

Rulebook



UNITED STATES NATIONALS

This Rulebook outlines the rules that should always be followed when participating in the **Rainbow Six: Siege United States Nationals**. Failure to adhere to these rules may be penalized as outlined.

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

We hope that you as 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.

1 General Information

These are the rules for the United States Nationals. We make every effort to ensure the rules are complete and up to date but this may not always be the case. You should also check the Info Page and News for additions, exceptions and modifications that may apply. The rules are a guideline and the decisions by admins may differ from them depending on the circumstances. If you have any questions about the rules, please write a support ticket.

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1 General Information

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This is a PC exclusive program. No other systems are able to be used in this program.

1.1 Rule Changes

The Program Administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without prior notice. The Program Administration also reserves the right to make judgment on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.2 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material on private or social media channels such as Twitter, Twitch, Facebook, Reddit, etc., are prohibited without a written consent from the Rainbow Six: Siege United States Nationals directors. Breaking this rule will be punished with penalty points and in extreme cases with a suspension of the entire team for the current and any additional season.

1.3 Code of Conduct

Ubisoft considers that all players must be able to compete in Rainbow Six Siege in a respectful environment, and expect all players, team managers, coaches and substitutes to act and show good sportsmanship at all times.

This code of conduct applies to all Rainbow Six Siege teams, players, managers, substitutes and coaches participating in an Ubisoft or ESL environment, including:

Competition programs (including, but not limited to):

- Pro Program
- Challenger Program
- Major Program
- Qualifiers
- United States Nationals
- Go4's
- Showcase Matches
- Playtests
- Live Events
- LAN Competitions
- Causal Games
- Ranked Games

Communication platforms (including, but not limited to):

Ubisoft:

- Uplay
- In-game chat & voice chat
- Ubisoft forums
- All forms of Communication towards Ubisoft administration (verbal, emails, social medias, etc.)

ESL:

- All forms of Communication towards ESL administration including, but not limited to:
 - Match comments
 - Match chat
 - ESL anti-cheat match lobbies
 - Protests & support tickets
 - Discord

Please note that this code of conduct is not limited to the environments above, as we expect all players to be respectful between themselves and towards the staff of the tournament organizers, Ubisoft, sponsors, partners, fans, etc. Any individuals not doing so, will have to face the chart located on the following page:

The warnings reset at the end of each year of competition.

	INFRACTION	SANCTION
LEVEL 1	Lack of respect and provocation to anyone during a competition (but no insult)	WARNING
LEVEL 2	<p>Use of alcohol & drugs during a LAN competition: Players showing signs of being under the influence of drugs or alcohol during an event will be instantly removed from the competition at the carefulness of the tournament organizers or Ubisoft.</p> <p>Insult or insulting gesture to anyone during a regular game or a competition.</p>	<p>PROGRAM BAN</p> <p>Season banned players cannot participate in the competition program for the remainder of the season</p>
LEVEL 3	<p>Cheating: Disqualification from the tournament, results voided, forfeiture of prize money, ban between 2 year and lifetime depending on age and level of player and nature/size of tournament and how the player cheated. Cheating at a competition played above an amateur level (i.e. where significant prize pool is involved, or a qualification for a professional event is at stake) should normally result in a 5-year ban, but, in aggravating circumstances, can result in a lifetime ban.</p> <p>Game ban by Battle: Account permanently banned from Ubisoft competition programs, and player faces the consequences described above for cheating.</p> <p>Match-Fixing/betting fraud: Results voided, 5-year ban unless significant mitigating factors in line with the ESIC Anti-Corruption Code or, in the presence of aggravating circumstances, a longer ban, forfeiture of prize money and monetary fine (if discovered before the end of a tournament, disqualification).</p> <p>Doping by performance-enhancing substances: Results voided, ban of between 1 and 2 years, forfeiture of prize money (if discovered before the end of a tournament, disqualification). In aggravating circumstances, can result in a longer duration ban.</p> <p>Competition manipulation and bribery: Results voided, ban of between 1 and 2 years, forfeiture of prize money and monetary fine (if discovered before the end of a tournament, disqualification). In aggravating circumstances, can result in a longer duration ban.</p> <p>Harassment/Discrimination, including threats, sexual harassments, hate speeches, racist or sexist words, phrases or gestures, are not tolerated, and are punished with a, ban of between 1 and 2 years. In aggravating circumstances, can result in a longer duration ban.</p>	<p>LONGER DURATION BAN</p> <p>Depending on the circumstances and type of infraction</p>

For second and subsequent offences, participants should expect far harsher sanctions (at least the minimum sanction described for the next offense level) and, in the cases of repeating Level 3 infractions, likely, a lifetime ban from all Ubisoft competition programs.

Please note that the judgement of the level of the sanction is at the discretion of the tournament organizer or Ubisoft. ESL & Ubisoft reserve the rights to take the time to investigate the case when the code of conduct is not respected by an individual.

We reserve the right to update or change this Code of Conduct at any time.

1.4 Additional Agreements

The Program Administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements taking place, and such agreements that are contradicting the Program Rulebook are under no circumstances allowed.

1.5 Player Changes and Team Lineups

1.5.1 Team Composition

At the start of the Season:

Teams which have joined the Rainbow Six: Siege United States Nationals must consist of at least five (5) players (starter players). A team may have any number of substitutes. All players must have legal US residency or valid Student, Work, or Athlete Visa while playing in the US, at least eighteen (18) years of age, and cannot be listed on any other team rosters. The players listed as starters for the team will be the only players invited if a team qualifies for the United States National Final.

During the Program:

At the beginning of a US National Championship season five (5) players must be marked as starter players. Until the end of the season those 5 players will be treated as “starter players”. All teams who qualify for the United States National Final are required to keep at least three (3) of the members in order to play in the finals. The team’s lineup for a game must have at least three (3) “original players” who were part of qualifier for the team to be able to play. If a team for any reason does not have the sufficient number of players, it will be removed and if possible, the slot will be redistributed by the tournament administration as they see fit. These 3 “original” players need to play at least the first match. Teams who do not qualify for the finals are allowed to make changes to their team’s rosters between Open Qualifiers. Once a team has joined an Open Qualifier and the Qualifier has begun rosters cannot be changed until a team has been eliminated from contention in that Qualifier.

Substitute Players:

It is only allowed to substitute a player before the match starts. If the match is started (picking operator and spawn points) all 5 players of a team must play the game till the end. It is possible to switch players in a Bo3 between the maps.

1.5.2 Player Changes During the Season

Team Composition changes are only allowed with administration approval. This must be completed using the support tickets system. Discord, twitter or other social media messages are not considered official means to request changes to rosters or issues. Administration will only approve changes via support ticket system.

Teams can change their lineup without limit until a date before the start of each United States Nationals open circuit – the date will be set by the administrators. The deadline to add new players is before the start time of each open circuit. After that time each player addition must be requested by support ticket, and a new player can only be added if the admin team approves of the addition. Along with a support ticket teams need to update their team page on the play.eslgaming.com website. The player in question is not eligible for play until administration validates the player and clears them for play.

ESL advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match the team will receive a default loss.

1.5.3 Player Changes Within the Season

There is no limit to how many teams a Player can play on per season. Team changes can only be done between qualifiers or with admin approval.

1.5.4 Season Play Rosters

A player is eligible to participate in a match if he has been added to the team account on ESL Play website before the official starting time of the Qualifier and has been approved by the Program Administration.

Teams can change their rosters freely before each Qualifier starts. The team roster for each play day must be set before the starting time of the first match on the first day of each Qualifier. After that it is locked and cannot be changed until the end of the Online Qualifiers for any team that fails to qualify for the final from that Online Qualifiers.

1.6 Multiple Contracts

For a player in the Rainbow Six: Siege United States Nationals to be signed up on 2 or more Rainbow Six: Siege United States Nationals teams is strictly forbidden. If a player is found to be on multiple teams, then ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, then the Program Administration have the right to remove the player or team(s) in question.

1.7 Prize Money

1.7.1 Prize Money Distribution

\$59,000 Total Prizing

Stage 1 \$3,000

- Eastern Conference 1st Place Team \$1,000 / \$200 per player
- Eastern Conference 2nd Place Team \$500 / \$100 per player
- Western Conference 1st Place Team \$1,000 / \$200 per player
- Western Conference 2nd Place Team \$500 / \$100 per player

Stage 2 \$3,000

- Eastern Conference 1st Place Team \$1,000 / \$200 per player
- Eastern Conference 2nd Place Team \$500 / \$100 per player
- Western Conference 1st Place Team \$1,000 / \$200 per player
- Western Conference 2nd Place Team \$500 / \$100 per player

Stage 3 \$3,000

- Eastern Conference 1st Place Team \$1,000 / \$200 per player
- Eastern Conference 2nd Place Team \$500 / \$100 per player
- Western Conference 1st Place Team \$1,000 / \$200 per player
- Western Conference 2nd Place Team \$500 / \$100 per player

R6USN Finals

1st Place Team \$20,000 / \$4,000 per player

2nd Place Team \$10,000 / \$2,000 per player

3rd / 4th Place Team \$5,000 / \$1,000 per player

3rd / 4th Place Team \$5,000 / \$1,000 per player

5th – 8th Place Team \$2,500 / \$500 per player

5th – 8th Place Team \$2,500 / \$500 per player

5th – 8th Place Team \$2,500 / \$500 per player

5th – 8th Place Team \$2,500 / \$500 per player

1.7.2 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during the event or its qualifiers 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 event.

1.7.3 Withdrawal of Prize Money

All prize money should ideally be paid out 60 days after the Rainbow Six: Siege United States National Finals have been completed.

The prize money must be requested by the License Holder or a member of the team appointed by the License Holder.

If a Team does not provide the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified. Once Money has been paid out to the Team, ESL takes no responsibility for Money distribution and will not get involved in disputes.

The prize money will be sent as specified by the Program Administration and by the License holder. Failure to redeem the checks or provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

1.8 Replacements

If a Team is for any reason unable to compete any more in the Season, and is removed before the replacement deadline, a replacement will be called up. Replacement Teams will be considered and contacted to ask whether they want to participate.

If a replacement is needed for an offline event, the tournament direction will first attempt to replace the participant from the same division as the original participant and if none can participate the other division will be considered. If no replacement can be found in a reasonable time, the stage may start with one less participant instead.

1.9 Penalties and Consequences for Leaving the Program

1.9.1 Leaving the R6:S United States Nationals

If a team leaves or gets disqualified from the Rainbow Six: Siege United States Nationals, it forfeits all prize money accumulated for the whole event and loses their place in the relegations for the next season.

1.9.2 Deletion of Matches

The most recent or the next upcoming match (depending on the situation) of the Team will be considered a default win for his opponent.

1.9.3 Ban of Players

If a Team gets disqualified from the Program during an ongoing season, all the Players of the team are banned until the end of the season and cannot join any other team during the season.

1.10 Match Start

1.10.1 Match Rescheduling

Teams are not allowed to make any changes in scheduling. Teams need to be present on time provided by administrators. Any conflicts should be reported as soon as the match has been set.

1.10.2 Punctuality

All matches in the Program should start as stated on the website, any changes in the time must be accepted by the Program Administration. Once both teams have been set in a match it needs to be started (excluding the final two matches for each Qualifier). This means that all matches throughout each bracket need to be begin right away. and a team taking longer than fifteen (15) minutes is considered a no-show.

1.10.4 No Show

If a Team is not ready with (5) rostered players 15 minutes after the official match starting time, the Team will be considered as no-show and will be at risk of receiving a default loss. If you have an opponent that is not banning maps or responding within the 15 minute time period submit a protest ticket for your match as defined by section 1.12 of the rulebook and the Program Administration will handle the issue.

Please refer to the game specific rules for what match records and media that needs to be uploaded.

1.11.2 Storage and Keeping of Match Media

All match media (screenshots / demos / replays / etc.) must be stored by the Team for a minimum of four (4) weeks after the match has ended. If there is a protest on the match, the records need to be stored by the Team for a minimum of four (4) weeks after the protest has been closed and resolved.

1.12 Match Protests

1.12.1 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 Teams and the Program Administration.

1.12.2 Match Protest Rules

Deadline for Match Protests

The latest time that participants can issue a match protest is the earliest of the four following:

- Only during online events: 30 minutes after a match has completed.
- Only at offline events: 72 hours after the scheduled starting time of the match
- Only at offline events: The beginning of the next match for either of the two Teams (a minimum of 10 minutes must be kept between two matches by all Teams)
- Only at offline events: The end of the event day (departure of the admins)

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.

Eligibility for filing a protest

If a controversial situation not described by this rulebook occurs during a match, the team that has spotted it should record it, immediately stop the match and inform the administrator about it. If the team does not stop the match and continues to play, it is seen as an acceptance of the situation. Because of that, the team loses all rights to file a protest concerning that situation after the game has ended.

1.13 Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether this rematch is 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.

1.14 Interviews

For every broadcast game one player from each team must be available for a Skype video interview. The team must provide contact information for an interview if contacted by an admin. The player should also be available for a comment after the match. This will not occur for every match but please be aware that there is a possibility of it for each broadcasted match.

2 Program Format

2.1 Conferences

The United States will be broken up into two (2) conferences - the West and the East. Each will have equal representation at the National Finals with four (4) teams making through the regular season for each conference (8 teams total) to the United States National Final

2.2 Stages

Each stage is broken up into 3 rounds and both conferences will play on the same days.

Round 1: Open Circuit

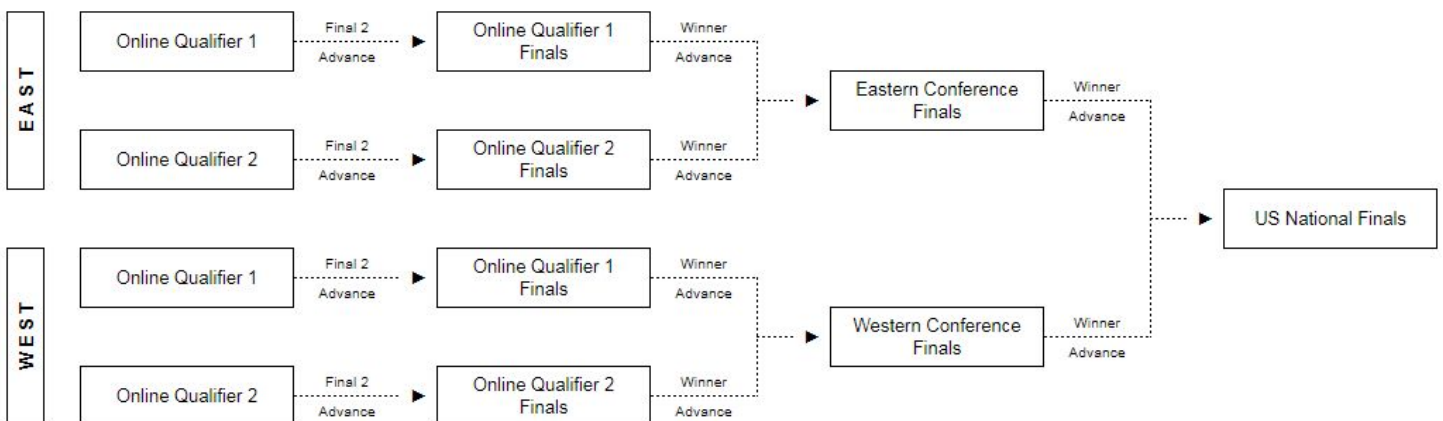
- Weekly online tournament spanning two 1-week periods.
- All matches in the first round will take place in a single-elimination best-of-1 bracket that will be played until 2 teams are left.
- The top 2 teams from each week will move on to the next round.

Round 2: Open Circuit Broadcast

- The finalists of each Open Circuit bracket will play a best-of-3 against the other team from their respective week.
- The winners of these best-of-3s will move on to the Conference Final.

Round 3: Conference Final

- Winning teams from the Open Circuit broadcasts will face-off in another best-of-3 the following week for a spot in the US National Finals.



2.3 Wild Card Qualifiers

Teams who have failed to qualify through Stage 1, 2, and 3 have one last chance to make it to the US National Finals. This will be a single-elimination best-of-1 tournament with a best-of-3 final, which will be broadcasted.

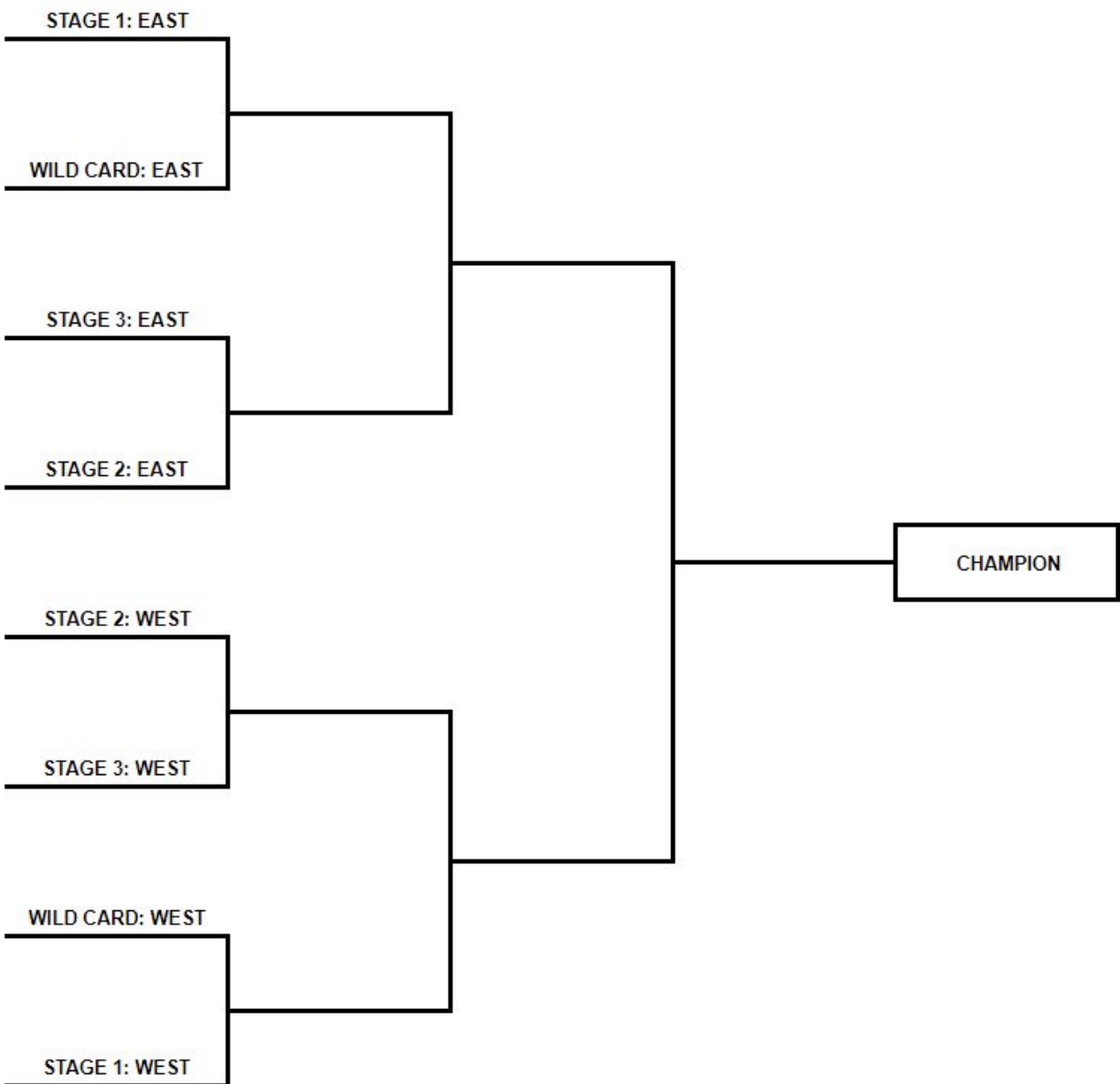


2.4 US National Finals

The US National Finals will consist of 8 teams.

- Stage 1: (1) East and (1) West
- Stage 2: (1) East and (1) West
- Stage 3: (1) East and (1) West
- Wild Card Qualifier: (1) East and (1) West

It will be a standard single-elimination bracket where all matches are best-of-3. See the sample bracket down below for the seedings.



3 Game Specific Rules

3.1 Anti-Cheat

3.1.1 ESL Wire Anti Cheat

ESL Wire Anti-Cheat is mandatory for all players to use for the full duration of all online matches without exception. If a player cannot use Wire Anti-Cheat, then they are not allowed to take part in a match. The players are required to properly test their ESL Wire Anti-Cheat client ahead of matches. ESL admins can provide a testing environment on request.

3.1.2 MOSS Anti-Cheat

The usage of MOSS is mandatory for all matches being played online. Moss can be found under the following link - <http://nohope.eu/wp-content/plugins/download-monitor/download.php?id=1>. After that the log created by MOSS must be uploaded to the ESL website, within the 15 minutes after the end of the games. All logs will be checked for any signs of modification.

Not applying to this rule will be penalized with one (5) minor penalty points per missing and in extreme cases with a suspension of the entire team.

Blank/black screenshots in a MOSS report are considered as missing match media. It is the player's responsibility to make sure that MOSS takes correct screenshots. If any problems with setting up MOSS occur, please contact an administrator.

3.2 Match Procedure

3.2.1 Best-of-One Matches

In case of Best-of-Three matches, both teams remove two (2) maps, after bans each team will pick one (1) map with the third map being the last map remaining in the pool. The Team with the lower seeding can decide who has the start the process. The maps will be played in the order in which they have been picked. Each Team can pick their starting side on the opponent's map pick. Starting side for the third map is chosen by the team with the highest round difference in the two previous maps. Round difference is defined by the number of rounds won minus the number of rounds lost. In case of a tie, a coinflip will determine which team will choose the starting sides. **Keep in mind if you give up the option to ban first map you will not be given the option on coin toss, this stays with the higher seed.**

Higher seed= higher number

Lower seed= lower number

LAN:

Administrator will create a lobby.

One Player per Team will be present with the admin to do the live Veto.

Each team has 60 secs, if time limit is reached a default choice will be selected by the admin.

Once veto has started, it is not allowed to be stopped or restarted unless approved by administration. Veto will not be restarted for wrong pick or team mess up of choice. BE CAREFUL.

Online Regional Finals:

The Map veto needs to be done by Team Captain or approved team member 60 Minutes before the game is supposed to start. Delays caused by Teams will be considered as stalling and will be punished with loss of Rounds. If a team fails to show up to ban or is not responding administration, it will be considered a no show. ***Please see *1.10.4 No Show.***

Time starts once administration officials call a start to ban phase.

Once veto has started, it is not allowed to be stopped or restarted unless approved by administration. Once started teams have 60 seconds per ban/pick.

If a map is failed to be picked within 60 seconds, a default choice will be taken.

2 map default picks will result in Penalty Points or loss of playday.

Map Bans will be made available to all teams through the map bans channel. #Map Bans.

3.2.2 Map Pool

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

The map pool will stay as these seven through the entirety of the competition to provide a fair and even playing field for all teams across all conferences, stages, and finals.

For the qualifiers we will use the same system that is used for Go4 Cups.

- Best-of-1s will have both teams banning 3 maps (6 total) back-and-forth until there is 1 map left, which will be the map the match will be played on.
- Best-of-3s will have both teams banning 2 maps (4 total) back-and-forth. Each team then will pick a map from the remaining ones based on ban order.
- The US National Finals will use the same style for the best-of-3s but will be done live and in person.

3.2.3 Map Veto & Game Hosting

For Online Qualifier matches map bans must be done via the map veto system on the matchpage.

The team with the higher seed (lower number in the bracket) gets the host right. The game must be hosted on a dedicated server. The dedicated server location must be settled by default (based on ping). Starting sides for the first two maps are decided during the map veto. The team that does not select the map instead selects which side they would like to start on for their opponent's map choice. Who is the lower and higher seed? Example: Seed Number

3.2.4 No Show

If a contestant is not ready to play after 15 minutes, then they should be reported as a no show to an admin via protest ticket. The countdown starts from the moment both teams have progressed to the match, and not at the time stated in the match page.

3.2.5 Forfeit

If a contestant chooses to forfeit a match, they will forfeit any prizes and if possible will be replaced by their opponent in the previous round.

3.2.6 Results

Both teams are responsible to enter correct results on the ESL website. Therefore, both teams should take a screenshot at the end of the match, where we can see the correct result and they need to upload it after the match to the ESL website. If you have a conflict in the match, please open a protest, so the staff team can check the case and take a decision. The decision can also mean that both teams are disqualified, if there is not enough proof for either team to be the clear winner. Overall Results: Bo1: 1:0 or 0:1 Bo3: 2:0 2:1 1:2 and 0:2 Possible Overtime Score to win the map: 2:0 2:1 1:2 and 0:2

Example of a correct screenshot: Correct #1

Example of incorrect screenshot: Incorrect #1 & Incorrect #1

3.2.7 Add Result

It is only allowed to add a score when the match is finished. Enter a team score before the match is finished to the match, this will be taken as unsportsmanlike behaviour and disqualification of the team. If a team lost a match, it will be automatically closed. If a team add a score to the match, the opponent has 15 minutes to accept the result or to open a protest ticket. The match will be closed automatically when the time expired.

3.2.8 Closed matches

Already closed matches stays closed, if there was a mistake by the teams. The teams haven't a right to claim this via protest or support tickets, in exception the rule point MOSS file mandatory and Accusation of cheating by timetable. The admins have the right to reopen a match in certain cases.

3.2.9 Match media

All match media (screenshots, demos, etc) must be kept for at least 14 days. In general, you should upload the match media from a match to the match page as soon as possible. Faking or manipulating match media is of course forbidden and will result in severe penalties. Match media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad match media naming. However, if an admin is hindered in their work because of bad match media names then it can be punished for.

3.2.10 Disqualification

The match must be played as soon as possible (both teams added to the match).

To keep the delay during the cup as low as possible we reserve the right to disqualify teams from the tournament. This will only be done in cases where a team shows no real effort to get a match done or is even obviously blocking. In severe cases this can even affect both teams.

To prevent delaying the SWISS rounds, every match must be played in the period of 1:25 hours (75 minutes). If the match takes longer then the period of time the match will be cut and a random default win given. Any abuse of this rule is considered to be deception and will result in punishment, up to and including disqualification of the Team.

3.2.11 Team Connection Losses

If a team disconnects from a game three times on one map, each next disconnection after will be penalized in a way specified by the administrator. Up to including loss of rounds or map.

Each Player is responsible for his/her own Hardware and Software. This rule applies to all hardware, software and connections. I.E. (routers, computer components, power issues, etc.). Matches will not be held for issues relating to player responsibilities outlined within this rule set.

If a team is experiencing issues you must inform administration 24hr prior to match day. Administration reserves the right to hold or force match to be played. Administration will determine through support ticket if issue warrants a match hold. ESL suggests checking all software, hardware and the connection prior to game and having substitution players available.

3.2.12 Game Settings

Matches have to be played with the following settings:

- All matches will be played with 5 players per team in a Bo1, except matches which decide slot in Weekly Online Qualifier Final and Conference Final which will be Bo3's.

3.2.13 Match Settings

- Number of Bans: 4
- Ban Timer: 20
- Number of Rounds: 10
- Attacker/Defender Role Swap: 5
- Overtime: 3 Rounds
- 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: 25
- Damage Handicap: 100
- Friendly Fire Damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off

3.2.14 Game Mode: TDM BOMB

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

3.2.15 Operators

All Operator are allowed, unless tournament administration explicitly forbids an operator for a play day. Information about changes will be sent to players at least 1 hour before match.

3.2.16 Scoring

Possible results of the match:

- 1:0 (bo1)
- 0:1 (bo1)
- 2:0 (bo3)
- 2:1 (bo3)
- 1:2 (bo3)
- 0:2 (bo3)

3.2.17 Nickname In Game

Each Player must use their official nickname during matches. It's not allowed to add any (funny) additions, characters or words, only exceptions are sponsor names. Tags should be used at the End of the Names.

3.2.18 In-Game Item's Name Tag

Players are not allowed to use nametags on in-game items which violate the Code of Conduct. If a Player uses such a nametag during an official match the Team will receive three (3) minor penalties for each match.

3.2.19 Number of Players

All matches must be played with five Players per team (5 vs 5), other constellations are not allowed. If a Team fails to show up with enough Players, the match will count as no-show and will be forfeited.

3.2.20 Coaches

Coaches are allowed by teams but must be on roster. Coaches will also be under the same guidelines as players and NDAS/IDS will need to be provided to ESL before start of season. Coaches must be eligible for ESL play, under same ruleset and need to be 18 years of age and have to full the same residence/Nationality. See point 4.3.3 for Details (Home country/Residence/Nationality).

Teams may opt for the coach to be in the United States Nationals discord but will count as 1 of the 2 players allowed by each team. If a coach refuses to follow these guidelines or refuses play on behalf of the team it will be considered failure to comply with ruleset and can lead up to a penalty of removal from the Online Qualifiers and or of team from Season. ESL reserves the right to remove coaches from discord and or any form of communication/event that is hosted or sponsored by ESL or Ubisoft at any time.

LAN:

Official coaches which are part of the roster will be allowed on-stage and are able to listen to team communications. At any point where players can take off their noise-cancelling headsets (map breaks, bathroom breaks) the coach may talk to them.

If a Coach violates these rules and talks to the Team when not allowed, he will be removed from the Stage and the Team may also receive five (5) Minor penalty points. Administration reserves the right to expand upon the penalty up to and including a disqualification from the event/playday and removal of the coach from current event and or future events.

3.2.21 Dropping of Players

- If a player drops in the first fifteen (15) seconds of a round (during the prep phase), the game may be rehosted. If the game is re-hosted the match starts with the score from before the disconnect.
- If a player disconnects after the first 15 seconds of a round, the round will be played until the end. After that the match will be paused. In general, a game is always re-hosted unless the remaining side had a significant advantage (very likely victory).
- After disconnecting a team cannot choose a starting site, that has been already locked by settings (Objective Rotation Parameter: 1). If they do so, they by default lose a round.
- If a Player has not returned or cannot be replaced within ten (10) minutes after the pause has started, then the Team with the dropped Player may forfeit the match at admins discretion.

3.2.22 Change of Players

Players can be changed in breaks between maps. This change may not take more than five (5) minutes. If the Player has not joined or cannot be replaced within five (5) minutes after the intermission has started, then the Team with the dropped Player may forfeit the match at admins discretion.

If a player loses connection and their team have their re-host right then the player can be replaced with one of the team's substitutes if the player is unable to rejoin the game. **This must be done under the rehost rules and procedure as outlined in sections 3.2.25 - 3.2.29**

3.2.23 Glitch/Bug Re-hosts Due to Operators

To request a Rehost in case of a glitch (example: Habana or Thermite glitch). All 10 Players need to be alive and requested within the first Minute after the action phase. If the first Minute has passed or players have made contact the request for the Rehost is not valid. Should a Team leave anyways and not wait for an Admin to confirm the rehost they'll lose the round. Continue playing out until observer types rehost. In the event a rehost is given, players must choose same operators/site that were selected.

This rule extends to all operators, in the event a glitch is present that is not known - Admins will handle the issue according to same rule if necessary. Admins reserve the right to invoke or modify this rule depending on circumstances of unforeseen glitch/bug.

Abuse of this rule can lead to loss of rounds, Penalty points and up to a DQ of team from Online Qualifiers or Season. **Please see rule 3.4 Use of Bugs and Glitches**

3.2.24 Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one Team has reached six (6) of ten (10) rounds during the regular match time or won two (2) of three (3) rounds during overtime on the final map.

3.2.25 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.

3.2.26 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.

3.2.27 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.

3.2.28 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.

3.2.29 Continuing a Disrupted Game

If a match is interrupted (e.g. server crash) then the match should be continued where it left off, by re-host. All fully completed rounds before the crash count towards the final score of the match. The players can choose different loadouts and operators but must select the same bomb site and starting site as before. In the following rounds the bomb sites that have been already used before the restart cannot be used again.

3.2.30 Overtime

In case of a draw after all ten (10) rounds have been played, an overtime will be played with best-of-three (bo3) system. The final score of a match with overtime is the official result for that match.

3.2.31 Technical Issues

Teams are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues or substitute a player and matches will be played nevertheless. If problems arise, please open a match protest. If a team can't play with the

amount of players which are written in the requirements then this will be resulted as forfeit.

Please see rule 1.12 for more details.

More information about protecting yourself can be found in the DDoS Prevention guide below:

<https://play.eslgaming.com/shardsofwar/global/shardsofwar/DDoS-prevention>

The ping limit for an ESL match is 150 ms. If a player is over this value please try to do a re-host first, before a protest is opened. Be sure a dedicated server was created. In the case the player has still a ping over 150 ms and it's not possible to play the match without problems, a protest can be opened. It only counts as high ping if the ping is continuously over 150! By opening a protest due to high ping the match mustn't be finished and the team must hand in at least three screenshots of the scoreboard which was taken in different time over two rounds (In action phase).

3.3 Player Settings

3.3.1 Graphics drivers, or similar tools

Any modification or changing of the game using external graphics solutions or other 3rd. party programs are strictly prohibited and may be punished under the cheating paragraph

Furthermore, it's forbidden to use any kind of overlay which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used. It's also forbidden to make use of older or different Graphic Engines which the Game doesn't support. The use of a VPN/Proxy or any other tools which affect the connection and the ping of a player are strictly prohibited.

Any changes or edits of Game files, driver files or other game related files are strictly prohibited.

3.3.2 Custom Data

Any changes to sprites, skins, scoreboards, crosshairs are strictly disallowed, also only the official models are allowed. If a player plays with custom files (not models) or removed files that have been installed by the game, then this will be penalized with two (2) minor penalties per player. If a player plays with custom models, then this will be penalized with five (5) minor penalties per player and the opponent of the match may request a rematch.

3.4 Use of Bugs and 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
- Placing a Valk cam in a place where it can't be destroyed
- Blocking window vaulting with a destructible shield

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 detected window ledge
- Hibana and Thermite charges can be placed anywhere
- Using teammate to boost
- Long arming
- Using equipment/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

3.4.1 New Positions

If any player or team wants to use a new position which is unknown to anyone else or just known to a small part of the community, 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 must consider that it takes time to check new positions and therefore they must contact tournament officials in a reasonable timeframe before an official match.

4 Other rules

4.1 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 our tournaments, including US Nationals. You can look them up on their website at <http://www.esportsintegrity.com/>. The following sub-paragraphs are meant to give you an impression about what things are forbidden. For complete and more detailed information, please visit the ESIC website.

4.2 Communication

The main communication method of the Rainbow Six: Siege United States Nationals is email. The Rainbow Six: Siege United States Nationals will use the email that has been registered in the user's profile on ESL, and therefore this email address should always be kept updated and checked regularly so that no important announcements are missed.

The secondary communication method of the Rainbow Six: Siege United States Nationals is the Discord internet messenger. The administrators will contact the teams and ask them to select a team representative – ESL will send a Discord chat invitation to that person.

4.3 Conditions of Participation In The Rainbow Six: Siege United States Nationals

The following conditions must be met to participate in the Rainbow Six: Siege United States Nationals. By participating in the United States Nationals all Players agree and must follow that Rulebook. Violations of that will be penalized as listed.

4.3.1 Age Restriction

All participants of Rainbow Six: Siege United States Nationals must be over 18 years of age. If an underage person will take part in the games his ESL account will be banned and his whole team will be disqualified from the Season.

4.3.2 Regional Limitations for Participants

Any individual player may only participate in or try to qualify for an event for one conference (this is including claiming an invite).

All players in the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the

team qualified for the Rainbow Six: Siege United States Nationals. Failure to comply with these regulations will be penalized with a default loss.

4.3.3 Home Country/Region

A player's home country is the country where his main place of residence is. The home region is the region that this country belongs to. For a team, this is determined by most of the used lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.

4.3.4 Residence/Nationality and Number of Players In a Team

The team roster can hold any number of player as long as they have legal United States residency or a valid student, work, or athlete visa and are currently living and playing in the US, at least eighteen (18) years of age, and are not listed on any other roster.

4.3.5 Nicknames

No sponsor tags are allowed in the nickname on the ESL Site under any circumstances and the general ESL rules for the choice of nicknames apply.

Any player that is found to have an inappropriate/vulgar name and/or logo will be subjected to review and punishment on a case by case basis that will be handled by the admin team. The name/logo will be changed at administrative discretion and depending on the severity of the infraction can lead to a player/a team being barred from participating in any and all of the USN program.

4.3.6 Game Accounts

Every playing member must have their Uplay ID for Rainbow Six: Siege game account entered in their ESL member profile.

Players are not allowed to play with a different game account than the one set in their ESL profile. An incorrect game account may lead to a barrage for the player, a rematch, or a default loss being given. All Game account changes may be done freely before the start of a Online Qualifiers that a team is participating in.

If there is sufficient evidence that the player in question indeed played the match or if an admin of the Rainbow Six: Siege United States Nationals explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Players are not allowed to bypass barrages of the Game publisher with using other Accounts. Each team can request the unique Uplay ID from other players anytime.

4.3.7 Team Names

The Rainbow Six: Siege United States Nationals team name may not have any extensions such as “R6 team”. The Rainbow Six: Siege United States Nationals team name may hold up to one (1) sponsor name, but no product description is allowed. A sponsor may only be the name-sponsor of one Rainbow Six: Siege United States Nationals team in that competition.

Any team that is found to have an inappropriate/vulgar name and/or logo will be subjected to review and punishment on a case by case basis that will be handled by the admin team. The name/logo will be changed at administrative discretion and depending on the severity of the infraction can lead to a player/a team being barred from participating in any and all of the USN program.

4.3.8 Changes on the Team Accounts

Any changes in the team account should be approved by the Rainbow Six: Siege United States Nationals administration before the changes can take place. This includes but is not limited to:

- Adding or removing players
- Changing the team name
- Changing the team logo

4.3.9 Legal Player Prohibitions

Any Ubisoft Montreal employee and/or any ESL employee, or employees of any subsidiary of Ubisoft Montreal or ESL, as well as their family members, cannot be a part of any team, neither as a player nor as a coach.

4.4 Licenses in the Rainbow Six: Siege United States Nationals

4.4.1 Definition

Before each tournament, ESL awards the Rainbow Six: Siege United States Nationals License to the participating teams, or individuals. In most cases, these are participants that:

- Have qualified for the United States National Final through Rainbow Six: Siege United States Nationals Conference Finals.
- Have qualified for the United States National Final through Rainbow Six: Siege United States Nationals Wild Card Qualifiers.
- Have been invited to a specific event by the tournament organization.

4.4.2 Duration

Rainbow Six: Siege United States Nationals licenses are valid for one Rainbow Six: Siege United States Nationals season, only.

4.4.3 Team License

The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd Company, and so on). If there is no such entity existent for the team in question or the existing entity has never been reported to and accepted by the Rainbow Six: Siege United States Nationals administration (please contact the tournament direction to register your legal entity), a restricted license may be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be responsible for keeping the team in order and holding the Rainbow Six: Siege United States Nationals team account on ESL, but in such a case the right to the license can only be sustained if most of the players that actively played in the last stage(s) of the Rainbow Six: Siege United States Nationals or it's qualifiers stay together as a team.

The license holder or representative is responsible for all actions, and commitments of the team. Any changes in the team license must be reported to and accepted by the Program Administration before it can be followed through. Failure to report any changes in the license or omitting any needed information about the team may be punished with penalty points or other sanctions.

The License holder is the entity that decides about the recipient of the prize money won under its license

A registered association/organization, Ltd Company, and so on can only have one (1) Team contracted in the Season or in the Challenger Program, this includes all Regions.

4.4.4 Changing the Team License Holder

A license-holder can request a transfer of the Program license to another entity, if there is an adequate reason for doing so. It is at the Program Administration's discretion whether the reason is deemed adequate.

After the change of the license holder, the majority lineup restriction will apply for the team in question for a time span indicated by the Program direction from the moment a new legal entity takes over the license from the old one. This restriction is meant as a protection of the players joining a new organization and to prevent organizations getting a license for their own, not qualified team.

4.4.5 Withdrawal of License

ESL reserves the right to withdraw a Program license from any Team, if the Program Administration feels that the participant in question have not behaved within the guidelines set out by the Program, and its governing organization. This includes but is not limited to:

- Players or team members have committed a material breach of the provisions outlined in this Rulebook
- The Team loses 3/5 of its major Players

4.5 Match Broadcasting

4.5.1 Rights

All broadcasting rights of the Program are owned by ESL. This includes but is not limited to: Video streams, TV broadcasts, shoutcast streams, replays, demos or live score bots.

4.5.2 Waiving These Rights

ESL has the right to grant a license for the broadcast of one or multiple matches to a third party or the Teams themselves. In such cases the broadcasts must have been arranged with the Program Administration before the start of the match.

4.5.3 Teams Responsibility

Teams cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the Program Administration. The Teams agree to make sufficient accommodation so that broadcasting of matches can take place.

5 Other Infringements

5.1 General

Unless otherwise stipulated in the provisions of this Rulebook, when a Player or Team has broken one or several rules set forth by the Program, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and cataloged.

5.2 Breach of Netiquette

For an orderly and pleasant game, it is essential that all Players have a sporting and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalties. The most important and most common offences are listed below. However, the Program Administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

5.2.1 Insults

All insults occurring in connection with the Rainbow Six: Siege United States Nationals will be punished with up to six (6) penalty points per insult. This primarily applies to insults during a match or on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.), but also on all social media channels (Twitter, Facebook, Twitch, Reddit, etc.). If 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 Programs. In team competitions players may also be barred from playing for the remainder of, future Online Qualifiers, or the season at large including the United States National Finals.

5.2.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the Program. Spamming on the website (forums, match comments, Player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity.

5.2.3 Spamming In-game

Three (3) 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 admissible a game is shown during a streamed event the only messages that can be sent are: gl, hf, go, gg, or messages to the admin about a problem that occurred during the game. All other messages will be considered spam.

5.3 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 three (3) to six (6) minor penalties. 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, provoking, flaming on Social Media or Discord). ***Please see rule 1.3 – Code of Conduct***

5.3.1 Misconduct

The attempt to mislead admins or other players, using false information, or in any other way deceive other participants will be punished as follows. This might lead to a disqualification from the United States Nationals Online Qualifiers or Season, depending on the misconduct.

5.3.2 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 with one (1) to four (4) minor penalty points.

When cheating is suspected, and the match media in question has been faked, up to six (6) minor penalty point will be awarded.

Match media are all uploads, including but not limited to: screenshots, ESL Wire Anti-Cheat files, MOSS log files, demos, models, and so on.

5.3.3 Ringer/Faker

Any Players involved in faking or ringing a Player will be disqualified, also, one (1) major penalty point will be awarded per incident. A team that uses a ringer/faker automatically loses all maps played on the play day (with a score of 0-5 for each map) on which the ringer/faker has been used.

5.3.4 Playing with Disallowed Player

Using a disallowed Player (i.e. a Player that is banned from the Program or a Player who has been transferred to a Team under violation of the Rulebook) results in one (1) major penalty point, and the Player will be barred for two (2) more matches before he is eligible to compete. Also, the opponent can demand a rematch.

5.3.5 Misleading admins or players

Any attempts to deceive opposing Players, admins, or anyone else related to the Program may be penalized with two (2) to six (6) minor penalty points.

5.3.6 Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the Player on the ESL website, and six (6) minor penalty points will be awarded to the Team of the Player. The Team will be disqualified from the current season of the Program and the Player will be banned from all competitions in ESL for two (2) years. The use of the following programs will result in a cheat ban: Multi-hacks, Wallhack, Akimbo, Colored Models, No-Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

Program officials reserve the right to ask for player's point of view recordings at any time, failure to present or comply with this can result in PP's and included but not limited to disqualification of a Team and player.

6 Legal

UBISOFT has provided prizes and the use of their name and trademarks but is in not involved in the execution or administration of this tournament, and any questions, comments or complaints regarding this tournament must be directed to ESL.

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Appendix

8 Prohibited Substances and Methods

8.1 Doping

8.1.1 Refusing to be Tested

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

8.2 List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for the Program. The list can be found here: <http://list.wada-ama.org/>

8.2.1 Prescribed Medication

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

8.2.2 Categories of 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 penalty points, a ban for the Player and (a) default loss(es), as well as possibly disqualification of the Team.

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.

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.

Repeated cases of doping by the same Player will be punished harder, up to a lifetime ban for the Player. Repeated cases of doping on the same Team (but by a different Player) will also be punished harder for the Team.

Repeated cases of doping by the same Player on the same Team will be punished harder for both the Team and the Player.

Alcohol or other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, 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.

9 Definitions

9.1 Range of Validity

The Rainbow Six: Siege United States Nationals (hereinafter "Program") is operated as part of the ESL by Turtle Entertainment GmbH.

This is the only rulebook which is valid for the Program, its participants (for this Rulebook hereinafter "Team(s)") and all matches played within the scope of the Program. With their participation the Team and its players (hereinafter "Player(s)") state that they understand and accept all rules specified in this Rulebook.

All disputes arising out of, relating to, or in connection with this [contract/regulation/etc.], its validity, enforcement, or the breach thereof, shall be finally settled by arbitration in accordance with the World Esports Association (WESA) Arbitration Rules. For enforcement, judgment on the award rendered by the arbitrator(s) may be entered in any court having jurisdiction thereof.

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.

9.2 Participants

A Rainbow Six: Siege United States Nationals participant is a team or a player that is participating in a Rainbow Six: Siege United States Nationals competition. Any member of a Rainbow Six: Siege United States Nationals team is a participant of that team. No participant can at the same time be part of more than one organization / team taking part in seasons of Rainbow Six: Siege United States Nationals or any of those Programs' qualifiers.

By joining the Rainbow Six: Siege United States Nationals all the teams and their players allow Ubisoft, ESL and all their partners to use their image (team logos, player photos, etc.) in promotional materials.

9.3 Program Officials

Each Team can contact the Program Administration via support ticket on the ESL Play website, Discord or via email.

- Alex“LarchTreeLeppy” Glavan - Program Operator - a.glavan@staff.eslgaming.com
- TBD - Admin - TBD Email
- TBD - Admin - TBD Email

In Case of any complaints or further questions please contact:

- Jan “BK-201” Moerland -Global Head Admin - bk201@staff.eslgaming.com
- TBD - Community Manager - TBD Email
- Ron “Rawn” Valenzuela -Product Manager - r.valenzuela@eslgaming.com

9.4 Penalty Points

Rule violation	Number of penalty points
General	
No show	Team: 3; Player: 2
Reject compulsory challenge	Normal: 1 Intense (top 10): 2
Abort match	Player / Team: 2
Use of ineligible player	
Inactive barrage	Player / Team: 3
Barraged	Player / Team: 6
Unregistered player	Player / Team: 3
Missing Premium (where required)	Player / Team: 3
Missing Trusted (where required)	Player / Team: 3
Ringer/Faker	Player / Team: 6
Playing with wrong gameaccount	Player / Team: 3
Playing without a registered gameaccount	Player / Team: 3
Unsportsmanlike behaviour	
Multiple/Fake accounts	Warning / 1-3 penalty points
Faking country/nationality	Warning / 1 / 2 / 3 penalty points
Deception	Player / Team: 1 - 4
Fake result	Player / Team: 4
Fake match media	Player / Team: 6
Fake match	Player / Team: 6
Cheating	Player: 12 / Team: 6
ESL Wire Anticheat	
Missing / incomplete AC	Player / Team: 3
MOSS: MOonitor System Status	
Missing MOSS file	Player / Team: 3 / 2
Incomplete MOSS file	Player/Team: 2 / 1
Corrupted MOSS file	Player / Team: 12 / 6
Match media	
Missing match media	Player / Team: 1
Missing match media with cheat suspicion	Player / Team: 6 and match deletion
Unsportsmanlike behaviour	
Bug use	Player / Team: 2 per use
Self-Kills	Player / Team: 2 per match
Country-Faking	Player / Team: 2
Other	Player / Team: Up to 4

9.5 Definitions and Scope of Penalty Points

Penalty points are given for rule violations within the Program, they may be either minor or major penalty points dependent on the incident in question

9.5.1 Minor Penalty Points

Minor penalty points are given for minor incidents such as insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty points deducts 1% (one percent) of the overall prize money received by the team or player in the season they are given.

If a team gathers thirty (30) minor penalty points they will be instantly disqualified from the United States Nationals. Ten (10) minor penalty points equal one (1) major penalty point.

9.5.2 Major Penalty Points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for broadcast or live matches, repeated rule breaking, and so on. Every major penalty point deducts 10% (ten percent) of the overall prize money for that season.

If a team gathers three (3) major penalty points they will be instantly disqualified from the United States Nationals.

9.5.3 Assigned Penalty Points

Minor and major penalty points are not mutually exclusive and may be given as seen fit by the Program Administration.

10 Country Restrictions

This competition is open to only those with legal residency residing and playing in the United States of America.

No other countries, including those in North America, are allowed to participate in the United States Nationals.

11 Prize Money

Finals		
Placing	Prize Money	Per Player
1st	\$ 20,000.00	\$ 4,000.00
2nd	\$ 10,000.00	\$ 2,000.00
3rd / 4th	\$ 5,000.00	\$ 1,000.00
3rd / 4th	\$ 5,000.00	\$ 1,000.00
5th - 8th	\$ 2,500.00	\$ 500.00
5th - 8th	\$ 2,500.00	\$ 500.00
5th - 8th	\$ 2,500.00	\$ 500.00
5th - 8th	\$ 2,500.00	\$ 500.00

\$ 50,000.00

Regular Season		
Placing	Prize Money	Per Player
Stage 1 East - 1st	\$ 1,000.00	\$ 200.00
Stage 1 East - 2nd	\$ 500.00	\$ 100.00
Stage 1 West - 1st	\$ 1,000.00	\$ 200.00
Stage 1 West - 2nd	\$ 500.00	\$ 100.00
Stage 2 East - 1st	\$ 1,000.00	\$ 200.00
Stage 2 East - 2nd	\$ 500.00	\$ 100.00
Stage 2 West - 1st	\$ 1,000.00	\$ 200.00
Stage 2 West - 2nd	\$ 500.00	\$ 100.00
Stage 3 East - 1st	\$ 1,000.00	\$ 200.00
Stage 3 East - 2nd	\$ 500.00	\$ 100.00
Stage 3 West - 1st	\$ 1,000.00	\$ 200.00
Stage 3 West - 2nd	\$ 500.00	\$ 100.00

\$ 9,000.00