



RAINBOW SIX SIEGE  
**BENELUX CUP**

# Rulebook

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

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

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

*To encourage everybody to be at their best behavior during and outside the tournament, every team who participates in the Cup, Play and works towards the outcome of a fair tournament will be awarded a bonus.*



# Inhoud

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# 1. Introduction and basic definitions

## 1.1 Introduction to the rulebook

This is the official ruleset of the first season of the “**Rainbow 6 Benelux Cup**” which will take place between: September 2020 and November 2020. These rules will apply to the players (Main line-up and substitutes) and support staff (coaches, analysts, managers and team owners) throughout all stages of the competition which are:

- Open qualifiers
- Relegations
- Group Stages
- Offline Finals

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 word, and the power to make decisions which will benefit the leagues 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 Cup will always be in the time-zone currently used in Amsterdam (AMS), The Netherlands. That means the following:

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

### 1.2.2 The Season

The season will include the qualifiers all the way up to the offline finals.

### 1.2.3 Benelux Region

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

### 1.2.4 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

### 1.2.3 Offenses

#### 1.2.3.1 Minor Offenses

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

- Being more than 10 minutes late, past scheduled match time.
- Confirming the line-up past given time stamp.
- Banning maps past given time stamp.
- Small toxicity offenses.
- Providing non 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 offense will be a deduction of 3% in prize money. 3 minor offenses will evolve in a major offense and will follow disqualification and a competitive ban for Benelux League Season 6 or any other National Championships in 2020 and 2021 (Exceptions can be made for individuals)

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

#### 1.2.3.2 Major Offenses

Major offenses will be given for either tallying up to 3 minor offenses, or for major incidents included but not limited to;

- Cheating, hacking or the use of macro's
- 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 offense will deduct all prize money the team would receive and will result in a disqualification of Benelux Cup and a competitive ban for the team in Benelux League Season 6 or any other National Championships in 2020/2021 (Exceptions can be made for individuals).

#### 1.2.3.3 Disqualification Threshold

When a player or a team has reached a total of one (1) Major offense or five (5) Minor offenses, he/she or they will receive a disqualification from further participation in the Rainbow 6 Benelux League or Benelux Cup. The license will be withdrawn, and a competitive ban will be instated for the remainder of 2020 and 2021.

### 1.2.4 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 broadcasted on the Rainbow6BNL channel.

### 1.2.5 Title used

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

### 1.2.6 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.

### 1.2.7 Participants

A participant of the Rainbow Six Benelux Cup can be classified as a team or player that is taking part within the Rainbow Six Benelux Cup.

## 1.3 Player information

### 1.3.1 Standard Information

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

- Real name (First, Last)
- A 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 nicknames during the duration of the Rainbow Six Benelux Cup, he must first notify the administration, and wait for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances. Next to this, 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 Six Benelux Cup brand.

### 1.3.3 Photo

The member's photo must be a current photo from within the last two (2) years, altered pictures are not allowed (photoshops) and must be clearly recognizable. Next to this it must only contain the member in question.

### 1.3.4 Game account

Every playing member must have their right game account entered on the document that will be used for the license sheets. If players use the wrong game account, they will receive a minor offense and will not be allowed to continue playing that match. Exceptions will be made if the player filed a change request before the play day starts.

## 1.4 Teams

### 1.4.1 Standards

Teams must carry a professional name. Names such as; Team Kapsalon, Team Patat, Team boefman are not allowed. Next to this teams and organizations are required to have a relevant and identifiable logo which does not include photos of real people or are parodies of real brands.

### 1.4.2 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 Rainbow 6 Benelux Cup her partners (Such as Ubisoft, META BV and other sponsors). Next to this team names are not allowed to be references to active organizations, players, personal outside their own organization. Next to this team names are not allowed to reflect negatively on the Ubisoft or Rainbow Six Benelux Cup brand.

## 2. License and Team Composition

### 2.1 License Sheet

This will be the complete listing of players, substitutes and support staff of a team. All teams participating in the Rainbow Six Benelux Cup will have to fill in this license sheet. (All these roles will be discussed in section 2.2)

#### 2.1.1 License eligibility

To be eligible for a license you need to fulfill either option before qualifying:

- Have 3/5 players of the main roster be resident in the Benelux Region (Described in section 1.2.3) and the remaining members be part of the European Region (Described in section 1.2.4)

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#### **Residency:**

This rule does not take your nationality in consideration, only your residency. So if you are Dutch, but have your main residence in Spain, you will not be considered as a Benelux player. On the other hand, someone from Spain with his main residence in the Benelux will however be considered as a Benelux player.

- Have your organization, as a legal entity, be based in the Benelux Region (Described in section 1.2.3) and get permission of Ubisoft NL and EMEA to participate in the Rainbow Six Benelux Cup and other licensed tournaments. (This is dependent on how said organization wants to help develop the Benelux region, rather than just taking advantage of this exception)



### 2.1.2 License conditions

When the license has been obtained by meeting the requirements noted in section 2.1.1 you need to follow the following guidelines to maintain the license, and to prevent it from getting revoked.

- Depending on how the license was obtained maintain the following:
  - If obtained by 3/5 Benelux rule, the license must maintain a 3/5 Benelux line-up during the season
  - If obtained by organization based in Benelux, this organization needs to remain active within the Benelux (If the organization closes or shuts down, the players lose their license as well) •
    - Always maintain 3/5 players of the original license sheet submitted at the start of the Benelux Cup
- Do not tally up 5 minor offenses or 1 major offense in the Benelux Cup.

### 2.1.3 License being revoked.

If the conditions in section 2.1.2 are not met, Ubisoft reserves the right to revoke the license from the license holder. With this Ubisoft reserves the right to put down a competitive ban to all players and the organization for the remainder of the 2020 esports year (ends after Six Invitational 2021) or beyond that time frame if deemed adequate. This ban prohibits players and organizations to take part in any Ubisoft sponsored event or tournament.

### 2.1.4 Team License

If a team qualifies to the Benelux Cup, the license will be awarded to the players of that line-up where the team captain / manager will be designated as the contact person for this team, and license holder. This person will be responsible for keeping the team in order and maintaining the license sheet. The license sheet is owned by the team captain / manager, but a majority roster must be maintained across each stage of the competitive year. If the license holder leaves the team, Ubisoft will decide whether the team can continue or not, and who becomes the new owner of the license.

The license holder and/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 Ubisoft and META before it can be followed through. Failure to report changes in the license or leaving critical information outside of Ubisoft or META BV their reach could result in a punishment and might be awarded a minor offense point or get the license revoked.

## 2.1.5 Changing License Holder

A license holder can request Ubisoft to transfer the license to another person present on the license sheet during a season if there is an adequate reason for doing so. Ubisoft's discretion will be used to decide whether the reason is deemed adequate or not.

Once the license holder has been changed, the majority roster of the original license must be maintained for the remainder of the current stage and season. If that's not the case, the license will be withdrawn. This restriction is meant as a protection of the players and to promote a stable Benelux scene.

### 2.1.6 Withdrawal of License

Ubisoft has the right to withdraw the license from any participants if the Benelux Cup feels that the participant(s) in question have not followed and behaved according to the guidelines set by Ubisoft and META BV.

## 2.2 Team Composition

In this chapter we will discuss the team composition, the age requirement and responsibilities for each role. To play official matches in the Benelux Cup, all players are required to be 16 years of age or older

### 2.2.1 Team Positions

#### 2.2.1.1 Team Manager

The team manager must be at least 16 years old, the team manager is responsible for day-to-day operations of the team, such as writing match statements, 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 Six Benelux Cup. The Team Manager is NOT able to play in official league matches, unless also indicated as a player/substitute on the license sheet.

#### 2.2.1.2 Coach

The coach his responsibility is to support the players during official matches. The coach will also be contacted by Team META or Ubisoft in important matters and is thus also responsible in keeping the rest of the team updated. The coach can give after match interviews and can play as a last resort solution

#### 2.2.1.3 Analyst

The analyst mainly fulfills purpose within the team however he will be held accountable for his/her actions during the Rainbow Six Benelux Cup, meaning that unprofessionalism or toxicity of said person can be punished. The Analyst is NOT allowed to play official matches, unless listed as a player/substitute in the license sheet.

#### 2.2.1.4 Team Captain

This is the captain of the team, this is the only member of the team allowed to file protests, comment about certain issues or debates, or communicate about issues during matches. This person will be the spokesperson of the team whilst matches are being played. Next to this the team captain can be interviewed after the match and will be the third and final contact point to META BV and Ubisoft, meaning that he carries the responsibility to keep his team updated about rules and regulation changes.

#### 2.2.1.5 Player

Besides the team captain, there will be 4 other main players active within each team. All these members must be over 16 years of age. The players don't have any further rights/duties/tasks in any case, however, will be held accountable for his or her own actions.

#### 2.2.1.6 Substitute

Each team can have up to 3 substitutes on their license sheets. Substitutes do not have any specific rights, tasks or duties.

### 2.2.2 License spots

On the license sheets each spot is marked with the team position it takes up. To sum this up, each license has: 1x Team Manager, 1x Coach, 1x Analyst, 1x Team Captain, 4x Players and 3x Substitute.

## 3. Licensed tournaments

A licensed tournament is a tournament which acknowledges the licenses used for the Rainbow Six Benelux Cup and offers an advantage to these teams in their tournament structure or grants immediate access to their tournaments (if it is a closed tournament).

### 3.1 List of licensed tournaments:

- **Ubisoft's Rainbow Six Benelux Cup;** License is required to participate in this tournament.

More tournaments are to be added to this list later this year.

## 4. Benelux Cup information

### 4.1 Contact points and Referees

| Name                 | Role                | Party   |
|----------------------|---------------------|---------|
| Milan van Valkenhoef | Esports manager     | Ubisoft |
| Fabian Pap           | Esports Trainee     | Ubisoft |
| Zazu_0420            | Tournament Director | META    |
| HolyBunny            | Head Referee        | META    |
| SirMrDany            | Head Referee        | META    |

### 4.2 Tournament organizer

The tournament organizer of the Rainbow Six Benelux Cup, as described in 1.2.6 is a joint venture between Ubisoft and Team META. Together they will make up the list of contact points and referees described in section 4.1

### 4.3 Communication

#### 4.3.1 Email

Email is the primary and official form of communication, that will be used by the tournament officials. The team managers, coaches and captains all will be contacted through email to notify them about upcoming changes, their license sheets or other information that needs to be shared.

#### 4.3.2 Discord

Discord, and specifically, the Rainbow 6 BNL server (<https://discord.gg/qFFT2fT>) will be our secondary communication tool. Meaning everything send over email will also be able to be read through discord. However, for official responses email is required.

#### 4.3.3 Disclosure

All communication over email or the private channels in the discord server are 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.

### 4.4 Broadcasting rights

#### 4.4.1 Rights

Ubisoft owns all rights of the Rainbow Six Benelux Cup and all its broadcasting rights. This includes but is not limited to live streams, replays and TV Broadcasts.

#### 4.4.2 Waiving Rights

Ubisoft has the right to hand out these rights (Section 4.4.1) for one or multiple matches to a third party or the participants themselves. If this is the case, the broadcast will be rearranged with a member of the contact points and referees (4.1).

Ubisoft has given community casters Fraser and Silver the official preference community caster role. This means they will always have a first pick for which match they want to cast. Other community casters can pick another match afterwards.

#### 4.4.3 Declining broadcast

Under no circumstances can a player or a team, refuse to have their match broadcasted by Ubisoft or other authorized broadcasters. The broadcast can ONLY be rejected by a member of the administration team (Section 4.1). The players and teams will thus automatically agree to make enough accommodation to make sure the broadcasting can take place.

### 4.5 Span of the league

The league consists out of 4 stages, each of them will have their own span. The sages are listed below with their corresponding time frames.

- Open Qualifiers
  - 2 multi day open qualifying stages in the weeks of 21th and 28th of September
- Relegations
  - Multi day closed qualifying stage in the week of 5<sup>th</sup> of October
- Group Stages
  - 6 playdays crossing the period of 26<sup>th</sup> of October till 18<sup>th</sup> of November
- Play-Offs
  - 28<sup>th</sup> of November. The finals will be online due Covid-19.

### 4.6 Participation requirements

The following conditions must be met in order to participate in the Rainbow 6 Benelux Cup.

#### 4.6.1 Age Restriction

All participants (Team manager, Main roster, Active subs) must be over 16 years of age before their first participation in the competition. If in doubt, Ubisoft and Team META reserve the right to confirm eligibility. Ubisoft or Team META have the right to request a scan of the ID method (passport, driver's license or ID card) or video call to confirm eligibility.

#### 4.6.2 Regional Limitations

Teams must follow roster specifications according to section 2.1.1, meaning they either need to have a majority roster resident in the Benelux region with the remaining players being resident in Europe, or have the legal entity based inside of the Benelux region (If the organization is permitted to partake by Ubisoft NL and EMEA)

##### 4.6.2.1 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.

#### 4.6.3 Numbers of teams per organization

Each organization can only have one (1) team in the entire European circuit. This is introduced in the sense of sportsmanship and legality of the competition. As stated in section 2.1 an organization can only swap from one regional tournament to another, at the end of an esports year. However, the same line-up can be active across multiple tiers of the circuit.

If a team decides to have more than one (1) team active in the European circuit, disqualifications of these teams will follow from the current season(s).

#### 4.6.4 Requirements to start with the competition

Teams who have been invited to either the group stages or the relegations due to their final placement in the open qualifiers or the previous season must consist of at least five (5) main players and up to 3 substitute players.

#### 4.6.5 Requirements to remain in the competition

Three (3) out of Five (5) main players need to be members of the team till the end of the season to be allowed to play during the Rainbow Six Benelux Cup. If at any point this restriction is not fulfilled, the team will lose its spot in the Rainbow Six Benelux Cup. With this all members of said team may receive a competitive ban for the next season of Benelux League (Season 6)

## 4.7 Player changes

### 4.7.1 Adding a new player during the Group Stages

During the Benelux Cup, each license can replace up to 3 players of the roster.

### 4.7.2 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 proper information to said database. The information needing 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 offenses or prize money deduction to the team.

### 4.7.3 Multiple contracts

It is strictly forbidden for a player active within the Rainbow Six Benelux Cup to have a contract or agreement with 2 or more teams active within the Rainbow 6 Esports circuit (Nationals, Challenger and European league). If such contract or agreement is found to be in existence, Ubisoft reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, Ubisoft reserves the right to remove said player from the competition or take the licenses of said organizations away.

### 4.7.4 Line-up restrictions

Each team must maintain the majority roster across stages which means:

- Bring the majority from Open qualifiers to Relegations
- Bring the majority from Relegations to Group Stages
- Bring the majority from Group Stages to Play-offs

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

## 4.7 Qualification

### 5.3 4.7.1 Qualification into the Rainbow Six Benelux Cup

To qualify for the Rainbow Six Benelux Cup, you have to go through either option:

- Get invited by Ubisoft
- Win the JBL Quantum Cup (if a team that's already qualified for the Benelux Cup wins the JBL Quantum Cup, the spot goes to the number 2 etc.)
- Reach a qualifying spot through the relegation matches.

### 5.4 4.7.2 Qualification Process

#### 4.7.2.1      Direct Invite

Ubisoft decides which four teams will get a direct invite to the Benelux Cup.

#### 4.7.2.2      Relegations

The Relegations are the last hurdle to qualify to the Rainbow Six Benelux Cup, the relegations will be a double elimination BO3 format and will hold up to 8 teams.

Normally the top three (3) of the Relegations will qualify for the Group Stages, however, if teams who receive the direct invite to the group stages, have not filled in a license sheet, this number may increase with the same numbers as teams not filling in the license sheet.

#### 4.7.2.3      Open Qualifiers

There will be 2 qualifiers, each spread over two days. All teams are allowed to sign up for these qualifiers as long as they follow the rules described in section 1. Teams who qualify for the play offs in qualifier 1 may no longer participate in qualifier 2. These open qualifiers will all be a double elimination best-of-one format.

## 4.8 Prize Money

All prize money should ideally be paid out within 30 days after the conclusion of the Rainbow Six Benelux Cup (This means play-offs). However, it can take up to 60 days. The license holder will claim their prize funds via a web form that will be emailed to the winning teams. All teams that receive prize money should be a registered company, otherwise Ubisoft might be unable to transfer the prize money.

### 4.8.1 Prize deductions

Every offense 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 offense a 3% overall prize money deduction will occur.
- For each Major offense 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 offline or online event in question, including both online and offline won prizes, but excluding any expenses that are to be provided by Ubisoft or Team META.

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

### 4.8.2 Withdrawal of Prize Money

If the prize money for the Rainbow Six Benelux Cup 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 have been discovered.

### 4.8.3 Transferring Prize Money

The prize money will be sent via a bank transfer as specified by the License holder. 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.

### 4.8.4 Prize money distribution

The total prize money available will be **€10.000,-** for Season V (5).

#### 4.8.4.1      Group Stages

To promote teams in participating and finishing the group stages in a fair and competitive way, €2000,- will be distributed between the teams who behave in a sportsman like manner and complete the entire league.

- If 8 teams finish the league in a sportsman way, each team will be awarded €250,-.
- If 4 teams finish the league in a sportsman way, each team will be awarded €500,-
- Etc.

Exceptions can be made if a team is showing repeated non-sportsmanlike behavior, has tallied up 5 minor offenses, or has been awarded one major offense.

#### 4.8.4.2      Play-offs

For the Play-offs the distribution is as follows:

| <b>Placement</b>      | <b>Prize money awarded</b> |
|-----------------------|----------------------------|
| 1 <sup>st</sup> place | €4000, -                   |
| 2 <sup>nd</sup> place | €2000, -                   |
| 3 <sup>rd</sup> place | €1000, -                   |
| 4 <sup>th</sup> place | €1000, -                   |

## 5 Benelux Cup Specific Rules

### 5.1 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.

### 5.5 General

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

### 5.6 Validity of the ruleset

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

### 5.7 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 Rainbow Six Benelux Cup. If the contents have been shared without consent, then this could lead to a minor or major offense following possible disqualification.

### 5.8 Code of Conduct

All participants of the Rainbow Six Benelux Cup agree to behave in an appropriate and respectful manner towards all other participants, spectators, the press, the 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.



## 5.9 Drugs, alcohol and other substances

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

- Drugs (Unless prescribed)
- Alcohol
- Performance enhancers

If found under influence of said substances, Ubisoft has the right to disqualify said 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.

## 5.10 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.

## 5.11 Additional contracts or agreements

The Rainbow Six Benelux Cup, 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 Rainbow Six Benelux Cup highly discourages these agreements taking place, and such agreements that are contradicting this rulebook are under no circumstances allowed.

## 5.12 Connection to active players

In the sense of sportsmanship and legality of the competition, rivalling teams, Ubisoft and Team META are not allowed to have any ties to active players currently playing in the Benelux Cup. This includes but is not limited to: Team Managers, Team Owners, Coach, Advisors, Analysts, Players, Substitutes and creators. Only exceptions would be active loans of players or support staff.

## 5.13 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 offense depending on the severity. The most important and common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

### 5.13.1 Insults

All insults occurring in connection with the Rainbow Six Benelux Cup 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 Rainbow Six Benelux Cup and the evidence is clear.

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

### 5.13.2 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.

## 5.14 Unsportsmanlike Behavior

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 offense and possible prize money deduction. The most common offenses are listed below, however, Ubisoft and META BV remain the right to assign penalties which are not explicitly listed below.

### 5.14.1 Misconduct

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

### 5.14.2 Faking MOSS

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

### 5.14.3 Ringer/Faker

Any player involved in faking or ringing a player will be suspended for 3 matches. Also 1 Minor offense will be awarded.

### 5.14.4 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. Next to this a Minor offense will be granted, and the player will be suspended for 3 more matches.

### 5.14.5 Misleading admins or players

Any attempts to deceive opposing players. Admins or anyone else related to the Rainbow Six Benelux Cup may be penalized with 1 Minor offense.

### 5.14.6 Cheating

When a player or multiple players are discovered cheating, they will receive a major offense. 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 have been caught cheating WILL receive a two (2) year global ban across all Ubisoft tournaments.

#### 5.14.7 Use of remote desktop programs

It is strictly prohibited to have any remote desktop program running during an online match. When a remote desktop program is discovered, the team will be awarded 1 minor offense 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.

### 5.15 Match Procedures

#### 5.15.1 Line-up

For each team, the line-up must be confirmed before 15:00 on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 30 minutes of delay.

The line-up must be confirmed on the form provided by the tournament referees.

#### 5.15.2 Map Bans

##### 5.15.2.1 Deadline

For every match, the map-bans must be completed before 17:00 on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 15 minutes of delay. **THIS WILL ONLY COUNT FOR THE "GUILTY" PARTY, THIS MEANS THE TEAM STALLING WILL BE PUNISHED, NOT THE TEAM THAT WAS READY AND WAITING. WE ADVISE YOU TO CONTACT AN ADMIN AT LEAST 30 MINUTES BEFORE DEADLINE TO SHOW INITIATIVE**

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

#### 5.15.2.2 Banning Procedure

The team listed on the left (or top) side on the match page will have the choice of who bans first.

##### Best-of-Threes

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

Decider, team with better round differential chooses side. In case of draw a coin toss will be held, the other team gets to choose overtime side.

##### 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

Decider, team with better round differential chooses side. In case of draw a cointoss will be held, the other team gets to choose overtime side.

#### 5.15.3 Match Result

When a match concludes, both teams have to confirm the outcome of the match to the referee, if a team does not confirm they have to protest the result with a valid reason. When confirmed, the match will be ended, and the scores will be pushed through to the scoreboard.

This however, does not mean a match is not protestable after the match has concluded. IF a team finds valid reason to protest the match after confirmation, they can do so for seventy-two (72) hours after conclusion.

## 5.15.4 Match settings

|                                     | <b>Best of 1<br/>Match format</b> | <b>Best of 2<br/>Match<br/>format</b> | <b>Best of 3<br/>Match format</b> | <b>Best of 5<br/>Match format</b> |
|-------------------------------------|-----------------------------------|---------------------------------------|-----------------------------------|-----------------------------------|
| <b>Game Mode</b>                    | TEAM DEATHMATCH BOMB              |                                       |                                   |                                   |
| <b>Plant duration</b>               | 7                                 | 7                                     | 7                                 | 7                                 |
| <b>Defuse duration</b>              | 7                                 | 7                                     | 7                                 | 7                                 |
| <b>Fuse time</b>                    | 45                                | 45                                    | 45                                | 45                                |
| <b>Preparation</b>                  | 45                                | 45                                    | 45                                | 45                                |
| <b>Action</b>                       | 180                               | 180                                   | 180                               | 180                               |
| <b>Time of day</b>                  | Day                               | Day                                   | Day                               | Day                               |
| <b>HUD settings</b>                 | Pro League                        | Pro League                            | Pro League                        | Pro League                        |
| <b>Number of bans</b>               | 4                                 | 4                                     | 4                                 | 4                                 |
| <b>Ban Timer</b>                    | 20                                | 20                                    | 20                                | 20                                |
| <b>Number of rounds</b>             | 12                                | 12                                    | 12                                | 12                                |
| <b>Attack/Defense swap</b>          | 6                                 | 6                                     | 6                                 | 6                                 |
| <b>Overtime Rounds</b>              | 0 or 3 *                          | 0 or 3 *                              | 3 *                               | 3 or Infinite *                   |
| <b>Overtime score difference</b>    | 2                                 | 2                                     | 2                                 | 2                                 |
| <b>Overtime role change</b>         | /                                 | 1                                     | 1                                 | 1                                 |
| <b>Objective type for rotation</b>  | 2                                 | 2                                     | 2                                 | 2                                 |
| <b>Objective rotation parameter</b> | Rounds played                     | Rounds played                         | Rounds played                     | Rounds played                     |
| <b>Attacker unique spawn</b>        | On                                | On                                    | On                                | On                                |
| <b>Pick Phase timer</b>             | 15                                | 15                                    | 15                                | 15                                |
| <b>6th pick phase</b>               | On                                | On                                    | On                                | On                                |
| <b>6th pick phase timer</b>         | 15                                | 15                                    | 15                                | 15                                |
| <b>Reveal phase timer</b>           | 5                                 | 5                                     | 5                                 | 5                                 |
| <b>Damage handicap</b>              | 100                               | 100                                   | 100                               | 100                               |
| <b>Friendly fire damage</b>         | 100                               | 100                                   | 100                               | 100                               |
| <b>Injured</b>                      | 20                                | 20                                    | 20                                | 20                                |
| <b>Sprint</b>                       | On                                | On                                    | On                                | On                                |
| <b>Lean</b>                         | On                                | On                                    | On                                | On                                |
| <b>Death Replay</b>                 | Off                               | Off                                   | Off                               | Off                               |

\* With an elimination match an overtime setting of 3 rounds will always be used

## 5.15.5 Match Media

Each playing participant is required to upload his MOSS files (nohope.eu) to the designated online environment as a form of anti-cheat. Failing to do so will award the team a minor offense. Next to this the player will be warned, by a second warning within the group stage the player will be suspended for the next official match-up. Also note that the player is still urged to upload his MOSS files to the designated online environment after the warning has been given off, failing to do so can lead into suspension for the next official match.

## 5.16 Leaving the Benelux Cup

### 5.16.1 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. Ubisoft will decide what happens with the group in which the teams were planned to play.

## 5.17 Match Start

### 5.17.1 Punctuality

All matches in the Rainbow 6 Benelux Cup should start at the time stated on the website. All participants need to be standing by 10 minutes before the match starts (in case when it's the first match of the evening) or by the time the match prior to the participants match has started.

To visualize:

- TEAM A and B be ready 10 minutes before match start.
- TEAM C and D be ready when the second map of the first match starts

This way we want to ensure a fast and fluent broadcast.

When there is no specific time stated (ex. qualifiers and qualifier playoffs), matches should be played as soon as the bracket is live. For second round and all the rounds after: a match should start as soon as both teams finished their previous match. When the bracket is spread over two days, all matches who can start before 11pm need to start. After 11pm both teams can agree to still play the match or to postpone it to the next play day. After 12am there will be no more admin support. If a team wants to reschedule, this needs to be approved by all teams in question, and the tournament director.

When teams stumble upon a problem when there is no more admin support. They both need to clarify the problem in the "support" text channel in the [Discord](#). The admin or tournament administration will follow upon it the next day.

### 5.17.2 Delaying the match-up

If teams are not ready within the time stated in 3.17.1, and thus the match will have a delayed start, one minor offense will be awarded to the team in question. For each 5 minutes the team is delaying the broadcast, an extra 1% deduction in prize money will be awarded. If said team is not ready 20 minutes past the moment when the timer started, they will be awarded a no-show. This means that the match will automatically end in a 2-0 for the opposing team, and an additional 3% of deduction will be added. This means not showing up to a match will result in: **1 Minor offense (3% deduction) and an additional 7% of deduction** (4x1% for 5 minutes late, and an additional 3% for the no-show)

### 5.17.3 Timer

The timer will start 5 minutes after the initial invites have been sent by the observer. After this point each 5 minutes will count as delay.

### 5.17.4 Exception

In case of a match ending up in a no-show, the participants for the next match-up will get an additional 20 minutes to get ready for the match. Meaning that 25 minutes after the first invite has been sent out the delay timer will start.

## 5.18 Match Protests

### 5.18.1 Definition

A protest is 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.

### 5.18.2 Match protest rules

#### 5.18.2.1 Deadline for protests

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

- 72 hours after the confirmation of the match-up
- Only at offline events; the end of the event day

#### 5.18.2.2 Contents of a match protest

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

#### 5.18.2.3 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 offense.

#### 5.18.2.4 Behavior in Match Protests

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

## 5.19 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.

## 5.20 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)

Each team has the right to request 1 rehost per map. Any other rehosts need to be approved by the referees.

### 5.20.1 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.

### 5.20.2 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.

## 5.21 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.

## 5.22 Interviews

For every online match that is broadcasted by Ubisoft, the team captain or coach must be available after the match to provide an interview via Skype/Discord. For offline events, all players must be available for media, including but not limited to photographs, video interviews and filming for motion graphics.

## 7.1 Headgears and Uniforms

During Rainbow Six Circuit competitions' official matches, players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are **banned** from use in competitive play: • Operator's default skins

- Pro League skins (gold sets)
- Esports Teams' cosmetics (Pilot program 1, 2, R6share en any future Team related Cosmetics)

Weapon skins and charms are not subject to any restriction Using skins which are banned will, if protested, result in the following punishments:

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



## 7.2 Quarantined Operators

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

- Tachanka
- Aruni

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

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

## 7.3 Bugs and Glitches

### 7.3.1 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

### 7.3.2 Unallowed

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

## 7.4 Map pool

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