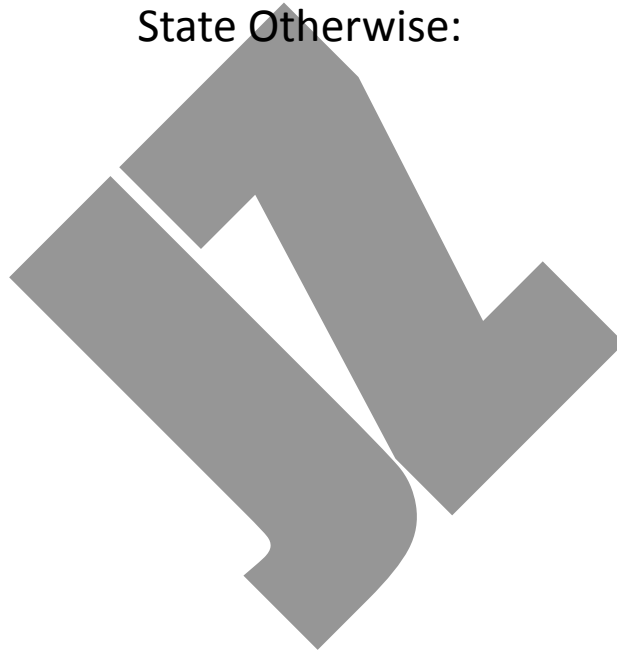# JZ professional GAME RULES

JZGame Rule Book Governing ALL GAMES Unless Specific Rules State Otherwise:

Updated 26th of July 2022

1 JZRules – Introduction

The organiser reserves the right to change the rules or close the league at any point in time. If the rulebook does not contain the necessary guidelines to support an admin decision, JZreserves the right to pass decisions which may go against the rulebook in order to maintain integrity and fairness of the league. All changes have been shown in pink and any revisments have been bolded and highlighted in green

Players are responsible for being aware of, and following all rules of JZ. Any player that has a ban on their main account will need to state in team chat that they are using an ALT/DIFFERENT Account. This would be preferably done during the transfer window but obviously if it can't be done due to the time of the ban an exception will be made.

2 Prerequisites

By playing in or being a member of JZyou agree to all of the rules defined within this document and rulebooks specific to events you may compete in. JZis based in the UK and all times published are in GMT/BST. As most teams are uk based presume times are referred to either gmt or bst for those who are unaware the uk is currently bst at the time of writing this. (26th of july).

2.1 Broadcasting and Livestreams

Restreaming competitive games (streaming an official event livestream on another channel) is only allowed with a league admin agreement. Please do this via #create-a-ticket in the discord server.

Players are not allowed to livestream their games from their PoV unless stated/asked otherwise. Only the host/caster can livestream the game. This allows each game to maintain competitive integrity and reduce stream sniping risks. If players do stream their games they risk penalty points.

2.2 Communication

All communication with the admins is expected to be in English.

2.3 Player Equipment and Technology

All teams and players are responsible for their own network/internet connections and technical equipment to play the game. Attempting to interfere with the connection, such as throttling the bandwidth, is against the rules. Abusing any such methods can result in disqualification or bans.

There is a maximum ping of one hundred (100) allowed during games. If an Opponent has a ping of over one hundred (100), Players must submit three (3) screenshots taken in three (3) different rounds during gameplay in a ticket in the JZDiscord server during the game.

If teams or players have issues with their equipment or internet connection this will not be used as a valid reason to postpone a game.

This does not include na teams hosted on eu servers

3 Players/Teams

3.1 Player Transfer Window

JZhas limited player transfer windows. To change the team roster, the Team Rep must submit the full roster in the team channel Transfer windows will be every 2 weeks, the transfer period will open first thing on a friday and will close at 9pm on a sunday evening. Transfers will not go into affect until the next game week on monday, Each team will be limited to 1 esub each week, to be told to admins in advance

The schedule for transfers will be :

Week 2

Week 4

Week 6

Week 8

NOTE: Players cannot be on two (2) rosters at the same time.

NOTE: You cannot have an esubs that is a player on another roster.

4 JZFormat

4.1 League Stage

Season 2 will contain 10 teams. Each team will be placed into a single bracket then they will play a round robin format playing every other team before playoffs.

I.e 9 play days from 11th of july

Games will be best of 1 map with overtime enabled. Points will be awarded at the end of the game for the following results:

If the match completes during regulation

- 3 points – The team that wins the map
- 0 points – The team that loses the map

If the match completes during overtime

- 2 points – The team that wins the map
- 1 points – The team that loses the map

Minus 1 point for a team who ffs (tbc)

4.2 Playoffs

The top 4 teams with the most points at the end of the season advance to the Finals

5 Game Rules

5. 5 Game Version

All games played as a part of the league will use the latest version of Rainbow Six Siege. All players are responsible for keeping their game up to date.

5.6 Server Settings

All games should be played with the following settings:

- Server Type: Dedicated Server
- HUD Settings: Pro League

5.7 Match Settings

- Number of Bans: 4
- Ban Timer: 20
- 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 Type Rotation: Rounds Played
- Individual attacker spawn: On
- Pick Phase Timer: 15
- Operator HP: 100
- Friendly fire damage: 100
- Reverse friendly fire: Off
- Injured: 20
- Sprint: On

- Lean: On
- Death Duration: 2
- Death replay: Off

- Match replay: on

5.8 Game Mode & Settings

- Game Mode: Bomb
- Plant Duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Defuse Carrier Selection: On
- Prep Phase Duration: 45
- Action Phase Duration: 180

6 Maps Seasonal Operator and Map Rules

6.1 Unallowed Operators

All operators are now allowed in regulation with the R6 esports rules

6.2 Map Pool

A minimum of 1 map from the following pool must be chosen to play in league games:

- Bank
- Chalet
- Club House
- Kafe
- Oregon
- Villa

- Theme

- Sky

- border

6.3 Map Selection Process

In a Best of 1, the selection process will be as follows:

Both teams get 4 bans until one map remains.

In a best of 3, the selection process will be as follows:

ban , ban , pick , pick , ban , ban , ban , ban , decider.

7 Game Procedure

7.1 Tactical Timeouts

JZallow teams to use tactical timeouts. Each team can call one (1) timeout once per map. The timeout will last for one (1) minute.

To call a timeout, the team requesting it must post a message in the game channel before the end of the round and @ the caster or whoever is host. While doing so when the round ends, the timer between rounds will be paused for 1 minute during the pick phase. After 1 minute has expired, the timer will be restarted with no notification to the teams.

7.2 Game Timers

All players must be in the server ready to play at the game start time. If a team does not have all players in the lobby ready to play by 10 minutes past the game start time, the team may REQUEST A forfeit VIA A TICKET (unless a delay has been agreed with admins beforehand).

During a rehost for any reason, all players must return to the server within 5 minutes of the invites to the new server being sent. A message will be sent in the game channel when the invites are sent. This will timestamp when the 5 minute timer begins. If all players in a team are not back within the 5 minute timer they will forfeit the game.

During a pause due to a player drop, the player must return within 5 minutes of the pause start. After 5 minutes the game will automatically start and the game will play on.

In games with more than 1 map being played, there will be a break in between each map. The break length will be as follows:

1. Between map 1 and map 2: 5 minutes
2. Between map 2 and map 3: 5 minutes

Please do not leave the lobby and be ready to play. after this time allocation has passed it may result in a forfeit of the game unless additional time has been permitted by league admin.

NOTE: To avoid issues with getting back into a game lobby, players are advised to remain in the lobby at all times. There is no need to leave a game lobby unless the player needs to restart their game.

7.3 Game Interruption

NOTE: A pause counts as a rehost and will be referred to as a rehost for the rest of the document.

If a game is accidentally interrupted for any reason (for example a player crash, server crash, network cuts) the admin may decide to resume the game to a round before the issue was present to ensure the competitive integrity of the game. Rehosts can be done until 30 seconds into the action phase as long as no players have been killed.

All members of the team calling the rehost have to leave the game before the first 30 seconds of the action phase passes. They must NOT abandon the game so that they can rejoin the same server.

A rehost does not have to be confirmed by the opponent.

If a team leaves the game because of a support ticket, this will not count as a rehost.

Admins may decide that multiple rehosts are appropriate depending on the circumstances e.g Ubisoft Servers have issues. If a game is interrupted then it should be continued where it left off at the start of the rehost.

If a round is to be replayed due to a rehost, players must choose the same operators, same bombsites and the same equipment. If a round is in the action phase when a rehost is called, attackers must start the action phase with the same attackers in the first round played after the rehost. The number of authorised rehosts are; one (1) per team, per map.

If a player drops out of the lobby between rounds, the caster/host may choose to pause the game timer to find out what has happened and if the player will return to finish the game. If the team wants to wait for the player to rejoin, this will count as the single rehost for the team. If the team rep does not respond, it will count as a rehost which will be confirmed in the game channel.

Once a team's single rehost is used, the team will not get the opportunity to rehost again should a player drop out again during the same map.

Note: The term rehost is used but depending on circumstances the pause function may be used instead.

7.4 Map bans

Once Team A has started bans Team B is expected to ban within 12 hour after this. If the bans are not done within an hour and 45 minutes before your game Team A is allowed to choose the map if there is no response at least 45 minutes before your game then teams are allowed to protest (we dont think this is unfair because you are messing around with the other teams schedule but we'd also like to keep all games played)

7.5 Game extensions

If both teams cant make it due to whatever reason we will allow an extension of 3 days after that game week is done (this has to be told a day in advance) (meaning it will go into the next game week meaning you will have two (2) games that week.)

To keep the game weeks as short as posible for all teams, teams will not be allowed multiple game extensions in a row this will be to keep the game "weeks" in balance and kept to a week (this is to also keep the structure integrity of the game weeks)

8 Rules and Violations

8.1 Forbidden in-game actions

Any actions that result in an unfair advantage are illegal. This includes script, bug and glitch use of any kind. If a team is using any bug or glitch in a game it will result in a round loss in the round the bug or glitch was used. A second violation of this rule will result in the team forfeiting the map.

8.2 Sanctions

Issues during a game must be reported right away and can not be reported after the game as this constitutes acceptance of the issue by the opposing team. A player may be cautioned and receive a ban if they commit any of the following offences:

- Refuses to follow Competition Coordinators instructions.
- Shows dissent by word or action towards other players.
- Uses insulting language and/or gestures towards other players.
- Excessive unsporting behaviour in a game.
- Griefing/Trolling
- Ghosting
- Spamming
- Mislead or dupe any Competition Coordinator

8. 3 Unallowed Operators

Operators that are unallowed to play either due to the evaluation period of operators or known breaking bugs are prohibited to use in the action phase of a game.

If an unallowed operator is selected the operator must be teamkilled before the first 30 seconds of the action phase. The player using the unallowed operator must not carry out any action that impacts the round or use the operator's (including secondary gadget).

If any action is carried out and the operator remains in play, the round would result in a loss for the team playing the unallowed operator. If both teams play an unallowed operator, the round will get replayed.

Unallowed operator use will be monitored by league admins/casters.

8.4 Unallowed Cosmetics

Cosmetics that are listed here are prohibited to use during games:

- Outbreak collection
- Wind Bastion bundle (all operators up to Nomad and Kaid)
- Blood Orchid bundle (all operators up to Ying and Lesion)
- Ember Rise bundle (all operators up to Amaru and Goyo)
- Seared Flats bundle (Burning Silt for Buck and Frost)
- Satellite bundle (Virtual Abyss for Hibana and Echo)
- Wanderer bundle (Ash Sterile Soil)
- Desolate bundle (Tumbleweed for all GSG9)
- Shadow Legacy uniforms (all operators up to Zero)
- Twitch and Valkyrie Elite
- White Birch (Mozzie & Gridlock)
- North Star bundle (all operators up to Thunderbird)

Images of the above cosmetics can be found in the Banned Uniform Images section.

If a player selects an unallowed cosmetic that is currently unallowed the league admins should be notified through a support ticket.

If an unallowed cosmetic is used the player must be teamkilled. The player using the unallowed cosmetic must not carry out any action that impacts the round or use the operator's (including secondary gadget).

If any action is carried out and the player remains in play, the round would result in a loss for the team playing the unallowed cosmetic. If both teams play an unallowed cosmetic, the round will get replayed.

Teams are responsible for reporting the use of unallowed cosmetics. Admins/casters will not take action if an unallowed cosmetic is not protested.

8. 5 Rule Violation Protest Process

If you find a player/team breaking rules during the game, a support ticket (protest) must be raised immediately before the next round starts. Include all possible evidence such as screenshots or video showing the violation. Evidence should show the player name where possible.

Violations are not stackable. If you see an unbanned cosmetic for 3 rounds for example, the protest will only count for the last round played before the protest is raised.

Teams are responsible for reporting the use of bugs, glitches or unallowed cosmetics.

Protests raised after the game must have the appropriate evidence (screenshot, game clips for example) and league staff will make a decision on how to proceed.

Note: protests logged after a game are unlikely to see the game result adjusted. However, if the team that is protested is found to be in breach of rules, this may affect their status going into further games within the league (reduction in points, player bans and so on at the league staff's discretion).

ALL PROTESTS MUST BE IN A TICKET DUE TO THE BACKLOG OF MESSAGES IN CHATS IT MAKES IT EASIER FOR EVERYONE

9 Cheating

See the Penalties section for further details on repercussions for cheating.

A team will be issued with a forfeited loss if any of their players are found to be doing the following in a game:

1. Using a mouse and keyboard via a third-party device to play the game
2. The use of third-party software or hardware that enables performance not possible under normal circumstances or an unfair advantage over other players.
3. Using any form of macros (rapid fire, recoil control and so on).
4. Watching the livestream of the game they are playing and acting on information seen on the stream (streamsniping).
5. Acting on information given to them by a third party watching the stream.
6. DDOS'ing the opposing team.
7. Conspiring with others to DDOS the other team.
8. Taking any action, or conspiring to take any action, that disrupts the opposing team or players ability to play the game within the expected performance parameters of the game as sold.

Note: Only the players playing the game should be in the team's party/team chat.

9.1 Mouse and Keyboard

ALL players are expected to use unmodified, licenced controllers only in controller only events. This includes default, Elite, Scuf and Razer controllers.

If there is any suspicion of mouse and keyboard/macros in one of our games we will handcam the player at the next opportunity. When handcammed, the player will be checked to see if there is a difference in playstyle, habits and anything else relevant. This will happen as often as it needs to until we are sure the player is playing legit when not being watched.

Handcams will be mandatory and unavoidable. Random handcams may be conducted at the discretion of JZto ensure fair play. If a handcam is deemed necessary, players will not be allowed to play any further games until it has been completed.

If there is a suspicion of mouse and keyboard being used during a game early enough, the game will be paused and the suspected team or player will have 3 options:

1. Setting up a discord call between admin and player with the player broadcasting video of their hands using a controller to play the game. The player must not leave the game lobby while this is setup. The player will need to show their screen at the start of the cam to show the player in the Discord call is the player in the game.
2. In a team game, play the rest of the game 1 player down with the ability to bring in a legal sub at the next allowed opportunity.
3. Forfeit the game

If for any reason the player cannot or will not stream themselves using a controller the suspected team/player will need to choose between option 2 and 3.

9.2 Handcam Process

The process for a handcam is as follows:

1. The player being handcammed will be asked to join a handcam channel in the JZDiscord server before the match starts (about 5 minutes before).
2. The player will need to show their screen so the admin can see that the player in the handcam channel is the player in the game. They will be asked to show the gamertag in the game using the in-game menu.
3. The player then needs to show that there are no third party cheat devices connected to the Xbox. External hard drives are fine.
4. The player then needs to position the camera to just show the hands on the controller during gameplay.

We are not interested in seeing the players' faces or surroundings. We just want to see the screen to confirm it's the right person, the xbox to show there are no cheat devices in use and the controller being used during gameplay.

9.3 If you suspect someone cheated in your game

If you are in your game and suspect the opposing team is cheating in some way, please report it via #create-a-ticket.

NOTE: Evidence MUST be provided. Action will not be taken based on someone saying "I know he is mnk because someone told me" or "I can hear his keyboard when I am in a party with him". Acceptable forms of evidence are:

1. A written statement from the player admitting to usage. This can be in a DM, a Twitter post or something similar.
2. A clip of the player performing actions/movements that look strongly like mouse and keyboard usage.

Evidence shared will be made available to the accused player on request.

9.4 Collusion/Game-Fixing

Any form of collusion or game-fixing in order to manipulate the results in JZwill not be taken lightly. This includes deliberate "throws" to force the position of another team/player in the standings.

In addition, JZis expected to remain competitive. Although there will be times where a game does not mean anything for one or both of the teams/players playing, games should not become meme matches.

9.5 How to Report Cheating or Breaches of Conduct

Take clips from the stream or gather any other firm evidence available and share with JZadmins using the #create-a-ticket channel in the JZDiscord for investigation. Or alternatively you can dm TaZeRGaMeR#9031 on discord if it involves one of the JZadmins.

9.6 Toxic behaviour

JZwill not stand any toxic behaviour in or out of chats timeouts or bans (not limited to) will be sanctioned if any player is toxic in any form towards another player or staff (in recent a case we have had previous staff as players be toxic towards other players we do not take this action lightly and have removed the player from the staff team)

10 Penalties

10.1 Mouse & Keyboard and Macros

In JZ, mouse and keyboard use is a clear breach of rules which will result in an instant ban for 3 months

Note: If you use xim in a scrim against a team competing in our league we have the right to punish you

10.2 DDOS

Instant lifetime ban

10.3 Other Cheating and Code of Conduct Breaches

Cheating includes the following but is not limited to:

1. Playing on an account that is not owned by the player
2. Stream sniping/taking information from someone in the stream to get an in-game advantage
3. Conspiring to cheat with others

First offence - warning

First offence After warning – 2 game ban starting from the next game your team is due to play

Second offence – 4 game ban.

Third offence - Full season ban or until the end of the following season depending on when the offence occurs.

Fourth offence – Life ban

Note: JZAdmins will take action on a case by case basis. These penalties are not fixed it will depend on the severity of the offence and all evidence will be taken into consideration to help. JZdo not want to stop people from playing but if you break the rules its your own fault.

NOTE: In the case of account switching, the team rep will also go through the penalty system as they had to be involved in the rule breach. A strike will also go against the team and risk removal from the league.

Note: If you have been caught cheating or breaching the code of conduct before joining a JZteam you will start with a warning instead of a 2 game ban. However, an offence after joining a team in the leagues while on a warning will count as the second offence.

The offence tracks are NOT split into separate tracks. For example, if a player's first offence is cheating and is then found to be in breach of the CoC at a later date, that will be classed as the second offence.

10.4 forfits

Full disqualification after 3 ffs, once disqualified all other teams will get a ff win and 3 points, even if the DQ team previously beat them.

11 Legal

JZ prizes will be delivered to the player, team rep (or other parties designated by the team rep) via PAYPAL OR BANK TRANSFER (BANK TRANSFER WILL BE FOR UK PLAYERS ONLY).
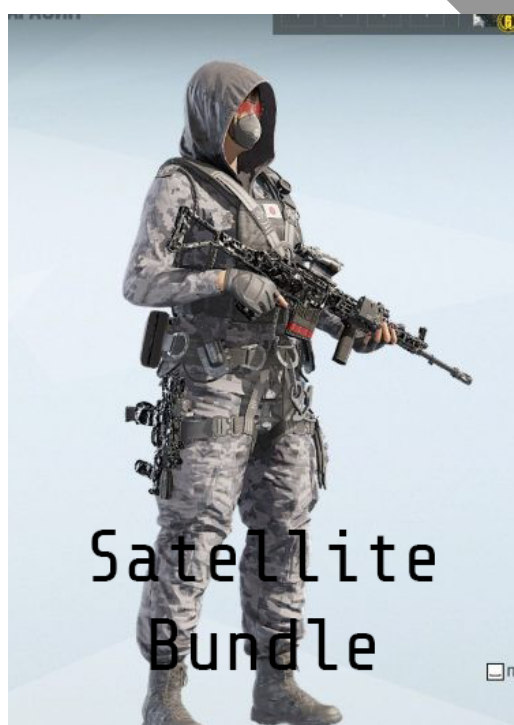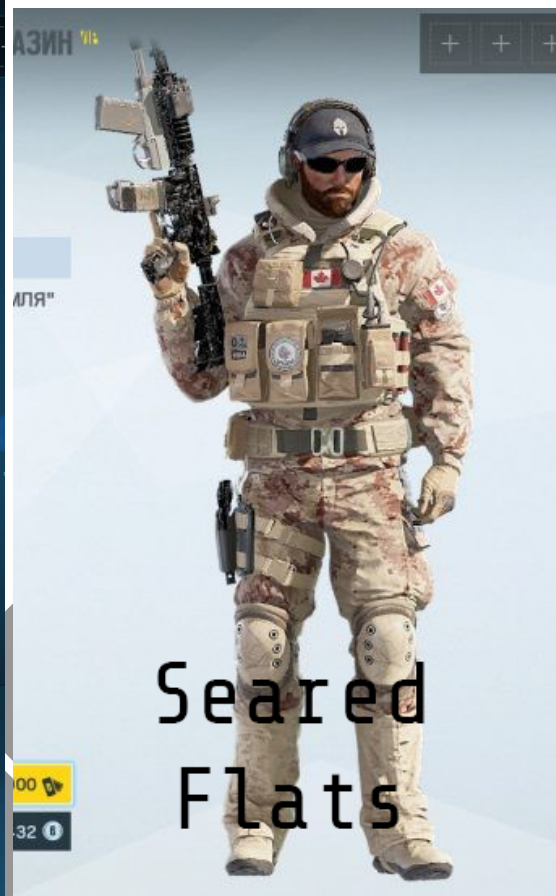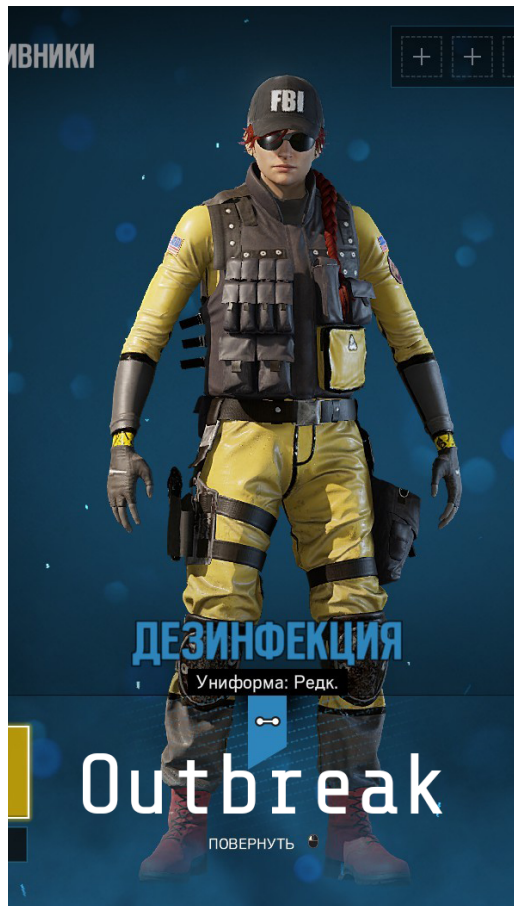
11.1 Finality of Decision Making

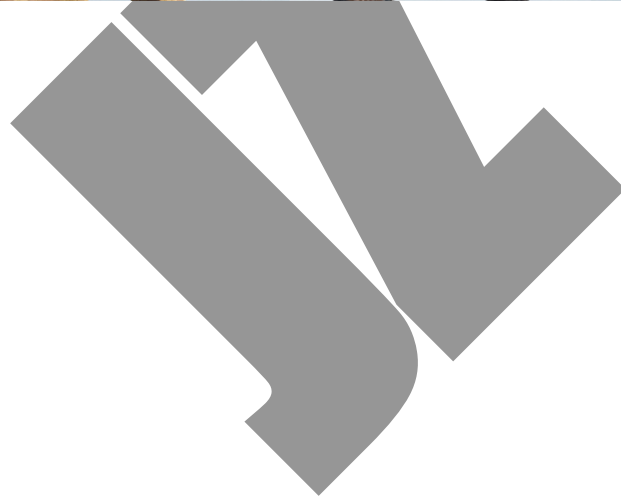JZADMINS reserves the right to make all final decisions regarding JZ matters.
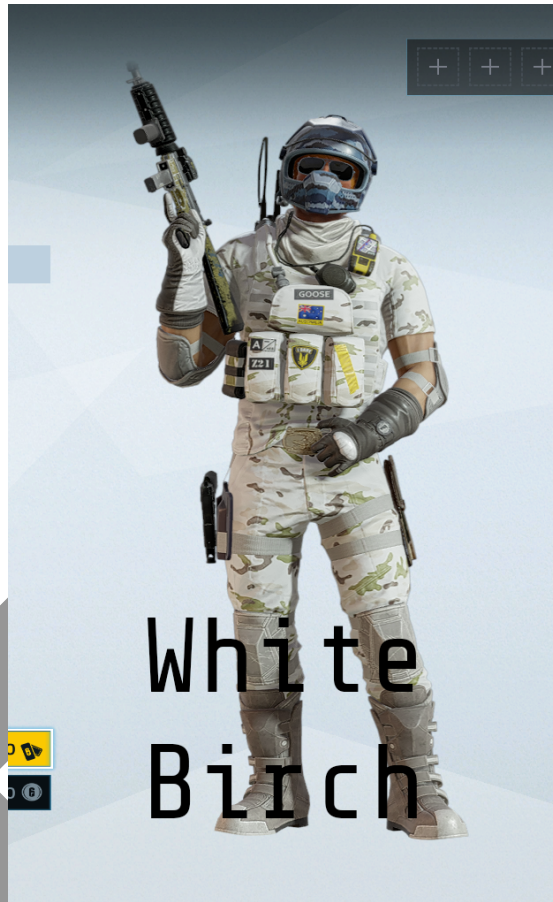
12 Banned Uniform Images

Blood Orchid

SWITCH VIEW   ROTATE ®

Ember Rise

North Star

ДЕЗИНФЕКЦИЯ

Униформа: Редк.

Outbreak

ПОВЕРНУТЬ

ИЛЯ"

00

32

Seared
Flats

Satellite
Bundle

CY

LEGACY BUNDLE

Y5S3

Shadow
Legacy

12500

300

Wind Bastion Bundle

Twitch
Elite

Valkyrie
Elite

Wanderer Bundle

White Birch