



## **RULEBOOK - Rainbow Six Siege**

This document presents the rules of participation as well as the game rules to be respected throughout the tournament. By signing up for the LouvardGame competition, you confirm that you have read the rules and that you agree to abide by them. Failure to do so may result in the exclusion of a player or the entire team.

### **Code of Conduct**

All participants in the LouvardGame competition undertake 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 management staff become role models for the community and must behave accordingly.

### **Unsportsmanlike Behavior**

For an enjoyable experience and game, it is essential that all players have a sporting spirit and a fair attitude. Failure to do so will result in the cancellation of prizes and/or deduction of the cash price.

### **Misconduct**

Attempts to deceive the administrators or other players by using false information or otherwise misleading other participants will be punished as follows.

### **MOSS**

MOSS will have to be used in every match at LouvardGame, faking a MOSS file may result in a disqualification.

### **Cheating**

When a player or multiple players are discovered cheating, they will be banned from any LouvardGame competition. Also, the team facing the cheating team will be the winner by disqualification and will take part in the rest of the competition.



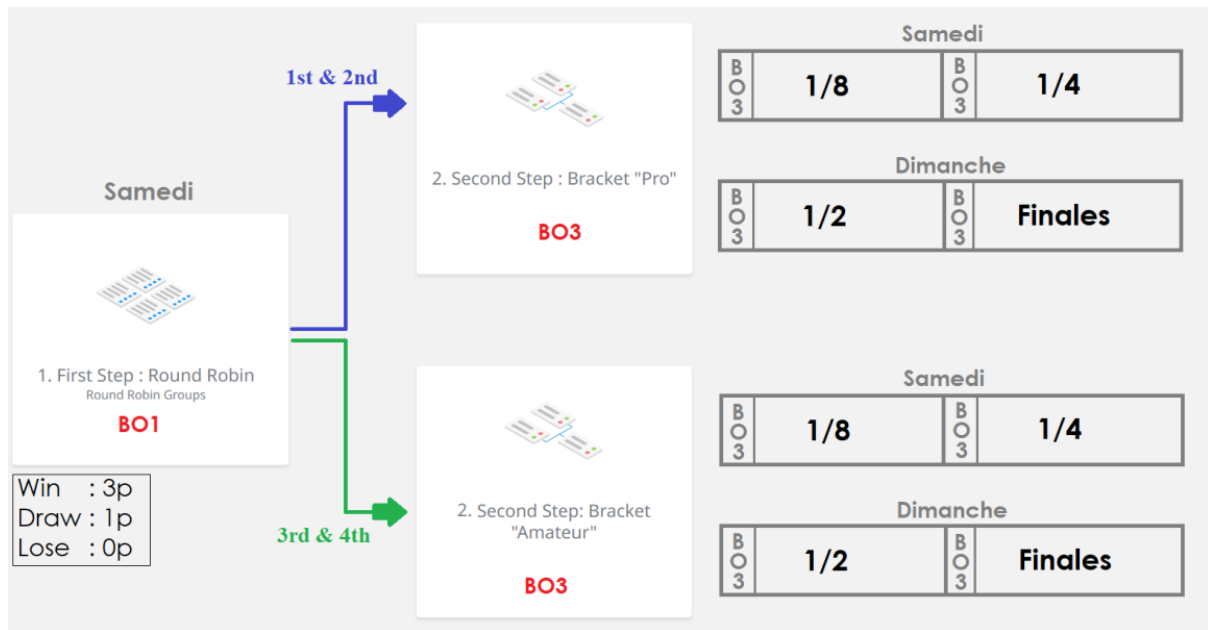
## **Use of remote desktop programs and others programs**

It is strictly forbidden to run any remote desktop program during an online game.

All programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list, will be cause for immediate disqualification for the entire Team:

- TeamViewer
- Parsec
- RemotePC
- LogMeIn
- Remote Desktop Manager
- Chrome Remote Desktop
- Windows VPN
- NordVPN
- ProtonVPN
- OpenVPN
- Tor Network

## Tournament Format



The Tournament Format will be best-of-one (BO1) Round Robin and then a BO3. Each Team plays another Team once during the First Step.

For any BO1 match :

A win without overtime awards three (3) Points, a loss without overtime zero (0) Points.

A win of a Match with Overtime awards two (2) Points, while an Overtime loss awards one (1) Point.

### Tiebreakers

The following Tiebreaker rules shall apply to resolve ties in the event that multiple Teams have the same number of Points:

- Round Difference

### Map Pool

- Bank
- Border
- Chalet
- Clubhouse
- Kafe
- Oregon
- Skyscraper
- Theme park
- Villa

## Map Selection

The captain and/or the coach of every team will be contacted through WhatsApp to come to the admin area in order to process the map bans. From the time the message is sent, both team leaders have 10 minutes to show up, in which case the absent team will lose the game by forfeit. During a BO3, after 10 minutes, the 1st map will be forfeited in favor of the other team, after 10 more minutes the second map will be forfeited too, which will result in a loss of the BO3.

### Best-of-one (BO1):

Coin toss, winner chooses who bans first. The Team which bans first will also have side selection.

Team A - Map Ban

Team B - Map Ban

Team A - Map Ban

Team B - Map Ban

Team A - Map Ban

Team B - Map Ban

Team A - Map Ban

Team B - Map Ban

Final Map decided

Team A - Side Choice

### Best-of-three (BO3):

Coin toss, winner chooses who bans first. The Team which did not select a Map may select sides. Side selection goes to the other Team for the second Map. In the case there will be a third Map, an additional coin toss will be held, with the winner deciding who selects sides.

Coin toss to determine Team A or Team B

Team A - Map Ban

Team B - Map Ban

Team A - Map Ban

Team B - Map Ban

Team A - Map 1 Choice



Team B - Side Choice

Team B - Map 2 Choice

Team A - Side Choice

Team A - Map Ban

Team B - Map Ban

Final Map (if required) - Coin toss to determine final map side choice.

In each of those ban sequences, should any Map go to Overtime, the Team that did not get side selection on said Map, will get Overtime side selection.

### **Re-hosts**

Before Teams will be allowed a Re-host, a Technical Pause will be issued to allow any affected Players to rejoin the Match Lobby. If the affected Players cannot rejoin, then a re-host may take place under the following conditions:

- Any issue before the Preparation Phase begins (e.g. game, software or hardware related)
- If a Player cannot move: Re-host in the first thirty (30) seconds of the Action Phase, if no Player has taken damage
- A game mechanic is not working as intended (e.g. shooting, reloading, moving, gadgets, equipment): Re-host up to the first thirty (30) seconds of the Action Phase, if no Player has taken damage
- Observer issue: Re-host up to the first thirty (30) seconds of the Action Phase, if no Player has taken damage

Each Team may receive up to one (1) Re-host per Map.

### **Tactical Timeouts**

Tactical Timeouts are short pauses in the flow of a Match that can be requested by a Team's Coach (or Players if no Coach is available). Those pauses have a duration of 45 seconds. While Team A is taking a Tactical pause, Team B can discuss with their coach about tactics too. Each team is allowed to take one tactical pause per map '(BO1, 1 pause / BO3, 3 pauses).



## Rules and Violations

### Unintended Mechanics

An unintended mechanic is a condition or action that may allow a Player or Team to act or receive an advantage in a way that was not specifically designed, commonly referred to terms include, but limited to, exploit, glitch, bug, gimmick and hack. At times, unintended mechanics may create an unfavorable result for a Player or Team. The Tournament Organizer will determine if the use of unintended mechanics influences the outcome of a Match and award or penalize activities accordingly.

Currently Known Unintended Mechanics: The following lists include both currently permitted and banned unintended mechanics. As the list of unknown or non-addressed unintended mechanics increases past this list, the Tournament Organizer, on a case by case basis, will determine the final ruling and impact of items not specified below. It is in a Teams' best interest to surface any unintended mechanics not listed here and await Tournament Organizer approval before implementing their use, understanding that there is time needed to review and provide feedback on such items.

Permitted Mechanics: These are known unintended mechanics that have been approved for use and, unless a new variation or change impacts these, Teams may implement them.

- i. Any position that Players can get to, and out of, by passing through any object, wall, floor, ceiling or surface and the Player can be both seen and attacked/shot at as normal.
- ii. Shield boosting, including on to a detected window ledge
- iii. Utilizing a Teammate to boost
- iv. Standing on a window ledge and being detected
- v. Using equipment or diffusing through a destructible surface
- vi. Long-arming
- vii. Destroying the whole floor of a bomb site so the opposing Team can not plant the defuser
- viii. Smoke through wall
- ix. Hibana, Ace and Thermite charges are permitted to be placed anywhere
- x. Boosting on toilets on Consulate

Banned Mechanics: These are known unintended mechanics that have been banned for use and, at minimum, will carry an immediate round loss and or further infractions. This list may be updated by the Tournament Organizer at any time and will inform Teams via Email of any such change(s).

- i. Any position that Players can get to, and out of, by passing through any object, wall or surface and the Player cannot be both seen and attacked/shot at as normal
- ii. Shield boosting on to undetected window ledge
- iii. Using a Mira shield to boost
- iv. Standing on a window ledge undetected
- v. Blocking window vaulting with a destructible shield
- vi. Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces
- vii. Placing a Maestro's Evil Eye on Alibi's decoy



- viii. One-way shots
- ix. Placing any equipment or gadget in a place where it cannot be destroyed
- x. Any Team or Player action in which results in the kill of an attacker during the first two (2) seconds of an Action Phase, normally referred to as Spawn Killing
- xi. Parkour/Ledge exploit
- xii. Vigil boosting that renders Vigil undetectable

### **Banned Operators**

All Operators are allowed to be played

### **Cosmetics**

During Rainbow Six Circuit competitions' official Matches, Players can only use the battle dress uniforms and headgears listed below. All other battle dress uniforms and headgears are banned from use in competitive play:

- Operator's default skins
- Pro League skins (gold sets)
- Pro Teams branded cosmetics
- Esports Programs' cosmetics

Six Invitational Battlepass cosmetics are not permitted.

Weapon skins, weapon charms and operator background cards are not subject to any restriction.

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.

### **In-Game Name/Avatars**

In-Game Names/Avatars should not contain any offensive or racist content. If you come across a Player breaking this Rule then please submit a ticket with relevant evidence (Screenshot/Recording) so action can be taken against the Player in question.

## Game settings (1)

	Best of 1	Best of 3	Best of 5
	Match format	Match format	Match format
<b>Game Mode</b>	TEAM DEATCHMATCH BOMB		
<b>Ping</b>	Max. 100		
<b>Plant duration</b>	7	7	7
<b>Defuse duration</b>	7	7	7
<b>Fuse time</b>	45	45	45
<b>Preparation</b>	45	45	45
<b>Action</b>	180	180	180
<b>Time of day</b>	Day	Day	Day
<b>HUD settings</b>	Pro League	Pro League	Pro League
<b>Number of bans</b>	4	4	4
<b>Ban Timer</b>	20	20	20
<b>Number of rounds</b>	12	12	12
<b>Attack/Defense swap</b>	6	6	6
<b>Overtime Rounds</b>	3	3	3
<b>Overtime score difference</b>	2	2	2
<b>Overtime role change</b>	1	1	1
<b>Objective rotation parameter</b>	2	2	2



## Game settings (2)

Objective type for rotation	Rounds played	Rounds played	Rounds played
Individual Attacker Spawn	On	On	On
Pick Phase timer	15	15	15
6th pick phase	On	On	On
6th pick phase timer	15	15	15
Reveal phase timer	5	5	5
Damage handicap	100	100	100
Friendly fire damage	100	100	100
Injured	20	20	20
Sprint	On	On	On
Lean	On	On	On
Death Replay	Off	Off	Off

## Protests

To protest a match, the claiming team must provide a detailed explanation and evidence to the organizers and must be done within 30 minutes after the end of the match.