.

6.6.4 Multiple contracts

If a participant is found to be in breach of the multiple contracts rule, the participant will be banned. In the case where it's a player, he will be banned, and his team disqualified.

6.6.5 Match lineup

If the match lineup is not provided by the deadline imposed by the tournament administration, participants are punished with 1 to 3 minor penalty points.

If the lineup is not provided for a match, no show rules are followed.

6.6.6 Team composition

If at any point teams do not fulfill the team composition rules, they are disqualified from the league.

6.6.7 No Show

Participants that receive a no show for a match will lose it with the worse score possible and receive 1 major penalty point.

6.7 Punishments for Cheating

When cheating is uncovered in the Rainbow Six Pro League, the result(s) of the match(es) in question will be voided. The player will be banned, the team disqualified, forfeit his prize money, receive twelve penalty points on ESL Play and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

6.8 Doping

6.8.1 Refusing to be tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

6.8.2 List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the Esports Integrity Coalition (ESIC) is valid for the Rainbow Six Pro League tournaments. The list can be found here: http://www.esportsintegrity.com/the-esic-integrity-programme/esic-prohibited-list/
Any unsanctioned use of these substances is considered doping.

6.8.3 Prescribed medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

6.8.4 Punishments for Doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two years, forfeiture of the prize money won, as well as disqualification of the participant. If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

6.9 Using Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

6.10 Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the Rainbow Six Pro League matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

6.11 Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with Rainbow Six Pro League with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

6.11.1 Punishments for Competition Manipulation

When competition manipulation is uncovered in the Rainbow Six Pro League, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of between one and two (1-2) years. A monetary fine is possible. In team competitions, the team will be disqualified from the current season of Rainbow Six Pro League.

6.12 Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

6.12.1 Punishments for Match Fixing

When match fixing is uncovered in the Rainbow Six Pro League, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned

from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

6.13 Publisher or ESIC Bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in Rainbow Six Pro League tournaments. Also, ESIC bans will be honored and translated into ESL bans. CSGO VAC bans are specifically honored, but only until 2 years after they have been issued.

6.14 Breach of Netiquette

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one to six minor penalty points. The most important and most common offenses are listed below. However, the tournament administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

6.14.1 Insults

All insults occurring in connection with the Rainbow Six Pro League participants will be punished with 6 minor to 1 major penalty points. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guestbooks, support and protest tickets, etc.). Insults on IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the Rainbow Six Pro League and the evidence is clear. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player. Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

6.1153.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the Rainbow Six Pro League. Spamming on the website (forums, match comments, player guestbooks, support and protest tickets, etc.) will be punished depending on the nature and severity.

6.14.3 Spamming In-game

Three minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match tournament administration.

6.15 Unsportsmanlike Behavior

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one to six minor penalty points. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

6.15.1 Faking Match results

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be awarded up to four minor penalty points.

6.15.2 Faking Match media

Match media are all uploads, including but not limited to: Screenshots, ESL Wire Anti-Cheat files, demos, models, and so on. Faking match media may result in one to four minor penalty points.

6.15.2.1 Cheat Suspicion

When cheating is suspected, and the match media in question has been faked, then six minor penalty points will be awarded.

6.15.3 Ringer/Faker/Disallowed player

Any players involved in these cases will be banned for one season, and any teams involved may be disqualified.

6.15.4 Misleading tournament administration or players

Any attempts to deceive opposing players, tournament administration, or anyone else related to the Rainbow Six Pro League may be penalized with one to four minor penalty points.

6.16 Punishments in matches

6.16.1 Late map veto

For any delays related to map vetos, participants will be punished with 1 minor penalty point every 5 minutes after the deadline (for the team that is delaying).

6.16.2 Player punctuality

For delays with players being ready at the start of a match, or between maps or breaks, players will be punished with 2 minor penalty points for every ten minutes after the deadline. From 25 minutes onwards, a no show will be awarded.

6.16.3 Leaving the lobby early

An official warning will be given to the team that leaves a lobby early.
The second time it happens in a season, the team will be punished with 1 minor penalty point.
Further infractions will be punished more severely.

6.16.4 Editing ESL Play match comments

If a map ban on an ESL Play match comment is edited, 1 major penalty point will be awarded.
Additionally, the team will lose the right to ban a map on that phase and the ban is done by the opponents.

6.17 Missing match media

If match media is not provided within the deadlines, 2 minor penalty points will be given to the team.

6.18 Not respecting tournament administration rulings

5 minor to 1 major penalty points will be awarded if a participant does not respect tournament administration rulings.

6.19 Missing Media Obligations

Not fulfilling the media obligations will result in monetary fines. Their range depends on the details. The following fines are standard punishments for the most common cases:
- Not showing up complete and on time for the media day: $4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
    - 1-30% of the lineup missing: $600 + 0.75% of the prize money winnings
    - 31-50% of the lineup missing: $800 + 1% of the prize money winnings
    - 51-70% of the lineup missing: $1000 +1.25% of the prize money winnings
    - 71-99% of the lineup missing: $1200 + 1.5% of the prize money winnings
    - 100% of the lineup missing: $2000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference:
    - 1-30% of the lineup missing: $360 + 0.45% of the prize money winnings
    - 31-50% of the lineup missing: $480 + 0.6% of the prize money winnings
    - 51-70% of the lineup missing: $600 +0.75% of the prize money winnings
    - 71-99% of the lineup missing: $720 + 0.9% of the prize money winnings
    - 100% of the lineup missing: $1200 + 1.5% of the prize money winnings
- Refusing to participate in an interview

- ○ $1200 + 1.5% of the prize money winnings per interview
- Missing an interview (due to not having the appropriate equipment or not being available)
  - ○ An official warning will be issued the first time it happens
  - ○ From then on, 2 to 3% of the prize money winnings per interview

Similar punishments will be applied if other, comparable media obligations are missed.

The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the tournament administration alone.

6.20 Punishments in offline tournaments

6.20.1 Mistreating equipment

Participants will be punished 5 minor to 1 major penalty point if they mistreat tournament equipment.

6.20.2 Removing headsets

If a participant removes his headset without admin approval during a map, he will receive an official warning.

If it happens again in the same offline event, the team will lose the round and 5 minor penalty points will be awarded.

6.20.3 Inappropriate behaviour on stage

Inappropriate behaviour on stage (including insults, using information from screens to get advantage, etc) will be penalized with 5 minor penalty points and round loss.

6.20.4 Losing or damaging equipment

Participants will be fined according to the price of the lost or damaged equipment.

6.20.5 Sharing photos before the event starts

1 to 3 minor penalty points will be awarded as punishment to each participant that shares photos of the event before it is officially revealed on stream or the venue is open to the general public.

6.21 Game punishments

6.21.1 Using unallowed operators, gadgets, equipment or attachments

A round loss will be awarded as a punishment.

6.21.2 Use of Bugs and Glitches

Using a game mechanic from the Unallowed list will lead to instant round loss to the team that uses it.

If the team breaks this rule again in the same match, they will lose the map and be punished with 3 to 5 minor penalty points.

6.21.3 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.

If the team breaks this rule again in the same match, they will lose the map and be punished with 3 to 5 minor penalty points.

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