



# Bi-Weekly Cups Rulebook

*This Rulebook outlines the rules that should at all times be followed when participating in the Rainbow Six Benelux Bi-Weekly Cups. 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 final say, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be made 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 Introduction and Basic Definitions

## 1.1 Introduction to the Rulebook

This is the official ruleset of the Benelux Bi-Weekly Cups 2020–2021.

Failure to adhere to these rules can and will be penalized as outlined. It should be noted that tournament administrators and referees have the final say, and the power to make decisions which will benefit the league's competitive level and integrity. This means that in extreme cases the administrators and referees have the power to overrule this rulebook to maintain a fair competition and a certain level of sportsmanship.

This competition will be classified as the regional championship to develop the competitive community within **The Netherlands, Belgium and Luxembourg**. We hope all participants, spectators and press will enjoy the competition, and give it their best attempt to make it a fair, fun and exciting competition.

## 1.2 Definitions

### 1.2.1 Time Zone

Any time mentioned during official communications regarding the Benelux League will always be in the time zone currently used in Amsterdam (AMS), The Netherlands. That means the following:

- Between the 28<sup>th</sup> of March 2020 and the 24<sup>th</sup> of October 2020 – CEST
- Between the 25<sup>th</sup> of October 2020 and the 27<sup>th</sup> of March 2021 – CET

### 1.2.2 Benelux Region

The Benelux Region is defined as residents of: The Netherlands, Belgium or Luxembourg.

### 1.2.3 The European Region

The European Region is defined as residents of: Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Ireland, Italy, Kazakhstan, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russian Federation, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom

## 1.2.4 Offences

### 1.2.4.1 Minor Offences

A minor offence will be given to minor incidents included but not limited to;

- Being more than 10 minutes late, past scheduled match time.
- Banning maps past given time stamp.
- Small toxicity offences.
- Providing none to insufficient information when asked for.
- Not providing a winner's interview
- Failing to upload match data
- Breaking rules to a certain extent (i.e. use of forbidden skins past warning limit)

Each minor offence means a deduction of 3% in prize money. Five minor offences will evolve in a major offence and will lead to disqualification and a competitive ban for the Benelux League Season 6 or any other National Championships in 2020 and 2021 (exceptions can be made for individuals).

Only one (1) minor offence per playday can be given out. However additional prize money deductions can be applied.

### 1.2.4.2 Major Offences

Major offences will be given for either tallying up to five minor offences, or for major incidents included but not limited to;

- Cheating, hacking or the use of macros
- Extreme toxicity of players/support staff (this can be in-game, or in public media such as Twitter)
- Failing to maintain respect for other players/admins
- Deliberately deceiving admins
- Use of a fake ID in order to play

A major offence will deduct all prize money the team would have received and will result in a disqualification of the Bi-Weekly Cups and a competitive ban for the team in the Benelux League Season 6 or any other National Championships in 2020/2021 (exceptions can be made for individuals).

### 1.2.4.3 Disqualification Threshold

When a player or a team has reached a total of one (1) major offence or five (5) minor offences, he/she or they will receive a disqualification from further participation in the Rainbow 6 Bi-Weekly Cups. A competitive ban will be instated for the remainder of 2020 and 2021.

## 1.2.5 Live Matches

The term Live matches will be used to refer to matches that take part in a public location, during events, LAN finals or any match broadcast on the Rainbow6BNL channel.

## 1.2.6 Title used

The title used for reference in this rulebook is: Rainbow Six: Siege, Ubisoft

### 1.2.7 Tournament Organization

The tournament will be organized in a joint operation between Ubisoft B.V. and Team META (formerly known as 4Entertainment). Both can be contacted by using their respective contact points.

### 1.2.8 Participants

A participant of the Bi-Weekly Cups can be classified as a team or player that is taking part in the Bi-Weekly Cups. Any member of a team that is active within the cups.

## 1.3 Player information

### 1.3.1 Standard Information

Each participating member must provide Ubisoft and META BV the following personal details:

- Real name (First, Last)
- Headshot photo
- Place of residence
- Country
- Nationality
- Date of birth
- Game account names (Uplay name)

### 1.3.2 Nicknames

If a player is to change nickname during the duration of the Bi-Weekly Cups, he must first notify the administration, and wait for approval before the change can be made. No sponsor tags are allowed in the nickname under any circumstances. Also, nicknames must be acceptable (up for interpretation of the administration team) meaning, no racism, excessive LEET speak or offensive names. Nicknames are also not allowed to reflect negatively on the Rainbow 6 Benelux brand.

### 1.3.3 Game Account

Every playing member must have their correct game account connected with their RIV4L account. If players use the wrong game account, they will receive a minor offence and will not be allowed to continue playing that match. Exceptions will be made if the player filed a change request ahead of the play day.

## 1.4 Teams

### 1.4.1 Team Names

Team names are not allowed to have any extensions such as BNL, or R6. The team name can hold one sponsor name such as 'Vodafone Giants'. However, this sponsor name is not allowed to conflict with any of the Bi-Weekly Cups' partners (such as Ubisoft, META BV and other sponsors). Team names are also not allowed to refer to active organizations, players, personal outside their own organization. Furthermore, team names are not allowed to reflect negatively on the Ubisoft or Rainbow 6 Benelux brand.

## 2 Team Composition

In this chapter we will discuss the team composition, the age requirement and responsibilities for/of each role.

### 2.1 Team Captain

The team captain is responsible for day-to-day operations of the team, such as check in, map ban, uploading all team players MOSS files, uploading match results, updating and maintaining the roster for playdays and being the main contact person of the team towards Team META and Ubisoft. This person is responsible for keeping himself, and the team updated with regards to rules and regulations around the Rainbow 6 Benelux league. Age requirement: 16.

### 2.2 Player

There will be five main players active in each team. The players don't have any further rights, tasks or duties in any case. However, the player will be held accountable for his or her own actions. In addition, the whole team will be held accountable for all its players. As a team you are responsible for your teammates. Age requirement: 16.

### 2.3 Substitute

Each team can have up to two substitutes on their roster on the tournament page. Substitutes do not have any specific rights, tasks or duties. If they needed to be used in a match, the 3/5 Benelux resident rule is still applicable on the line up. Age requirement: 16.

## 3 Bi-Weekly Cups Information

### 3.1 Contact points and Referees

Name	Role	Party
Milan van Valkenhoef	Esports manager	Ubisoft
Stijn 'Hap' Hapers	Esports Trainee	Ubisoft
Zazu_0420	Tournament Director	META
HolyBunny	Head Referee	META
SirMrDany	Head Referee	META

### 3.2 Tournament Organizer

The tournament organizer of the Benelux League, as described in 1.2.6 is a joint venture between Ubisoft and Team META (previously known as 4Entertainment). Together they will make up the list of contact points and referees described in section 4.1

## 3.3 Communication

### 3.3.1 Website

All tournament information can be found on the official Rainbow 6 Benelux website, <https://rainbow6bnl.com/bi-weekly-cups/> and on the cup specific RIV4L tournament page

### 3.3.2 Discord

Discord, and specifically, the Rainbow 6 BNL server (<https://discord.gg/qFFT2fT>) will be our secondary communication tool. Every team needs to at least have their team captain to be reachable on Discord. Tournament flow, admin's calls and further discussions will be held here. Players can ask any question they may have in the specific, public channel.

### 3.3.3 Disclosure

All communication via email or private channels on the Discord server is considered confidential. Anyone spreading these text messages over social media or any other means will be penalized for doing so, and possibly face disqualification depending on the severity.

## 3.4 Broadcasting Rights

### 3.4.1 Rights

Ubisoft owns all rights of the Bi-Weekly Cups and all its broadcasting rights. This includes but is not limited to live streams, replays and TV broadcasts.

### 3.4.2 Waiving Rights

Ubisoft has the right to hand out these rights for one or multiple matches to a third party or the participants themselves. Bi-Weekly qualifiers and finals will be broadcasted by official community casters. Any casters can ask Ubisoft to become a Benelux Community Caster.

All Benelux Community Caster will be given the "community caster" role on Discord.

### 3.4.3 Declining Broadcast

Under no circumstances can a player or team refuse to have their match broadcast by Ubisoft or other authorized broadcasters including the community casters. The broadcast can ONLY be rejected by a member of the administration team. The players and teams will thus automatically agree to make enough accommodation ensure the broadcast can take place if the organization calls for it.

## 3.5 Participation Requirements

The following conditions must be met in order to participate in the Bi-Weekly Cups.

### 3.5.1 Regional Limitations

Teams must follow roster specifications, meaning they either need to have a majority roster three out of five main players, resident in the Benelux region with the remaining players being resident in Europe, or have the legal entity based inside the Benelux region (If the organization is permitted to partake by Ubisoft NL and EMEA)

#### 3.5.1.1 Home Country / Residence

A player's residency is the country where their main place of residence is located. For an organization, the country where their HQ is legally based is considered their home country.

### 3.6 Player Changes

#### 3.6.1 Adding a New Player During the Monthly Cup

If a team wants to change their roster for the second cup of that month, they will need to ask permission to the admins and the organization. The regional limitations rule is still applicable.

#### 3.6.2 Contracted Players

If an organization contracts a player, details of this contract are to be sent to Ubisoft NL contact points outlined in section 4.1, this is to ensure that as soon as a global contract database goes live, we are able to provide the proper information to the database. The information needs to be sent to Ubisoft NL is either the entire contract or a summary listing the following:

- Name of the player
- Salary
- Duration of the contract
- Special clauses
- Buyout

If this is not done correctly, Ubisoft reserves the right to award minor offences or prize money deduction to the team.

#### 3.6.3 Line Up Restrictions

Every team must maintain the majority roster across stages, which means:

- Bring the majority from the first monthly cup to the finals
- Bring the majority from the second monthly cup to the finals

If these requirements are not met, Ubisoft has the right to revoke the team in question.

## 3.7 Prize Money

All prize money should ideally be paid out within 30 days after the conclusion of the Bi-Weekly Cups. However, it can take up to 60 days. The team captain will be emailed to arrange the further details.

### 3.7.1 Prize Deductions

Every offence a team acquires during an event or its qualifiers is penalized with a prize money deduction. These deductions are as listed below:

- For each minor offence, a 3% overall prize money deduction will occur.
- For each major offence, a 100% 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 monthly cup in question, excluding any expenses that are to be provided by Ubisoft or Team META.

Furthermore, additional deductions can occur if other rules described in this rulebook are broken.

### 3.7.2 Withdrawal of Prize Money

If the prize money for the Bi-Weekly Cups or other tournaments have not been paid out yet, Ubisoft reserves the right to cancel any pending payment if any evidence of fraud, foul play or match fixing has been discovered.

### 3.7.3 Transferring Prize Money

The prize money will be sent via bank transfer as specified by the Team captain. After winning the cup, the team captain will be asked to fill out a Payment Form. Failure to provide enough information for the payments to be completed will result in payments not being made. If a participant has not collected or redeemed their winnings within two (2) months of the conclusion of a season, the winnings will be forfeited.

### 3.7.4 Prize Money Distribution

The total prize money available will be **€1,000 each month** – €500 for each platform.

## 4 Bi-Weekly Cups Specific Rules

### 4.1 Rule Changes

Ubisoft and Team META reserve the right to amend, remove, or otherwise change the rules, without further notice. Ubisoft and META BV also reserve the right to make judgement calls on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

### 4.2 General

When a player or team has broken one or several rules set forth by this document, they will be referred to this section for the appropriate penalty, where all general punishments are listed and catalogued.

### 4.3 Validity of the Ruleset

If any rule(s) in this rulebook is void for any legal reasons in any specific country, the remainder of the rulebook will remain valid for that country.

### 4.4 Confidentiality

The content of protests, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent of a Ubisoft employee or the tournament director of the Bi-Weekly Cups. If the contents have been shared without consent, this could lead to a minor or major offence following possible disqualification.

### 4.5 Code of Conduct

All participants of the Bi-Weekly Cups agree to behave in an appropriate and respectful manner towards all other participants, spectators, press, broadcasting team, and members of the tournament administration. By taking part in the competition, players and support staff become role models for the community and should behave accordingly.

### 4.6 Drugs, Alcohol and Other Substances

To play a match, online or offline, you are not allowed to be under the influence of:

- Drugs (unless prescribed)
- Alcohol
- Performance enhancers

If found under influence of those substances, Ubisoft has the right to disqualify the player and/or team from the competition resulting in a ban for the remainder of 2020 and the 2021 esports year.

Ubisoft and Team META reserve the right to perform a drug/alcohol test on individuals to preserve competitive integrity.

## 4.7 Betting

Betting on matches in a league or tournament where you or the team you are licensed with, are involved in is strictly forbidden. Betting against yourself or against your own team, accepting receipts of a currency derived from a third party's bet on one of your matches, will be punished by disqualification of your team and a worldwide competitive ban for the player(s) in question.

## 4.8 Additional Contracts or Agreements

The Bi-Weekly Cups, Ubisoft and META BV are not responsible for any additional agreements, nor do they agree to enforce such agreements made between individual players and organizations/teams. The Benelux league highly discourages these agreements to take place, and such agreements that are contradicting this rulebook are under no circumstances allowed.

## 4.9 Breach of Etiquette

For a pleasant game, it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one minor or major offence depending on the severity. The most important and common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment). Filed complaints will need visual proof to be taken into consideration.

### 4.9.1 Insults

All insults occurring in connection with the Benelux League will be punished. This primarily applies to insults during a match but also on the website. Insults on IRC, IM programs, email or any other means of communication will be punished if they can be linked to the Benelux League and there is clear evidence.

Severe abuse cases with radical statements or the threat of physical or mental violence can result in significantly heavier penalties including the exclusion or removal of the player or team in team leagues or tournaments. In team competitions, players may be suspended from playing one or more matches.

### 4.9.2 Spamming

The excessive posting of senseless, harassing or offensive messages is considered spamming by Ubisoft. Spamming on the website, protests, in matches (if it disturbs the flow of play) or anywhere else can be punished depending on the nature and severity.

## 4.10 Unsportsmanlike Behaviour

For a pleasant gaming experience and game, it is essential that all players have a sportsmanlike mind and a fair attitude. Breaches of this rule will be punished with a minor to major offence and possible prize money deduction. The most common offences are listed below, however, Ubisoft and META BV remain the right to assign penalties which are not explicitly listed below. Filed complaints will need visual proof to be taken into consideration.

### 4.10.1 Misconduct

The attempt to mislead admins or other players by using false information or in other ways deceive other participants will be punished as follows.

### 4.10.2 Faking MOSS

Faking match media, when asked for, will be punished with a minor offence, and could potentially be punished with further deductions of prize money. If cheating is suspected, and match media has been faked, a major offence can be awarded to the team in question.

### 4.10.3 Ringer/Faker

Any player involved in faking or ringing a player will be suspended for three matches. Also one minor offence will be awarded.

### 4.10.4 Playing With a Suspended Player

If a team plays with a suspended player, the match will be forfeited into a 7-0 for the opposing team. Additionally, a minor offence will be granted, and the player will be suspended for three more matches.

### 4.10.5 Misleading Admins or Players

Any attempts to deceive opposing players, admins or anyone else related to the Benelux league may be penalized with one minor offence.

### 4.10.6 Cheating

If a player or multiple players are discovered cheating, they will receive a major offence. The team in question will have their license revoked, players not caught cheating, however, will NOT receive a competitive ban for 2021. The players who are caught cheating WILL receive a two (2) year global ban across all Ubisoft tournaments.

### 4.10.7 Use of Remote Desktop Programs

It is strictly prohibited from having any remote desktop program running during an online match. When a remote desktop program is discovered, the team will be awarded one minor offence combined with a default loss of the map. This includes programs such as but not limited to: Teamviewer, Skype, Chrome remote access and any other program capable of granting remote access to the operating system.

## 4.11 Match Procedures

### 4.11.1 Register for a cup qualifier

To participate in the Bi-Welly Cups a team first have to register for one or both Cup's qualifier. All the cups can be found on the official website (<https://rainbow6bnl.com/bi-weekly-cups/>) along with the link to the specific tournament page.

A team needs to be created on RIV4L and all players must be added to that team. All players need to verify their accounts and have their IGN linked.

### 4.11.2 Line Up

Teams must play the whole Cup's bracket with the main roster team which they are registered for the Cup on the RIV4L platform. Necessary sub switches need to be allowed by the admin first.

### 4.11.3 Map Bans

#### 4.11.3.1 Deadline

For every match, the map bans must be started as soon as the bracket has been made and your next match is known. Upper team of the match will host the map ban on mapban.gg. He will drop the Team 2 invite link in the designated Discord Channel in the following format:

Tournament match letter

Team 2 invite link

Screen capture of the completed map ban will need to be dropped in the designated Discord channel along with an URL which contains the log files.

**WE ADVISE YOU TO CONTACT AN ADMIN IF A TEAM IS NOT COOPERATING TO A FLUENT CUP.**

Map bans must be done through a form/URL provided by the tournament referees.

#### 4.11.3.2 Banning Procedure

##### 4.11.3.2.1 Best-of-Ones

The team listed on the top side of the match will have the choice of who bans first. If team A bans the last map/picks the map, Team B gets to choose the starting side.

##### 4.11.3.2.2 Best-of-Threes (finals)

The higher seed will decide who starts banning, after that it will be:

Team A bans

Team B bans

Team A picks, Team B picks starting side, Team A picks overtime side

Team B picks, Team A picks starting side, Team B picks overtime side

Team B bans

Team A bans

#### 4.11.3.2.3 Best-of-fives

The higher seed will decide who starts banning, after that it will be:

Team A bans

Team B bans

Team A picks, Team B picks starting side, Team A picks overtime side

Team B picks, Team A picks starting side, Team B picks overtime side

Team A picks, Team B picks starting side, Team A picks overtime side

Team B picks, Team A picks starting side, Team B picks overtime side

#### 4.11.4 Match Result

When a match concludes, both teams have to confirm the outcome of the match on the Cup's RIV4L tournament page, the opposing team needs to confirm the score. There is an auto accept after 10 minutes. If a team does not confirm, they have to protest the result with a valid reason and provide proof. When confirmed, the match will be ended, and the scores will be pushed through to the scoreboard.

This, however, does not mean the team cannot protest a match after the match is concluded. If a team finds a valid reason and proof to protest the match after confirmation, they can do so for twenty-four (24) hours after conclusion.

#### 4.11.5 Match Media

Each playing participant is required to upload his MOSS files (nohope.eu) to the designated online environment as a form of anti-cheating. Failing to do so will award the team 2 minor offences. Furthermore, the player will be given a warning. By the second warning, the player will be suspended for the next official matchup. Also note that the player is still urged to upload his MOSS files to the designated online environment after the warning has been given, failing to do so can lead to suspension for the next official match.

Team captains will need to gather every player's MOSS file, ZIP them and upload them alongside the match results proof (screenshot of final result) or upload them when they verify the results on the RIV4L-platform.

Whenever a player's MOSS file is requested and wasn't provided after the match, the team and player will get a warning. If a player fails to provide a MOSS file twice, he will be disqualified from the Bi-Weekly Cups. If a team gets three warnings, the whole team will be disqualified from the Bi-Weekly Cups.

### 4.12 Leaving the Bi-Weekly Cups

#### 4.12.1 Leaving During a Licensed Event

If a participant leaves, disbands, gets disqualified or gets their license revoked during an ongoing cup, the participants forfeit all prize money from this event.

#### 4.12.2 Deletion of Matches

All matches involving the teams that have left, disbanded, got disqualified or had their license revoked before the end of the event and/or season will have their matches deleted/removed. In a bracket system the next upcoming match (depending on the situation) of the participant will be considered a default win for their opponent.

## 4.13 Match Start

### 4.13.1 Punctuality

All matches in the Bi-Weekly Cups should start as stated on the website. If a team wants to reschedule, they will need to get approval from all teams in question and the tournament director. All participants need to be standing by 10 minutes before the match starts (in case of the first match of the evening) or by the time the match prequel to the participants' match has started.

### 4.13.2 Delaying the Matchup

If teams are not ready and therefore are slowing down the bracket flow, the opposing team needs to contact the admin and penalty point(s) will be given to the team at fault. If both teams of a match seem to be lacking cooperation to the cup and its schedule, both of them will be given a minor penalty point.

If one or both teams from a match fail to report their match status when needed and as stated by the admins, they will be awarded a no-show. This means that the match will automatically end in a 7-0 for the opposing team or a disqualification of both teams for the Bi-Weekly Cups.

## 4.14 Match Protests

### 4.14.1 Definition

A protest is used for issues and incidents 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 platform/protocol between the parties and the referee.

### 4.14.2 Match Protest Rules

#### 4.14.2.1 Deadline for protests

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

- 24 hours after the confirmation of the matchup.
- Only at offline events; the end of the event day

#### 4.14.2.2 Contents of a match protest

The protest must contain a detailed explanation about why the protest has been filed. Things that should be described are: Why or what happened, and when it happened. A protest can be declined if proper documentation is not presented.

#### 4.14.2.3 Contact member for a match protest

In team matches, only one representative (Team Captain) per team is allowed to file, and reply to a protest. Violations can be punished with a minor offence.

#### 4.14.2.4 Behaviour in Match Protests

Insults and rants are strictly prohibited in a protest, and may result in a minor offence and possibly the protest being ruled against the insulting/ranting party.

## 4.15 Results of a Rematch

If due to a referee decision, a match can be replayed, it is up to the victim to decide whether they want to or not. If the victim decides to replay the match, the old result is null and void, and only the new result will count in the rankings.

## 4.16 Rehosts

Rehosts can occur in the following cases:

- Any issue before the action phase starts.
- Player cannot move (rehost within 30 seconds of the action phase if no one took damage)
- Game mechanic not working as intended (rehost within 30 seconds of the action phase if no one took damage)
- Disconnect/hardware/software problems (rehost before the end of the preparation phase)
- Observer issue (rehost within 30 seconds of the action phase if no one took damage)

Every team has the right to request one rehost per map. Any other rehposts need to be approved by the referees.

### 4.16.1 Rehost Request Procedure

If in need of a rehost, players should use the in-game chat to request a rehost followed by the reason. Players should continue the game until the observer confirms that a rehost is coming through.

### 4.16.2 Continuing an Interrupted Game

After a rehost, the game will go on where it left off. Meaning the same score line will be used but also the same bombsite and operators have to be picked as were being used before the rehost. Different strategies or executions however are allowed.

## 4.17 Technical issues

Players are responsible for their own hardware, software and internet connection. Matches will not be rescheduled or paused because of technical issues. If a team cannot play with the number of players that is stated in the requirements then this will be counted as a forfeit. Substitutes can be used with permission of the opponent and the admin. A penalty point might be given to the team with the technical issues. Circumstances will be taken into account and the admin will decide.

If any of the teams face connectivity issues with the standard datacenters (based on the lowest ping), the tournament administration can choose a different datacenter which the lobby gets hosted on.

### 4.17.1 Ping

The ping limit for a match is 130 ms. If a player is over this value please try to do a re-host first, make sure a dedicated server was created. In case the player still has a ping over 130 ms and it's not possible to play the match without there being problems, a protest can be opened. Admins will only look into the case if the ping is continuously over 130 ms and the necessary evidence was provided. When opening a protest due to high ping the match must not be finished and the team must submit at least three screenshots at different times with proof of the ping.

## 4.18 PS4 specific rules

- No player is allowed to use a mouse or keyboard when playing on a Playstation 4.
- The tournament platform, RIV4L, has a mobile version as well. Scores can both be submitted and confirmed on both web and mobile versions.
- MOSS files are not required for PS4-players

# 5 Game Rules

## 5.1 Headgears and Uniforms

All Headgears and Uniforms are **banned** with an exception for:

- Elite skins (with exception of: Twitch 'Maquis', Valkyrie 'War Photographer '72", Kapkan "Vympel" TO CLARIFY THESE 3 ARE BANNED)
- Pro League Uniform
- Pilot Program Skins

Using skins which are banned will, if protested, result in the following punishments:

- 1<sup>st</sup> offence: A warning to the player will be given, the round CAN be rehosted
- 2<sup>nd</sup> offence: The round will be forfeited by the offending party.
- 3<sup>rd</sup> offence and further: All remaining rounds will be forfeited by the offending party. A minor offence will be awarded.

## 5.2 Quarantined Operators

Newly released operators will be listed as quarantined, and are not allowed in the Benelux League matches. Currently quarantined operators:

- Melusi
- Ace

## 5.3 Bugs and Glitches

### 5.3.1 Allowed

- Any position that you can get to and out of without glitching through surfaces
- 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 teammates to boost
- Long arming
- Using equipment or defusing through a destructible surface
- Destroying the whole floor of a bomb spot so the enemy team cannot plant the defuser
- Smoke through wall

### 5.3.2 Not allowed

Using these bugs will result in an instant round loss

- Any position that you must get to or out of by glitching through walls/objects/surfaces.
- Using a Mira shield boost
- Standing on a window ledge undetected
- Shield boosting onto undetected window ledges
- One-way shots
- Shooting through what should be non-destructible surfaces
- Blocking window vaulting with a destructible shield
- Placing a Black Eye in a place where it can't be destroyed

## 5.4 Game Settings

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

### **TDM BOMB:**

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

### **Map settings:**

- Number of Bans: 4
- Ban Timer: 20
- Number of rounds: 12
- Attacker/defender swap: 6
- Overtime: 3
- Objective rotation parameter: 2
- Objective type rotation: Rounds Played
- Attacker unique spawn: On
- Pick phase timer: 15
- 6<sup>TH</sup> pick phase: ON
- 6<sup>TH</sup> pick phase timer: 15
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: ON
- Lean: On
- Death replay: Off

## 5.5 Map pool

The following maps are in the current map pool: Club House, Coastline, Consulate, Kafé Dostoyevsky, Oregon, Theme Park, Villa.