

KANINE LEAGUE Rulebook



Rainbow Six Siege Rules

We reserve the right to change any of the rules over the upcoming weeks. The rules must be followed and players that have bans cannot play. This is bans from Rainbow Six Siege themselves or from Kanine league with evidence.

1. Server Locations

All teams and players are responsible for their own network and internet connections and technical equipment to play the matches. Attempting to interfere with the connection, such as throttling the bandwidth of a PC is against the rules. Abusing any such methods can result in disqualification or bans. The default server locations for each specific region are as follows:

2. Europe: EU

Players must be located in one (1) of these countries in order to participate:

Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom and Vatican City.

Operators

All operators can be played.

Server Settings

All matches should be played with the following settings:

Hud Settings: Pro League

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

Pick Phase Timer: 15

Damage handicap: 100

Friendly fire damage: 100

Injured: 20

Sprint: On

Lean: On

Death replay: Off

Plant Duration - 7

Defuse Duration - 7

Fuse Time - 45

Defuse Carrier Selection - On

Prep Phase Duration - 45

Action Phase Duration - 18

Maps

- Bank
- Oregon
- Kafe Dostoyevsky
- Club House
- Villa
- Chalet
- Border
- Skyscraper
- Theme Park

Map bans

Please use the link below to complete map bans:

<https://www.mapban.gg/en/ban/r6s/competitive>

Cosmetics

The only cosmetics allowed are **Pro league skins and Default ones only**.

If any player of a team will select a cosmetic that is currently listed as banned the tournament administration should be notified through a support ticket with a clear screenshot with the ineligible cosmetic with the player name visible before the start of the next round in order to be eligible to create a support ticket for it. The team that reports an opponent using a cosmetic that is currently listed as banned must provide the necessary evidence to identify the breach of rules.

They will lose the round and the point will be given to the opposing team.

Sanctions

Issues during a match from the beginning of the match to the end must be reported right away and can not be reported after the fact as this constitutes acceptance of the issue by the opposing team. A player may be cautioned or receive a ban if he commits any of the following offences:

- Refuses to follow Admin instructions.
- Shows dissent by word or action towards other players.
- Uses insulting language and/or gestures towards other players.
- Is guilty of unsporting behaviour in a match.
- Griefing/Trolling
- Ghosting
- Spamming
- Mislead or dupe any Competition Coordinator
- Standing on a window ledge undetected
- Shield boosting on to non-visual window ledge
- Abuse of one way shooting mechanisms
- Glitching through walls, objects, surfaces etc at any moment
- Blocking window vaulting with a destructible shield
- Shooting through what non-destructible walls/floors/ceilings/objects
- Using a Mira shield to boost
- Placing a Valk camera in a place where it cannot be destroyed
- Placing a Maestros Evil Eye on Alibis decoy.
- Spawn killing any attackers within the first 2 seconds of action phase.
- Shooting through a gap between adjacent reinforcements.
- 5. Other

Anti-cheat

All players must use **Battleeye** and **MOSS**

Any players caught cheating will be placed with an automatic ban and their team shall be withdrawn from the tournament. We have a **Zero Tolerance** for cheaters. If you are caught using a different account then you and your team once again will be banned from competing in any Kanine League seasons.

Maximum Ping

There is a maximum ping of one hundred and twenty (120) during matches. If an Opponent has a ping of over one hundred (120), Players must submit three (3) screenshots taken in three (3) different rounds during the action phase to the admins after the match

Player Transfers

Players must let any staff members know of changes 3 hours before the game. Any changes afterwards will not be registered. Failure to comply will lead to forfeits and potentially bans.

Player Streaming

Teams stream at their own risk however we still have a 0 stream sniping policy. Please leave a delay in the stream as that could counter stream sniping. Any player found stream sniping will receive warnings and bans.

Decision Making

Admins and Staff reserve the right to make all final decisions regarding Tournament matters. Please do not argue with them and respect their decision. We aim to have a positive community, let's respect everyone and the decisions that are made.

Many thanks

Kanine League.