

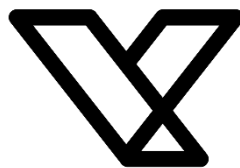


Official Rulebook

This rulebook defines the rules of the vaceCup Rainbow Six Siege which must be followed by all participants at all time. Failure to obey the rules will be penalized as outlined.

It should be remembered that the tournament administration always has the last word and there may be actions taken that are not specified in this rulebook. In extreme cases the tournament administration reserves the right to even act against this rulebook to preserve fair play.

At the end we want to thank everyone who is participating and we wish you a fair, fun and exciting tournament.



vaceGaming

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1 General

1.1 The season

One vaceCup Rainbow Six Siege Season lasts seven weeks. The season starts with the first match on the first playday and ends with the finals. In the group phase there are two playdays per week, each with two matches. The playoffs and the finals take place on the final weekend of the season. Between the seasons there is a two-month break.

1.2 Confidentiality

Any material related to protests, support tickets, emails or other conversations with the tournament administration are strictly confidential. Publication of these materials without written consent from the tournament administration will be penalized.

1.3 Rule changes

The tournament administration reserves the right to change parts of the rules specified in this rulebook without further announcement.

1.4 Streaming

1.4.1 Official stream

The entire vaceCup Rainbow Six Siege will be broadcasted live on Twitch on the official vaceGaming Twitch channel (<https://twitch.tv/vacegamingtv>).

1.4.2 Private streaming

All participants of the vaceCup are allowed to broadcast the matches they play. For advertising purposes, it is possible to send a private message to the tournament administration with your Twitch channel link to get posted into the designated Discord channel.

1.5 Participants

1.5.1 Players

1.5.1.1 Eligibility

A player who participates in the vaceCup Rainbow Six Siege must be part of a team. All players must be over 16 years of age. If a team owns a coach, the coach is not allowed to play.

1.5.1.2 Account

Participants must use the account specified in the registration form to play. The account of a participant should not be banned in any game released by the publisher Ubisoft (whether passed or current).

1.5.1.3 Ingame name

The ingame name of a participants needs to be the same as the Discord username and must be kept in this format:

- Name.teamshortcut
- i. e.: Jice.vace

1.5.2 Teams

1.5.2.1 Representative

Every team is obliged to specify a team representative. This representative can either be a coach or a main player (not substitute) of the team.

1.5.2.2 Team name & logo

The name of a team must not be identical with other team names from teams participating in the vaceCup Rainbow Six Siege. The name must not be longer than 18 characters and should not contain any special characters. The team logo needs to be uploaded on a website (downloadable) and the link has to be provided in the registration form. It needs to be at least 1000x1000 pixels big, must be square and must not contain any copyrighted pictures.

1.5.2.3 Lineup

A team needs to have at least five main players. It is allowed to specify five substitute players max. The players six to ten in the registration form are considered substitutes. The lineup for each match needs to at least contain three main players and a total of five players. If this condition is not met, teams cannot play. It is allowed to make changes to the roster while in a match if a proper reason (i. e. connectivity issues). The player change should not last more than five minutes.

1.6 Price

The price money for this season is 50€ for the winning team. The money will be transferred to the team representative no later than two weeks after the tournament has ended.

1.7 Time zone

All tournament times are in Central European Summer Time (CEST) unless otherwise specified.

1.8 The tournament administration

The instructions of tournament administration should always be followed. Failure to do so may be penalized. The tournament administration is any person in an administrative relation to the vaceCup Rainbow Six Siege. Following list shows the current tournament administration:

- Management: vaceLeo (Discord: vaceLeo#7593)
- vaceCup Rainbow Six Siege organization: vaceJice (Discord: vaceJice#3374)
- Support: vaceEngdyn (Discord: vaceEngdyn#2123)

2 Punishments

2.1 General

2.1.1 Definitions of penalties

2.1.1.1 Warning

Warnings are given for minor incidents such as delaying a match or providing incorrect information. Warnings are automatically removed at the end of a season or at any time by tournament administration.

2.1.1.2 Penalty point

Penalty points are given for major incidents such as communicating outside of your team, no show or manipulation of match media. If a participant gets a second warning, they will automatically receive a penalty point. Penalty points are removed automatically at the end of a season.

2.1.1.2 Temporary ban

Temporary bans are awarded for severe incidents such as bugusing. If a participant receives three penalty points, they will automatically receive a temporary ban. Temporary bans can also be awarded to entire team. The length of a temporary ban is being set by the tournament administration but cannot exceed one season.

2.1.1.3 Disqualification

A disqualification happens in the most severe cases of rule violation such as cheating or match fixing. It is possible that participants or entire teams get disqualified. If a participant receives five penalty points, they will also get disqualified. A disqualification involves the exclusion of the participant from the entire vaceCup Rainbow Six Siege at least to the end of a season. Disqualifications can also exceed one season if deemed necessary by tournament administration.

2.1.2 Combination of punishments

The above mentioned penalties are not exclusive and can be combined if deemed necessary by the tournament administration.

2.1.3 Repeating offenses

The above mentioned penalties are given on first time incidents. In general, the penalties for repeating offenses are much higher than the ones listed above.

2.2 Cheating

The usage of game-manipulating software is strictly forbidden. The following list shows some examples of game-manipulating software:

- Wallhack
- Aimbot
- Color manipulation (e. g. of the character models)
- No-Recoil
- No-Flash
- Sound manipulation

If cheating is detected the participants gets disqualified immediately.

2.2.1 Anti-Cheat

It is mandatory for every participant to use Monitor System Status (MOSS) for the full duration of a match. If this is not possible for some reason, the participant may not play.

2.3 Communicating outside of your team

For the full duration of a match it is forbidden to communicate with persons not involved in the match. In case of violation one penalty point is awarded.

2.4 Bugusing

If bugusing occurs, it is up to the tournament administration to decide if the said use has or will have an effect on the game and if the current round is counted or if a rematch is necessary. If the use of a bug or glitch had an effect on the game, the player(s) who performed the action will be awarded a temporary ban for three to six matches and up to one penalty point.

2.4.1 List of bugs and glitches

The following list show allowed and unallowed bugs/glitches. In any situation not specified below it is up to the tournament administration to decide what happens.

Unallowed:

- Any position you can only get to by glitching through walls, objects or surfaces or where you can't be seen or shot at normally
- Use of Mira's Black Mirror for boosting
- Standing on a window ledge undetected
- One-way shots
- Shooting through what should be non-destructible walls, objects or surfaces
- Glitching through walls, objects or surfaces
- Placing Valkyrie's Black Eye cameras where they can't be destroyed

Allowed:

- Any position you can get to normally without having to glitch through walls, objects or surfaces or where you can be seen and shot at normally
- Shield boosting
- Standing on a window ledge and being detected
- Hibana's X-Kairos und Thermite's exo-thermic breach charges can be placed anywhere
- Use teammates to boost
- Long arming
- Defusing through destructible surfaces
- Destroying the entire floor of a bomb site so the enemy team cannot plant the defuser
- Use of Smoke's remote gas grenade through walls

2.5 Breaking confidentiality

The publication of any material listed under 1.2 will be penalized with up to two penalty points.

2.6 Providing incorrect information

Participants who provide incorrect information will receive a warning. The following counts as information:

- Any data provided in the registration form
- Any data requested from the tournament administration

2.7 Match manipulation

2.7.1 Match fixing

The intentional manipulation of a match that affects the outcome will be penalized with immediate disqualification.

2.7.2 Missing match media

The refusal to send in match media on request from the tournament administration will be penalized with up to one penalty point.

2.7.3 Manipulation of match media

The manipulation of match media will be penalized with two penalty points. The following list show examples of match media:

- Any ZIP files from MOSS
- Screenshots
- Recordings

2.7.4 Delaying a match

Participants who show up late will receive a warning.

2.7.5 No show

A no show will be penalized with one penalty point.

2.7.6 Leaving the lobby early

Participants who leave the match lobby early will receive a warning.

2.8 General punishments

2.8.1 Insults

Any insults related to the participants of the vaceCup Rainbow Six Siege will be penalized with a warning or up to two penalty points, depending on the severity. This category includes insults in the in-game chat, on the vaceCup Discord, the website, in protests, emails or other communication methods. Depending on the severity, an entire team can also be punished. In extreme cases the punishment can even go as far as a temporary ban.

2.8.2 Spamming

2.8.2.1 Outside the game

The excessive posting of senseless, harassing or offensive messages is considered spamming. Spamming on the website, discord, in support tickets, protests, emails or other communication methods will be penalized with up to one penalty point.

2.8.2.2 In-game

Participants who abuse the in-game chat towards the goal of annoying the opponent or to generally stir the flow of the game will receive a warning.

3 the tournament

3.1 Group stage

In the group stage the total of 16 teams divided into four groups of four teams play in a round-robin format (every team plays against every other team in the same group once). Matches are played in Best of 1 format. The group stage lasts 14 days. At the end of the group stage, the first and second teams in each group qualify for the playoffs.

3.2 Playoffs and finals

The first and second teams from the groups in the group stage play in a single-elimination bracket. Matches are played in Best of 3 format.

4 The matches

The term match refers to multiple games played after each other. In the group stage, one match equals one game (generally: 1 game = 1 map). In the playoffs and the finals one match contains three games.

4.1 Match protest

A match protest is the official way to issue a complaint about problems that affect the match outcome.

4.1.1 Deadline

The absolute deadline to submit a protest is the earliest of the following:

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either one of the participants

4.1.2 Content of protests

A protest must contain the following:

- Detailed information about why the protest was filed
- How the incident came to be
- When did the incident occur?

A protest can be rejected automatically if not enough information is provided.

4.1.3 Author of a protest

A protest can only be submitted by one person per team. This can either be the team representative or a normal player.

4.2 Match start

4.2.1 Punctuality & Check-In

All matches of the vaceCup Rainbow Six Siege will start to the official scheduled starting times. If changes to those times are made, all participants will be informed as soon as possible. All participants should be ready to play at least 30 minutes before their match starts. It is mandatory for all participants to remain in the designated voice channel on the vaceCup Discord server for the full duration of a match. The channels must be entered no later than 15 minutes before the scheduled starting time of a match. The entering of the voice channels is counted as the check-in. If you notice that you will be late to a match, please inform the tournament administration as soon as possible.

4.2.2 Delaying a match

If a participant is more than 10 minutes late it will be penalized accordingly.

4.2.3 No show

If a participant is not ready to play after 30 minutes of the schedule starting time of the match it will be counted as a no show and will be penalized accordingly. If the participant is not able to play even after arriving, a replacement should be used. If this is not possible, the team with the full roster gets the victory immediately.

4.2.4 Leaving the lobby early

All participants must stay in a match lobby until the final scoreboard is shown. Early leaving will be penalized accordingly.

4.3 Map pool

- Bank
- Consulate
- Border
- Kafe Dostoyevsky
- Club House
- Villa
- Coastline

4.4 Map Veto process

Both map vetoes for the playday happen one hour prior to the first match's scheduled starting time. Every map veto takes 10 minutes max. The vetoes happen in the order, in which the games are played. Both teams get a link for a MapBan.eu lobby (<https://mapban.eu>). After each playday teams receive the map pool for their next match.

4.4.1 Best of 1

The map pool for Best of 1 matches contains 5 maps from the current season's map pool. The excluded maps are the ones played by both teams previously. If both teams played the same map the second exclude will be random. The process will go as followed:

- Team A bans one map
- Team B bans one map
- Team A bans one map
- Team B bans one map
- Remaining map is played map
- Team A choses starting side

4.4.2 Best of 3

The map pool for Best of 3 matches contains all seven maps from the current season's map pool. The process will go as followed:

- Team A bans one map
- Team B bans one map
- Team A picks first map
- Team B picks second map
- Remaining map is third map
- Team B picks starting side on first map
- Team A picks starting side on second Map
- Team B picks starting side on third Map

4.5 Pause between matches

4.5.1 Group stage

The pause between two matches in the group stage lasts half an hour (30 minutes).

4.5.2 Playoffs and finals

The pause between the three games of a match in the playoffs lasts ten minutes. The pause between matches lasts half an hour (30 minutes).

4.6 Storage of match media

It is mandatory for every participant to store the media of a match for at least two weeks after the match has ended. If a protest was filed during the match, the match media needs to be stored for at least two weeks after the protest has been resolved.

Examples of match media:

- Any ZIP files from MOSS
- Screenshots
- Recordings

5 Game-specific rules

5.1 Game hosting

Only the observer/caster is allowed to host a game. This needs to be done on a local server with the correct settings (specified below).

5.2 Game settings

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

5.2.1 Best of 1

- Number of Bans: 4
- Ban Timer: 30
- Number of Rounds: 10
- Attacker/Defender Role swap: 5
- Overtime Rounds: Off
- Objective Rotation Parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker Unique Spawn: On
- Pick Phase Timer: 25
- 6th Pick Phase: Off
- Damage Handicap: 100
- Friendly Fire Damage: 100
- Reverse Friendly Fire: Off
- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off

5.2.2 Best of 3

- Number of Bans: 4
- Ban Timer: 30
- Number of Rounds: 10
- Attacker/Defender Role swap: 5
- Overtime Rounds: 3
- Overtime Score Difference: 2
- Overtime Role Change: 1
- Objective Rotation Parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker Unique Spawn: On
- Pick Phase Timer: 25

- 6th Pick Phase: Off
- Damage Handicap: 100
- Friendly Fire Damage: 100
- Reverse Friendly Fire: Off
- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off

5.2.3 Game Mode: Bomb

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

5.3 Rehost request

Every team gets one rehost per game. A rehost may be requested if one or more of the following situations apply:

- Any problem that occur during the preparation phase (Game problems, software or hardware problems)
- Players can't move (if not done on purpose) – Rehost in the first 30 seconds of the action phase if players haven't taken any damage yet
- Game mechanic doesn't work as intended (Shooting, reloading, moving, gadgets, etc.) - Rehost in the first 30 seconds of the action phase if players haven't taken any damage yet
- A player disconnects - Rehost in the first 15 seconds of the preparation phase
- Spectator problem - Rehost in the first 30 seconds of the action phase if players haven't taken any damage yet

5.3.1 Rehost procedure

If one of the above specified situations arise a player may request a rehost by writing "rehost" followed by the reason in the in-game chat. Players have to keep playing until the rehost is confirmed by tournament administration. As soon as it is approved, all players must instantly leave the match.

5.3.2 Continuing a disrupted game

After a rehost, a game is continued where it was disrupted by the rehost. If a round has to be replayed because of a rehost players must chose the exact same operators, bomb sites, spawnpoints, equipment and gadgets.