



## **Official Rulebook**

### **Disclaimer**

- This Rulebook outlines guidelines that must be followed at all times when participating in any R6TM match or event. Failure to adhere to these rules will result in penalties outlined in the rulebook.
- Staff members of R6TMs act using their discretion, and will maintain the right to always have the final say. Any instance not clearly described in this rulebook may be discussed and accepted to preserve fair play and sportsmanship.
- R6TM hopes to foster a competitive environment where respect, overall improvement as players, and positive communication are the most valued traits. It is our hope that we provide a pleasurable and fun experience for any and all.

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## 1. **General**

### 1.1. Rule Changes

The administration or R6TM reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without prior notice.

### 1.2. Code of Conduct

R6TM cannot be held responsible for the actions or comments made by players in any area outside of the FACEIT Hubs or Official R6TM Discords. This includes, but is not limited to the Rainbow 6 client, Discord direct messages, social media, and social media private messages. R6TM reserves the right to remove any and all players not acting according to this rulebook without prior warning or notification.

Ubisoft requires all players of Rainbow Six Siege to comply with its' Code of Conduct, the same will apply to R6TM.

### 1.3. Forbidden Conduct

- Any form of toxicity toward other players and staff via verbal or written communications.

- Any language or content deemed inappropriate, illegal, dangerous, threatening, abusive, obscene, offensive, vulgar, defamatory, hateful, racist, sexist, ethically offensive, or constituting harassment. This includes player icons used on any platform associated with R6TM.

- Impersonation of any player, R6TM administration, FACEIT staff, or Ubisoft employees.

- Any type of conduct that interrupts the general flow of gameplay in the game client, Discord, FACEIT Hub or any other medium. (i.e. UPLAYY).

- Verbal or written abuse directed toward any R6TM staff, FACEIT staff, or Ubisoft employee.

- Use of macros, third-party hacking, cheating, or botting clients.

- Any attempt to edit, corrupt or change the game/server code.

On Ubisoft's side, this will result in the immediate cancellation of the UPLAYY account and may even give rise to personal liability and/or penal penalties.

Poor conduct exhibited by players will result in temporary suspension or a permanent ban, depending on the severity of the infraction. All players are expected to behave in a proper manner in all programs:

**Competitive programs (including, but not limited to):**

- R6TM Hubs
- R6TM Matches
- R6TM Events
- R6TM Leagues

**Communication platforms (including, but not limited to):**

Ubisoft:

- In-game chat & voice chat
- R6TM Discord Servers
- Uplay
- Ubisoft forums
- All forms of Communication towards Ubisoft administration (verbal, emails, social medias, etc)

R6TM:

- R6TM Discord Servers
- Match chat and comments
- Protests and Support Tickets
- The FACEIT Client and Hub
- All other forms of communication toward players and staff

R6TM expects players to act properly and respectfully to their fellow players and staff. Failure to do so will result in punishment. Subsequent punishments will result in a permanent ban from the hub.

**ESL, Uplay, and FACEIT** bans are upheld in R6TM.

**2. Confidentiality Clauses**

2.1. Privacy Policy

R6TM's Privacy Policy is laid out under the following link: [\[x\]](#)

2.2. Confidentiality

The content of protests, support tickets, discussions or any other correspondence with officials and administrators are deemed strictly confidential. The publication of such material on private or social media channels, which includes and is not limited to Twitter, Twitch, Facebook, and

Reddit, is prohibited without a written consent from R6TM Management.

### 3. Ban Policy

#### 3.1. Match Start

##### 3.1.1. No Shows

If a player does not show up within **fifteen** (15) minutes, please press the call admin button and an admin will properly assess what shall be done.

##### 3.1.2. Abuse of Captain Powers

If a captain is abusing his power to cancel a match, purposefully delay a match, or obstruct the flow of games then said player will receive temporary or permanent suspension.

#### 3.2. Match Procedures

##### 3.2.1. Match Result

The result must be immediately entered and confirmed by both parties within the client post-game. A protest may still be made even after a match result has been confirmed.

#### 3.3. Punishments

Punishments are set out according to Face-It & our own personal R6TM Conduct Guide.

For Face-It interactions use the following [link](#).

Our Hubs follow this format for punishments: **six hours** to a **thirty (30) day** ban from queues, with a permanent ban being the final punishment.

Depending on the infraction, the admin reserves the right to permanently ban a player from all Hubs and Discord servers associated with R6TM. We also reserve the right to submit player reports to FACEIT and/or Ubisoft.

#### 3.4. Account-based Infractions

##### 3.4.1. Username and Avatar

The use of inappropriate avatars or usernames is strictly prohibited by the R6TM. Players must follow the guidelines described in FACEIT's personal rules. Failure to comply will result in a permanent ban from the Hub. *See 5.3.1 for FACEIT's Rules.*

##### 3.4.2. Account Sharing

Sharing of accounts (i.e. letting someone other than yourself play on your FACEIT account in the TMs) is prohibited at all times

on the R6TMs. Disregard of this rule will result in a permanent Hub ban of both players involved.

3.4.3. Smurfing/Ban Evasion

The use of more than one account in R6TMs is forbidden. A player is allowed only one account at all times in the R6TMs. Failure to recognize this rule will result in a permanent Hub ban of the main account. The original ban will then roll over to the new account (starting over) with a one and a half increase (1.5x) added to the ban time. The second offense will have a similar consequence - additional time will be added to the original ban - except a 3 day ban will be added on top of the additional time of the first offense. The third offense will be a complete permanent ban on all accounts on all Hubs.

3.5. Player Behavior Infractions

3.5.1. Verbal and Support Abuse

Abuse of any sort is not tolerated whatsoever in the R6TMs. This includes racism, sexual harassment, offensive banter, offensive religious comments, the abuse of the "Call Admin" feature, and **excessively messaging staff**. Players are expected to conduct themselves in a respectful manner at all times. Depending on the severity of the case, players will receive a 3,7,14, or 31 day ban, or a permanent Hub ban for an infraction.

3.5.2. Misleading Staff or Players

Intentionally trying to misinform staff or players will automatically increase the punishment of the infraction. This includes failure to be present after a call has been made requesting an R6TM Staff. R6TM Staff hold the right to close the call after 5 minutes of no response from the player that requested help. Continuous false calls will result in a punishment under the Code of Conduct.

3.5.3. Toxicity

Toxicity includes racism in any form, discrimination, sexism, and harassment. If a player is found acting improperly they will receive a temporary three to seven day queue ban. If a player continues to handle themselves in a manner violating this rule (after 3 times) a permanent Hub ban will be issued.

3.5.3.1. Spamming

A day cooldown will be given to any player who is spamming in any R6TM related chat. Continuance of this will result in a progressively extended ban until a permanent ban from the Hub will be issued.

3.5.4. Ringing

Intentionally bringing in a player, whom is not in the current



game or on your team, to rid of a lower ranked player is an automatic 24 hour ban. Continuance of this action will result in a 3 day, or permanent hub ban.

### 3.6. Game Related Infractions

#### 3.6.1. Griefing or Trolling

Griefing or Trolling will not be tolerated in any Hub. This includes purposefully teamkilling, suicide, excessively picking recruit, etc. Players found griefing or trolling will receive between a day to seven day queue ban depending on the severity of the action. Continuance of this behavior will result in a removal from the Hub or permanent ban.

#### 3.6.2. Cheating

The use of Cheats or Macros will not be tolerated in any form whatsoever. Any player found breaking this rule will receive an instant permanent ban from existing all Hubs.

#### 3.6.3. Queue dodging, No Show, and AFK

Players are required to play the game once they accept the match. Those who intentionally try to avoid playing a game will be seen as acting unsportsmanlike. This includes queuing and purposefully not accepting. First offense is a 12 hour cooldown, a 24 hour cooldown the second time, 3 day cooldown the third, and on the fourth occurrence a permanent ban from the Hub will be administered.

#### 3.6.4. Improper Match Settings

Players are required to use the latest playlist settings (stated in 6.2-6.4). Failure to do so will result in a 12 hour to three day queue ban. Continuous infractions of this rule will result in a permanent ban from the Hub.

#### 3.6.5. Refusal to Communicate

Communication is **required** to play in R6TMs. Players are required to SPEAK and LISTEN to their teammates and give proper callouts during games. Any players found not meeting these requirements are subject to a three day queue ban. Continuance of this will result in a permanent Hub ban.

#### 3.6.6. Leaving an Ongoing Match

Players are required to play through all accepted matches. Leaving a match will result in a instant minimum 12 hour queue ban. In cases where a player was found intentionally leaving, a 24 hour queue ban will be given on the first occurrence, three day queue ban on the second, and permanent ban on the third. Leaving due to

technical issues will result in a six hour cooldown to guarantee solution is found. Continuance of this will increase the ban time exponentially, eventually becoming a permanent ban from the Hub.

#### 3.6.7. High Ping

Players are required to stay within their own regions and play on the designated game servers. Those who consistently surpass 120 ping will be removed from the Hub. *See 4.4 for more information.*

### 3.7. FACEIT-Related Infractions

#### 3.7.1. Abuse of FACEIT Bugs

Intentionally trying to use FACEIT bugs to improve ones standing will result in a month to permanent Hub ban. This includes the captain cancel bug, any ELO related bugs, etc.

#### 3.7.2. Submission of False Scores

Any player intentionally submitting false scores to benefit themselves will receive a three to seven day queue ban. Repeat infractions will lead to a permanent Hub ban.

Please note that all bans are able to be appealed. This does not mean that players will be granted an automatic repeal. Given the right information to prove the ban was wrong, the ban will be revoked, otherwise the ban will remain.

### 3.8. Match Protests

Protests must be done within **thirty** (30) minutes of the match being completed. Depending on the severity of the infraction, this limitation may be waved at the discretion of R6TM Staff. Please reference section **5.17.1 Reporting** for any information regarding player reporting.

### 3.9. Pre-Game & Mid-Game Protests

Once an R6TM Staff responds, provide information in a orderly manner and administration will deal with it accordingly.

If a controversial situation not described by this rulebook occurs during a match, the team involved should record it in all ways possible (clips given via youtube or gyazo, screenshots, or any other media to provide proof of the incident) and inform the administrator about it. Inform the other team of the issue at hand.

### 3.10. Player Reports and Appeals

Player Reports and Appeals are to be done in discord using the tickety bot. Persons reporting must follow the given guideline and provide supportive evidence for their claims. Absolutely no reports or appeals will be accepted

via DM, and will not be tolerated. **Do not DM staff** regarding player reports or appeals.

Players are able to appeal their bans ever 7 days.

#### 3.11. Contents of a Report or Appeal

A report or appeal must follow the specific format found in Discord and containing the necessary information detailing the contents of the protest. This includes why the protest was filed, how the discrepancy came to be, when the discrepancy occurred, and any other relevant information. Both may be declined if proper documentation is not presented, or if the R6TM Staff handling the protest deems it unworthy of approval.

#### 3.12. Cancellations

Cancellations of matches can occur when a game has not started, or a game has not been played in full. R6TM Staff reserve the right to cancel a game when they deem one team has an unfair advantage upon the other, or to preserve fairplay and sportsmanlike behavior. In order for a cancellation to occur there needs to be a abundance, and therefore concrete, amount of evidence to support the reason for a cancellation. If a player leaves, please refer to section **1.3.4.6** and report the player, however the game must be finished.

Special cases may require different action, but cancellations will follow this section. i.e., a BattleEye Ban or a banned player participating in the match.

Do not ask a staff member for a cancel. If they believe a cancel is necessary, they will do so.

#### 3.13.

### 4. Game Specific Rules

#### 4.1. Anti-Cheat

As there is currently no in-game integration between FACEIT and Rainbow Six Siege, FACEIT's anti-cheat system is not required to be used. However, Ubisoft's in-game anti-cheat system (BattleEye) still applies to R6TM matches. In selective cases, a player may be subjected to using MOSS. All R6TM tournaments and cups require participating players to use MOSS. R6TM requires players to save their MOSS files for up to 24 hours, and upload them to the designated area no longer than 15 (**fifteen**) minutes after the game finishes.

#### 4.2. Match Procedure

Matches are in a Best of One (Bo1) format. No other formats are allowed unless specified in this rulebook.

#### 4.3. Map Pool

The current map pool includes the following maps:

1. Bank
2. Border
3. Club House
4. Consulate
5. Coastline
6. Oregon
7. Villa

This map pool is played across all R6TM Hubs.

#### 4.4. Game Hosting

A Administrator / Observer / Commentator is allowed to create a server. The game must be hosted on a dedicated server. The dedicated server location must be set to default (based on ping).

##### North America (NA)

- The CUS server must be used as the default dedicated custom game server, unless both teams are in agreement to change the dedicated server location.

##### Europe (EU)

- The WEU server must be used as the default dedicated custom game server, unless both teams are in agreement to change the dedicated server location.

##### Asia (ASIA)

- The SEAS server must be used as the default dedicated custom game server, unless both teams are in agreement to change the dedicated server location to EAS. No other servers will be allowed for use in the ASIA region.

##### Australia and New Zealand (ANZ)

- The SEAU server must be used as the default dedicated custom game server. No other servers will be allowed for use in the ANZ region.

#### 4.5. Losses via Technical Issues

If a player has disconnected from the game more than three (3) times, each disconnection thereafter will be subject to penalty specified by R6TM Staff in order to reduce players who disrupt gameplay, game time and the overall enjoyment of others.

Penalizations are; including but not limited to warnings and temporary bans. *See 3.6.6 for more information on Technical Issues.*

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

R6TM reserves the right to hold or force a match to be played. Administration will determine through a support ticket if the issue warrants another course of action. R6TM **HIGHLY** suggests checking all software, hardware and internet connection prior to queuing for a game. If issues are found do not to queue until they have been addressed.

#### 4.6. Regional Limitations for Participants

Players are limited to the closest Ubisoft R6 server region supported by our game rules. Max consistent ping is limited to 120ms. Anything past 120ms will incur a removal from the Hub. *See 3.6.7.*

#### 4.7. Match Settings

All players are required to have these settings saved to a playlist while participating in R6TM matches:

- Time of the Day: Day
- HUD Settings: Pro League
- Server Settings: Dedicated Server

### **Banning**

Number of Bans: 4

Ban Timer: 20

### **Rounds**

Number of Rounds: 12

Attacker/Defender role swap: 6

Overtime rounds: 3  
Overtime score difference: 2  
Overtime role change: 1  
Objective Rotation Parameter: 2  
Objective Rotation Type: Rounds Played  
Attacker Unique Spawn: On  
Pick Phase Timer: 30  
6TH Pick Phase: On  
6TH Pick Phase Timer: 20

### **Health and Damage**

Damage handicap: 100  
Friendly fire damage: 100  
Injured: 20

### **Character Control**

Sprint: On  
Lean: On

### **Death**

Death Replay: Off

### **TDM Bomb**

Plant duration: 7  
Defuse duration: 7  
Fuse time: 45  
Defuser Carrier Selection: On  
Preparation Phase Duration: 45  
Action Phase Duration: 180

**Please note that the LEFT side will always start on ATTACK. This means, while in the faceit lobby, the team that both hosts and starts on attack, is the left side.**

## 4.8. Communication

R6TM's default voice options are our Discord VOIP channels. Usage

of other software such as Ventrilo, Mumble, etc. are not supported by R6TM, unless specified in this rulebook. Exceptions are made for EU and LATAM where Teamspeak is their default voice option. Discord or Teamspeak is required in order to play in the R6TMs. No other form of communication is allowed (including just in-game).

#### 4.8.1. English

R6TM has a requirement for all players to speak and type in **English** as it is the designated universal verbal communication language. Players that are not found speaking the required language are subject to temporary and even permanent suspension. Verbal harassment, hate speech, racial/homophobic/sexist slurs and toxicity are not tolerated in any language, and could result in a lengthy temporary suspension or permanent ban.

#### 4.8.2. Teamspeak

TeamSpeak usage is allowed if the **majority (4 out of 5)** of players on the team agree to join TS. If a unanimous agreement is not found to use TS, discord **must** be used. Use the official R6TM TeamSpeak channels. This does not apply to ASIA and ANZ players as there is currently no TeamSpeak server allocated for ASIA and ANZ players.

#### 4.8.3. Official R6TM Discord Servers

- R6TM Hub (Main): <https://discord.gg/tWQeehJ>
- R6TM NA VOIP: <https://discord.gg/4fqMRmm>
- R6TM EU VOIP: <https://discord.gg/QU9rvVY>
- R6TM ASIA VOIP: <https://discord.gg/EkhMwa2>
- R6TM ANZ VOIP: <https://discord.gg/x4hv48h>

#### 4.8.4. Official R6TM TeamSpeak Server (NA and EU only)

Hostname: ts.r6tm.pro

#### 4.8.5. Responsibilities of Players (Communication)

Players are responsible for ensuring that all players on the team are able to communicate before starting. Games that have already started may be subject to a forced play at the discretion of R6TM Staff.

#### 4.8.6. Text Communication

Players are expected to be able to type to their teammates and give proper callouts, using in game team chat as well. This **does not** entitle players to strictly use text communication as the only form of communication.

Text harassment, hate speech, racial/homophobic/sexist slurs and toxicity are not tolerated in any context.

#### 4.9. Operators

All Operator and Maps are allowed, unless stated otherwise. Information regarding changes will be posted on Twitter, Discord, Client, and Website.

Operators that are unavailable to all players cannot be used. i.e., season pass holders early access to DLC operators.

##### 4.9.1. Use of Lion

The use of Lion is strictly prohibited across all R6TM Hubs. Failure to comply with this rule will incur a 24 hour cooldown on the first offense, a 3 day on the second, and finally a permanent ban from the Hub on the third. Any player AFK that is given Lion has the opportunity to 6th pick. There will be no sympathy for players who use Lion.

##### 4.9.2. Operator Bans

Operator Bans can be carried out through all hubs. Unless stated otherwise.

- Operator Ban System Usage

Operator bans are to be carried out the default way the system was intended to be used. No further match settings via the match lobby (or others) shall be modified to dictate or force operator bans. The only scenario where this will be allowed is if a mutual match rehost was carried out between teams in order to skip the Operator ban phase and to forward to the remaining rounds left to play. R6TM shall not be responsible for any mutual agreement or disagreement between players regarding operator bans.

- Protesting Operator Bans

Operator Bans are carried out throughout the ban system provided by Ubisoft. Any other agreements, i.e., gentlemen's agreement. Are not supported by R6TM and will not be upheld by R6TM Staff.

The use of pre-set Operator Bans is strictly prohibited, unless through the use of a rehost.



#### 4.10. Glitch/Bug re-hosts

In the case of a bug or glitch, players can agree on a rehost to ensure the fairest playthrough of a match. Unless there are issues with a rehost do not call an R6TM Staff. Players caught abusing rehosts for supposed “glitches” or “bugs” will receive a temporary or a permanent ban. The player must provide proof of said bug or bugs in the game played. Any players caught using a glitch will be punished according to our Code of Conduct. *See 7.3 for more information about bugs/glitches.*

#### 4.11. Spawn Peeking/Spawn Killing

Follow the guidelines below to determine the difference and definition of spawn peeking/killing.

##### 4.11.1. Spawn-killing

Killing somebody instantly after spawning without any chance to react or move away will be rated as spawn-killing and **will** be rated as glitching/bug using.

##### 4.11.2. Spawn-peeking

Killing somebody who already spawned, moved out of cover or is spawn-rushed is considered spawn-peeking and **will not** be rated as glitching/bug using.

#### 4.12. Rehost

Rehosts are allowed in situations where there are technical issues, bugs, or disconnects. R6TM Staff **do not** organize rehosts, do not open a ticket to rehost. If a player is abusing the rehosts then that player will be subject to a temporary or permanent ban.

Rehosts are decided between players, if an R6TM Staff has to be called it is more than unlikely an admin will cancel the match or force play.

We reserve the right to force/allow a rehost to preserve fairplay and sportsmanlike behaviour.

##### 4.12.1. Continuing a Disrupted Game

If a match is interrupted (e.g. server crash) then the match must be continued where it left off by re-host. All fully completed rounds before the crash count towards the final score of the match. The players can choose different loadouts and operators, but are **required** to select the same bomb site at the time of the disruption.

##### 4.12.1.1. Disrupted Game Circumstances

Under certain circumstances, a disrupted game may be cancelled altogether depending on R6TM Staff discretion.

#### 4.13. Technical Issues

Players are responsible for their own technical issues (hardware/internet). Matches will be played once started regardless of hardware/internet issues or not. If problems arise, please open a match protest. We are not responsible for players technical issues, and if a game is being prohibited by technical issues, a temporary suspension will be issued.

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

*See 3.6.6 for more information regarding technical issues.*

#### 4.14. Reporting

It is **highly** encouraged that video evidence or screenshots are taken for protests and any other issues. R6TM Staff are not likely to accurately provide assistance if they are not provided concrete evidence to support a claim. Videos used for evidence must be under 3 minutes long, or given accurate timestamps. R6TM Staff maintain the right to refuse viewing a video that fails to meet this criteria.

### 5. Weekly Cups and Tournaments

#### 5.1. Match Settings

All tournaments and cups will follow our general settings. These include:

- Time of the Day: Day
- HUD Settings: Pro League
- Server Type: Dedicated Server

#### **Banning**

Number of Bans: 4

Ban Timer: 20

#### **Rounds**

Number of Rounds: 12

Attacker/Defender role swap: 6

Overtime rounds: 3

Overtime score difference: 2

Overtime role change: 1

Objective Rotation Parameter: 2

Objective Rotation Type: Rounds Played

Attacker Unique Spawn: On

Pick Phase Timer: 30

6TH Pick Phase: On

6TH Pick Phase Timer: 20

### **Health and Damage**

Damage handicap: 100

Friendly fire damage: 100

Injured: 20

### **Character Control**

Sprint: On

Lean: On

### **Death**

Death Replay: Off

### **TDM Bomb**

Plant duration: 7

Defuse duration: 7

Fuse time: 45

Defuser Carrier Selection: On

Preparation Phase Duration: 45

Action Phase Duration: 180

## **5.2. Map Pool**

The map pool is subject to change alongside the ESL map pool, including maps R6TM deems to give a fair and competitive game.

1. Bank
2. Border
3. Club House
4. Consulate
5. Coastline
6. Oregon
7. Villa

### 5.3. Hosting Regions

#### North America (NA)

- The CUS server must be used as the default dedicated custom game server, unless both teams are in agreement to change the dedicated server location.

#### Europe (EU)

- The WEU server must be used as the default dedicated custom game server, unless both teams are in agreement to change the dedicated server location.

#### Asia (ASIA)

- The SEAS server must be used as the default dedicated custom game server, unless both teams are in agreement to change the dedicated server location to EAS. No other servers will be allowed for use in the ASIA region.

#### Australia and New Zealand (ANZ)

- The SEAU server must be used as the default dedicated custom game server. No other servers will be allowed for use in the ANZ region.

### 5.4. Cup and Tournament Format

#### 5.4.1. Open Qualifiers

R6TM will be offering the chance to gain a spot in our R6CS (Rainbow Six Challenger Series) via participation in two open Qualifiers. The open qualifiers will follow a Swiss-system tournament.

#### Challenger Cups

The R6CS's format will include ten teams (two groups with five teams each); the top two teams from each bracket will play each other for a spot in the Finals. These finalists will receive a spot in the next R6CS season. Teams will play a best of one game (bo1) format. Each map victory is worth three (3) points, losses receiving nothing.

In the case of a tie, a best of three (3) decider match will be played to decide who receives the points.

The playoff matches will be a best of three maps.

#### 5.4.2. Tournaments

R6TM will be introducing the Pro-Series. This will include ten teams, and follow a round-robin league format. All teams will play each other in two consecutive best of one matches. Each map victory is worth three (3) points, therefore a team can win up to six (6) points in a single match up. The top four teams will advance to our finals, and the top eight teams will remain in the next season. The bottom two teams will be relegated to play in the Challenger Cup.

There will be two Qualifiers.

#### 5.5. Rehost Rules

Teams are allowed one (1) rehost per side. Exceptions can be made regarding glitches or bugs prohibiting a fair game from being played.

#### 5.6. Prize Pool

The prize pool for each given cup and tournament will be announced at the opening of each season.

### **6. Prize Money**

#### 6.1. Prize Money Distribution

Prize Money for R6TM is distributed monthly to the top individuals participating in Invite Hubs. Below is the prize pool breakdown for each Regional Invite Hub respectively:

1st.	\$1000
2nd.	\$600
3rd.	\$400
4th.	\$200
5th.	\$200
6th.	\$200
7th.	\$100
8th.	\$100
9th	\$100
10th	\$100

## 6.2. Prize Deductions

If the number of games played in a season do not meet the standards of our partnerships and sponsors, prizes may be reduced or retained by R6TM and will be redistributed accordingly to the remaining hubs.

## 6.3. Withdrawal of Prize Money

As long as the prize money for any R6TM event has not been paid out, R6TM reserves the right to cancel any pending payment if any evidence of fraud or foul play is discovered.

## 6.4. Transfer of Prize Money

Prize money will be paid to a single individual. No funds will be paid to a different individual, entity, or organization.

## 7. Other

### 7.1. Unsportsmanlike Behaviour

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished accordingly due to the situation. R6TM may assign penalties for not explicitly listed types of unsportsmanlike behaviour found in this rulebook.

### 7.2. Misconduct

The attempt to mislead admins or other players, using false information, or in any other way deceive other participants will be punished via temporary or permanent ban.

### 7.3. Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game are punishable through our Conduct Guide and could result in a cancellation of matches. Furthermore, it is up to the R6TM Staff discretion whether or not the use of said bugs had an effect on the match, and whether or not a forced rematch should occur. In extreme cases, the penalty for abusing bugs may be even result in a permanent ban. Anything that is regarded as a glitch or bug is not allowed. R6TM follows current approved glitches/bugs presented by Ubisoft, but has the authority to approve new bugs deemed to give an unfair advantage to a team.

#### 7.4. Age Restrictions

Complying with FACEIT's terms and conditions, the services provided by R6TM on the FACEIT client are intended solely for users who are 13 years of age and older. Anyone found to be underaged will be subjected to FACEIT's terms and conditions. The R6TM Invite Hubs are strictly for users aged 16 and above.

#### 7.5. Cheating

Examples of cheating include: Multi-hacks, Wallhack, Aimbot, Colored Models, No-Recoil, Macros, No-Flash and Sound changes. Any cheating will be dealt with via an immediate permanent ban.

### 8. R6TM Specific Information

#### 8.1. Season Format

At the beginning of every new season, leaderboards are wiped across every Hub. Players in the Main Hub are left to climb up to Invite until it is decided when there will be a reset by TM management.

#### 8.2. Hub Specific Rules

Invite Hub requirements: Age 16 and above. Current Pro League status or Challenger League is required, exceptions will be made at the discretion of the given Regional Manager.

Main requirements: Player has to reach level 4 in order to apply, but is not guaranteed acceptance if the reviewing General Managers deem the player would not prosper in or enhance the competitive environment. On the occasion that a player's Main application is denied upon reaching level 5 they will auto-placed into Main. **No person is guaranteed acceptance** to main or invite regardless of their rank, R6TM elo, previous competitive experience, etc. Players are chosen who have proven they will enhance the competitive environment, and properly communicate and handle themselves. R6TM staff have the discretion to remove any player from a Hub that has proven they cannot keep up with the competitive environment (this includes an obscenely low and consistent k/d [bad games happen but, consistent bad games is an issue], knowing, but withholding calls and locations, etc). If removed for skill degradation a player will receive a 6 month cooldown (FACEIT regulation) until they can reapply.

#### 8.3. R6TM Officials

Each player or team can contact the following officials for help with disputes or any issues within the client itself. Do not contact staff regarding player reports, follow the proper conduct. *See 5.5.2.*

- **Senior Admins & Admins**  
As listed on Discord
- **General Managers**  
North America (NA) -  
RadioactiveRenegade,  
Vespasian, Solandro  
Europe (EU) -  
DatGuyJesus, S4i, Medicz  
Australia and New Zealand (ANZ) -  
Yahtzeei
- **Regional Managers**  
North America (NA) - Phoebis  
Europe (EU) - Unreal  
Asia (ASIA) - Nvendr and Dia  
Australia and New Zealand (ANZ) - Devmarta  
Latin America (LATAM) - Paam
- **CAO**  
Frostburn
- **COO**  
Sua
- **CEO**  
KiXSTAR

#### 8.4. Punishments

Possible R6TM punishments involve a warning, a suspension which prevents you from participating in R6TM play for a set amount of time, and permanent bans.

These punishments will be issued at the discretion of R6TM Staff and may follow any progression of punishment depending on the severity of the infraction.

#### 8.5. Country Restrictions

R6TM currently supports all countries within the North American (NA), European (EU), Asian (ASIA) and Australia/New Zealand (ANZ) regions.



