

A stylized flame logo consisting of three overlapping, teardrop-shaped elements. The central element is a vibrant orange-red, while the two flanking elements are a light, muted grey. The shapes are layered, with the orange-red one in the foreground.

FireLeague Rulebook
Rainbow Six: Siege on consoles
Season 2

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*Changes to this rulebook are marked using coloring. Deleted rules are marked **red**, additions or changes in **blue**. A summary of the changes including their date is available at the bottom of the rulebook.*

1 General statements

1.1 Organizer: FearNixx UG (haftungsbeschränkt)

This tournament, league or event is organized by German company “FearNixx UG (haftungsbeschränkt)” (for short “FearNixx” in the following).

Legal information is available at <https://fearnixx.de/impressum>.

1.2 Privacy and data protection

More information on privacy and data protection at FearNixx is available at <https://fearnixx.de/datenschutz>.

Since the tournament takes place on the Opportunity League platform, please also note their privacy and data protection statements at: <https://www.opleague.pro/legal/privacy>

1.3 Plattform: OPL

1.3.1 Disclaimer

The FireLeague is solely organized by FearNixx. The OPL (<https://opleague.pro>) is only the platform provider for this event. All responsibility for the FireLeague is with FearNixx.

1.3.2 OPL specific regulations

The OPL rulebook is not applied to the FireLeague and OPL admins have no authority over it, unless specifically instructed by FearNixx.

However, platform regulations like the [OPL ToS](#) are untouched by this rule.

1.3.3 Minimum age and its enforcement

We enforce a minimum age according to the German USK-16 rating. For this, we postulate that the appropriate age restriction has been enforced upon purchase of the game.

This age restriction also applies to participants in the FireLeague. Participation of players under the age of 16 is not allowed.

1.4 Prizes

Participants of the FireLeague can win cash- and non-cash prizes. The distribution of the prize pool is listed on the OPL tournament page.

Prizes are always won by the team, not individual players. They are handed out to a team representative (either from the team or their organization). Distribution of the prize to the actual players is the responsibility of that representative.

Hand-out of the prizes takes place after the tournament and should not happen later than 48 hours after the final match has concluded. Please privately contact our CEO Alexander Schmid over at Discord (TaganFreez#0735).

Cash-prizes are paid using [PayPal](#) or cash transfer. (Please note that international transfers can include long wait-times. We recommend using PayPal.)

Non-cash prizes are shipped within the next three (German) workdays after the conclusion of the tournament (but delivery times may vary drastically depending on the destination). Individualized non-cash prizes take longer to produce and are excluded from this rule.

FearNixx prefers the team representative to be of legal age (18 years for most countries). Should the representative not meet this requirement, additional signage of their parents (or corresponding legal representative) is required.

1.5 Support

1.5.1 What we offer support for

FearNixx offers assistance with sign-ups to the event and the organization of matches.

We do not offer support or liability for players' ability to participate in the tournament. That includes but is not limited to: installation or configuration of the game, setup of dedicated servers, installation or configuration of the anticheat-applications in use. Players are responsible for their hard- and software. (See [3.3 Hard- & Softwarerequirements](#))

1.5.1 OPL support tickets

Support is available through OPL support tickets (<https://www.opleague.pro/supportticket>). Make sure to correctly select "FearNixx UG" in the "Organizer" field and a fitting category for the support request.

1.5.2 Support via. FireLeague Discord

All participants can receive support through the official FireLeague Discord server (Invite: <https://discord.gg/d35EVs3g3Z>) by contacting FireLeague admins.

If you can't see the corresponding section of the server, please ask for the FireLeague participation role and send your support request after that role has been granted.

Please note: The Discord section is not available during the qualifiers and new support requests should tag the "@Admin" role!

1.6 General definitions

- **FearNixx / Admin:** Means the leadership and admin team of FearNixx UG (haftungsbeschränkt)
- **FireLeague / Season:** Is the timespan from the start of the first qualification tournament to the end of the last match in the playoffs.
- **Qualifier:** Is the timespan from the first match of the first qualification tournament until the last match of the last qualification tournament.
- **Division:** The divisions 1,2 are made up of 8 teams each, who compete in their respective division for points.
- **running league:** Means the time from playday 1 to 14 (including all overtime-days) of the three divisions during which the teams play against each other.
- **Relegations:** The tournament in which 6 teams from all divisions play for 2 spots in the playoffs.
- **Playoffs:** The final tournament in which the 3 best teams compete for winning the prizes of the FireLeague.

1.7 Changes to this rulebook during the event

FearNixx may change this rulebook at any time for clarification purposes or additions to existing rules. Changes to the rulebook are made clear using a colored highlight and an editorial note at [9 Changes to this rulebook](#).

Changes to the map pool, banned operators, allowed cosmetics, and other disallowed game content are restricted to specific points in time during the FireLeague. This is to allow an even playfield for all teams between each of the changes.

- Between the last qualification tournament and play day 1 of the running league.
- Between the playdays 7 and 8 of the running league (The first overtime play day belongs to the first seven play days. Therefore, the changes do not apply until the start of play day 8.)
- Between the relegation tournament and the playoffs.

1.8 “Extraordinary circumstances” not addressed in the rulebook

In situations where this rulebook does not clearly define a rule to follow (or the rule does not clearly apply), the final decision on further action is up to FearNixx.

In these situations, FearNixx may change existing rules to more closely address the situation at hand. These changes may be announced in Discord or the match chat and are just as binding as this rule book.

2 Appearance and behavior

2.1 General conversation tone

The FireLeague wants to promote fair, professional, forthcoming, and open conversations in the spirit of competitive eSports.

We expect players to abide by this rule and act accordingly when participating in the FireLeague.

This is not limited to conversations during matches or with the FireLeague staff but specifically includes our partners and behavior towards the general public.

2.2 Behavior during the FireLeague

2.2.1 Binding agreements on the Discord server

Agreements which are formed on the FireLeague discord are just as binding as if they would've been documented in the OPL match chat. This specifically includes agreements to changes to the match time, tolerance agreements about restricted players and similar agreements.

This does not apply to match protests which always need to be documented in the match chat.

Please take note of [2.2.2 Manipulative agreements](#) at this point.

2.2.2 Manipulative agreements

All agreements in violation of the rulebook are not allowed and automatically void. This includes but is not limited to agreements regarding the final result of a match.

Teams making such agreements will be disqualified from the respective match (even after the fact) and receive a yellow-card warning. In particularly egregious cases, they may be disqualified from the FireLeague altogether. Players making such agreements on their own will not receive less than two yellow-card warnings and may also be expelled from the league.

FearNixx may make corrections to the results of the affected matches which may alter the course of the FireLeague.

2.2.3 Unsportsmanlike behavior

Sportsmanlike behavior is mandatory for all FireLeague players, especially between each other. This is not limited to the in-game realm.

Unsportsmanlike behavior may be punished by yellow-card warnings or even disqualification from the FireLeague for the players at fault. Non-tolerated behavior includes but is not limited to:

- Discrimination based on gender, sex, race, ethnicity, etc.
- Spreading of lies and mis rumors about players, teams and organisations
- Hate speech / foul speech
- Unnecessary provocations (for example, tea-bagging)
- Spoilers
(Matches are streamed with a delay to prevent stream-sniping mid-rounds. Please allow our viewers to enjoy your games by not spoiling moments of the match. This includes suddenly showing up in the stream chat when match-points are still playing on stream.)
- Violations of respectful behavior guidelines

2.3 Behavior outside of the FireLeague

Our behavioral guidelines do not end after a match has completed. They are meant to foster an enjoyable community around the FireLeague and extend to the interactions between all involved parties and the general public.

Any illicit behavior related to the FireLeague and brought to our attention may be punished at the discretion of FearNixx and this rulebook. In particular, this rule is directed towards players appearances on:

- the OPL platform
- FireLeague and OPL Discord servers
- Twitch chats on FearNixx's or other FireLeague-streaming channels
- in-game chats (including scrims, ranked games, etc.)
- appearances on social media

2.4 Publication of league internal communication

All communication that is not technically public, is to be considered confidential and private. Publication of, for example, OPL match comments, Discord chats (DMs and server messages), social media DMs, etc. is strictly forbidden.

Incursions against this rule may be punished by a red-card warning. Please also note [1.3.2 OPL specific regulations](#).

3 Duties of teams & players

3.1 Team registration

3.1.1 Team slots and their organization binding

Registration slots of teams are bound to their organization by default. Should the players leave the team or organization, the organization may appoint new players to the team within two weeks.

3.1.2 Players taking ownership of teams

Teams not associated with an organization or teams that have not been re-filled within the mentioned two weeks can be claimed by any of their former players. They can then be assigned to a new organization or be deemed orgless. In that case, the player will keep ownership of the slot until it is bound to an organization.

3.1.3 Automatic assignment of slots to organizations

As soon as an orgless team joins an organization, their team slot is automatically considered bound to that organization, regardless of what agreements the players and the new organization might have discussed.

3.1.4 Transitional phases when joining organizations

Within two weeks of an automatic binding to an organization, the players of that team can cut ties with the organization and still retain ownership of their slot.

This is based on the assumption that the adoption of the team was unsuccessful and the on-boarding process has been canceled prematurely.

3.1.5 Maximum amount of teams from one organization

Each organization may only place one team per division. Any promotion of teams to higher divisions is automatically suspended in case there already is another team from the same organization qualified for that division. The ascending team remains in their former division until the slot is freed up or any of the two teams is assigned to another organization. In this case, the ascension is re-assigned to the next-placed team of the division.

Qualifiers are not directly affected by this rule. An organization may register any amount of teams to the qualification tournaments. However, only one team per division may then go on to play in the running league.

3.1.6 Dissolving of teams

[3.1.1 Team slots and their organization binding](#) describes how organizations can partially or fully re-fill dissolved teams even while the event is ongoing. Any new players however still receive the normal play restrictions defined in [3.2.2 Spielerwechsel während der FireLeague / Transferphase](#).

When teams are not re-filled by their organization or claimed by one of their former players as an orgless team, the team is considered fully dissolved. That means all matches (played or pending) will be awarded to their competition as default-wins as if the team never participated in the first place.

The slot is then lost forever and is up for qualification in the next season. Such free slots from the divisions 1 and 2 will be filled from additional ascendants from the divisions 3 following their ranking.

3.2 Eligibility for play

3.2.1 Registration of players & teams

Only players registered to the team and showing as eligible for play on the OPL platform may participate in matches. This includes stand-in players.

Restricted players may be allowed to play in individual matches as long as they are still registered to the team and the competing team gives their written consent in the OPL match chat. Any such agreement does not extend to other matches even against the same competitor.

Should a team violate this rule and play with a restricted or non-registered player, the team and the player will be punished with a yellow-card warning.

3.2.2 Swapping players during the season / transfer phase

Participating teams may swap players during the season. Swapped-in players are restricted from participating for 4 play days. They can only participate with the aforementioned consent of the competing team.

Between the halves of the running league, there's a transfer phase. During this phase, all teams may designate two restricted players as immediately eligible for play. The players are then exempted from the 4-play-day restriction above. One additional restricted player may be assigned a reduced restriction. This player will then only be restricted from play for 2 play days.

The phase starts after the last match of the first overtime play-day has concluded and ends on the 8th play day of the division at exactly 17:00 'o clock (Europe/Berlin time).

3.2.3 OPL profiles

All players and teams must provide a truthful OPL profile. In particular, age, residency, and Ubisoft-Connect handle must be filed correctly. Each profile should also include at least one way to reliably contact the player / team.

All teams are required to announce name changes to the FearNixx staff so that we can update our records to reflect the change. Failing to announce name changes is punishable by a yellow-card warning.

3.2.4 Uplay ID / Ubisoft-Connect handle

All players must file their **active** Playstation / Xbox handle on their OPL profile in order to be allowed to participate. Only the filed account is allowed to be used when competing in FireLeague matches.

3.2.5 Minimum players for competition

Teams must participate with at least four players on match start. Restricted players that have been allowed to participate are included in this count. Any team unable to play with enough players will automatically lose the match in a default-win to their opponent.

3.3 Hard- & Software requirements

3.3.1 General requirements

Each player is responsible for their own hard- and software. They must ensure the game is playable (and recordable) when participating in a FireLeague match. The software configuration must be kept up to date (O.S. and security updates, game updates, driver updates, MOSS updates, etc.).

3.3.2 Ping limit

The ping limit for matches is 100 ms and must not be exceeded over a timespan of several minutes in total.

Any players regularly exceeding this limit must resolve this latency issue on their side. A re-host can be used for this. The opponent is responsible for noticing and calling out high ping times. They are allowed to file a protest or call out the offending player to resolve the issue but they may not abort the match on their own terms.

Should the offending player be unable to resolve the issue, they must leave the match.

3.3.3 Using bugs, glitches, or other exploits

Exploiting game bugs and glitches is considered an unfair advantage and not allowed. FearNixx has the sole discretion of deciding what action is considered exploitative and which is not.

Purposeful or involuntary usage of such bugs and glitches can be punished with the player receiving a yellow-card warning and the affected rounds being counted as a loss for the team of the offending player.

3.3.4 Cheating / Usage of banned hardware

All applications affecting the outcome of the match are forbidden when playing matches in the FireLeague. Examples of such applications are: macros, wallhacks, aimbots, and recoil-compensation apps/scripts. On consoles, this includes but is not limited to using mice, keyboards, rapid fire controllers, titan one adapters, and CronusMAX macros.

The usage of such tools will be severely punished with punishments ranging from a yellow-card warning to disqualification and a life-long ban from all FearNixx events.

The player's team may also be disqualified from the current event. Matches in which the player previously participated may be investigated and have their results adjusted afterwards.

The player may be banned from participating for the duration of such an investigation.

Any proof of cheating found will be forwarded to the OPL platform and Ubisoft for their own investigations.

3.3.5 (D)DoS attacks

DoS and DDoS attacks against players, teams, or FearNixx are considered cheating and will be punished the same way.

Additionally, these kinds of attacks are internationally banned by law and considered cyber crimes. Reports of such attacks can be forwarded for criminal investigation.

4 The course of a FireLeague season

4.1 Qualification

4.1.1 Course of qualification tournaments

Teams must qualify for participation in the league's divisions in the 8 qualification tournaments. These take place four weeks ahead of the running league. The exact dates are listed on the OPL tournament information pages of the respective tournaments. Typically, there are two qualifying tournaments per week.

In these tournaments, teams compete against each other for points with the 16 top teams qualifying for the FireLeague.

All qualifying teams will be contacted by FireLeague staff after the qualifications. Should a team not confirm their participation in the division, the next team moves one slot upwards with the last slot being filled by the first, normally not qualifying team from the qualifiers.

4.1.2 Registration & check-in for qualifiers

Each qualification tournament will be split into brackets with up to 8 teams competing in one bracket. The matches will commence at 19:00 'o clock (Europe/Berlin time) with changes to the timetable visible in the corresponding tournament description. Qualification matches cannot be rescheduled by the teams.

All qualification brackets are played using "single-elimination" mode using "best-of-1" matches.

4.1.3 Restrictions to qualification line-ups

Players from already qualified teams may not participate in qualifier tournaments. If they want to participate in the qualifiers, they must leave the team that is already qualified and are not allowed to rejoin or play for that team in the same season.

4.3 Running league

4.3.1 Course of the running league

After the qualifications have concluded, the running league starts with play day 1. The league is played in two halves, round-robin with each team facing each other two times. Once in the first half and once in the second.

Each match is played "best-of-1" with the winner gaining 3 points and the loser gaining no points. Ties are not possible. Should each team score at least 6 rounds, both teams are awarded 1 point each with the winner gaining 1 additional point for their victory.

4.3.2 First- & second half

As mentioned above, each team faces their opponents twice for a total of 14 play days. The first half begins with play day 1 and ends with play day 7 and the second half begins with play day 8 and ends with play day 14.

4.3.3 Play days

Each week, there are two play days in total, spread over the divisions as follows:

- Division 1 (console): tuesday
- Division 2 (console): thursday

Each play day starts with the first match at 18:00 'o clock (Europe/Berlin time). The other matches are automatically scheduled after one another.

4.3.4 Rescheduling games and overtime play days

For each half of the running league, there's one overtime play day. Each team may reschedule one match per half to the corresponding overtime play day without specifying any reason and without consent of their competitor. This option expires once the half of the league has been completed and rescheduling must be requested at least 24 hours ahead of the scheduled match time.

The first overtime play day is after play day 7:

Division 1 Tuesday, 05.09.2023
Division 2 Thursday, 07.09.2023

The second overtime play day is after play day 14:

Division 1 Tuesday, 31.10.2023
Division 2 Thursday, 02.11.2023

Teams must treat overtime play days as normal play days and keep themselves available for all of the time slots.

In addition to this rescheduling of matches, teams may request to swap their matches with another match on the same play day. The swap must be completed with all four affected teams agreeing at least 24 hours ahead of the earlier of the time slots.

4.3.5 Relegations

At the end of the running league, on 11.11.2023, there will be relegation matches to determine the participants of the playoffs.

The following four teams partake in the relegation matches:

- Places 3 and 4 from division 1
- Places 1 and 2 from division 2

The matches will be paired as follows with each winning team going on to participate in the playoffs.

- 3rd place of division 1 vs. 2nd place of division 2
- 4th place of division 1 vs. 1st place of division 2

The relegation and playoff brackets should be published to the OPL platform 24 hours ahead of the event respectively. All relegation matches are played single-elimination "best-of-3".

4.3.6 Playoffs

Playoffs are played from 24.11.2023 to 26.11.2023 in double-elimination "best-of-3" with four participating teams. The grand final is played "best-of-5".

The following teams participate in the playoffs:

- 1st & 2nd place from division 1
- the two winners from the relegation matches

The actual bracket is published at least 24 hours ahead of the playoff-start on the OPL tournament page and should look like this:

- 1st place division 1 vs. winner of 2nd relegation match
- 2nd place division 1 vs. winner of 1st relegation match

Important note: *Players may not be swapped between league, relegations, and playoffs. There's no exception to rule [3.2.2 Swapping players during the season / transfer phase](#).*

4.3.7 Ascension & descension

All divisions have ascension and descension spots. These are defined as follows:

- Places 1 - 6 of division 1 are automatically qualified for season 2 of FireLeague on console.
- Places 7 & 8 of division 1 descend to division 2.
- Places 1 & 2 of division 2 ascend to division 1.
- Places 3 & 4 of division 2 are automatically qualified for season 2 of FireLeague on console.
- Places 5 - 8 of division 2 drop out of the division.
Their slots are open for qualification using the qualifier tournaments.

5 General match rules

5.1 Definitions: Match / Map

The **Encounter** or **Match** is the uninterrupted “fight” of two teams within the event. One encounter encompasses one or more maps played.

The **Map** is defined by the map played in Rainbow Six Siege. The map ends with the results displayed by the game. A map may be paused by re-hosts or similar interruptions but is not concluded by them.

5.2 Map Pool

Only the following maps may be played:

- Bank
- Chalet
- Club House
- Kafe Dostoyevsky
- Oregon
- Villa
- Themepark
- Border
- Skyscraper

5.3 Game Settings

Playlist Type	Normal Mode
Server Type	Dedicated Server
Voice Chat	Team Only
Time of the Day	Day
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
Operator HP	100
Friendly Fire Damage	100
Reverse Friendly Fire	Off
Injured	20
Sprint	On
Lean	On
Death Duration	3
Death Replay	Off
Requests available per Team	1
Allow Requests From	Everyone
Timeout Duration	60
Game Mode	BOMB
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuse Carrier Selection	On
Preparation Phase Duration	45
Action Phase Duration	180

5.4 Wrong game settings

Incorrect game settings must be reported / protested by the third prep phase. After that, they are considered accepted by the competitor and may not be altered during the remainder of the map (even when a re-host occurs).

Should invalid map settings be agreed upon before starting the match, we consider them manipulative agreements and they may be punished according to [2.2.2 Manipulative agreements](#).

When incorrect game settings are reported on-time, the game must be re-hosted with corrected game settings. The current map score is reset and the map is started from the beginning.

When the hosting team or player refuses to fix the game settings, this map will be counted as a loss.

5.5 Allowed and disallowed game content

5.5.1 Banned operators

When some operators are banned, they will be listed in this place. Operators may be banned mid-season in these cases:

- Significant bugs or exploits arise that make the operator unplayable or too OP.
- When new operators are added to the game and they have not been officially recognized as allowed. (For example, on a regular rulebook update between the two halves of the running league.)

5.5.2 Allowed cosmetic game content

The following operator skins may be played in the FireLeague:

- Default Skin(s)
- Pro League Gold Skin(s)
- Pilot Program Skin(s)
- Kaid Six Major EU
- E-Sports All Region Set(s)
- R6 Share Skin(s)
- Skins from the eSports Packs

All other uniforms, head coverings, and gadget skins are not allowed to be used. Weapon skins and charms are unrestricted.

5.5.3 Punishments

Any player playing with banned operators or contraband gear must be team-killed by the begin of the action phase (for attacking teams) or by the begin of the prep phase (for defending teams). Gadgets of banned operators may not be used and must be destroyed.

Any round where the corresponding player is alive for more than 15 seconds or deals damage to an opponent must be considered lost by the player's team. The match must be re-hosted with an updated score.

Any protests made after the match will be addressed but may not alter the match result. The corresponding players will receive a yellow-card warning.

5.6 Spawnpeeks & -kills

Killing opponents within the first two seconds of the action phase is considered spawn-killing and is not allowed. Should defenders deal damage to attackers within this time frame, the round has to be considered lost by the defenders and must be re-hosted with an updated score.

5.7 In-game chat

The in-game chat should only be used for organizational communication like requesting a technical timeout or re-host.

We allow the following phrases:

- Good Luck (for short: GL)
- Have Fun (for short: HF)
- Good Game (for short: GG)
- Well Played (for short: WP)
- Rehost (for short: RH; for requesting the lobby to be re-created)
- Technical Timeout (for short: TechT; for pausing the lobby due to technical reasons)
- Tactical Timeout (for short: TacT and "Timeout")
 - *Deprecation warning! Our observers will no longer abide by these requests. Please use the native tactical timeout option available to each team in-game.*

Players using unallowed phrases or spamming the in-game chat may be punished with a yellow-card warning.

5.9 Match-termination

5.9.1 Termination because of absence

Teams will automatically lose (default-win) the match should they not be ready to play in the lobby within 10 minutes of the match start time scheduled on the OPL match page. The absent team will also receive a yellow-card warning.

Should a team cancel an encounter later than 16:00 'o clock (Europe/Berlin time) on the day of the match, this cancellation will also be considered a termination because of absence.

5.9.2 Match cancellation because of server issues

Should server issues prevent the start or orderly conclusion of the match, the teams must notify FearNixx about the issues and document the problems in the OPL match chat. FearNixx will decide on further actions.

5.9 Readiness indicator

Ahead of match start, all players must indicate their readiness status using the in-game readiness indicator. The opponent must be kept informed about any delays that might occur.

Within five minutes of the last player required for playing joined, all players should be ready. If that is still not the case, the host may start the game regardless. In case the ready team is not hosting the lobby, they may request the hosting player to start the match. Should the lobby continue waiting for more than 10 minutes without an answer, they may leave the match and file a match protest.

6 Course of a match

6.1 Map picks & bans

Map picks- and bans are performed through the OPL platform.

- BO1: In alternating fashion, each team bans one map until only one map is left.
- BO3: Maps are picked / banned in the following order with each team performing one action at a time: Ban (2x) - Pick (2x) - Ban (4x) - Decider
- BO5: Maps are picked / banned in the following order with each team performing one action at a time: Pick (2x) - Ban (2x) - Pick (2x) - Ban (2x) - Decider

The first (leftmost) team of the encounter always starts with the first pick / ban with the second team always picking the desired side on the decider map.

6.2 The hosting team

The first (leftmost) team of the encounter always takes care of hosting the lobby. They automatically become the blue team.

6.3 Host durch einen Observer

Some matches will be observed by FearNixx's or outside observers. They will be announce ahead of the match start in the OPL match chat. In such cases, the lobby will be opened by the observer.

The observer will invite at least one player per team and starts the match when all players are marked "ready".

If the match is being casted, the observer may withhold the match start until the cast is ready to start too.

6.4 Tactical timeouts

Both teams can request a tactical timeout ("TactT") once per map using the native pause request in-game. Tactical timeouts last for up to 60 seconds.

Repetition of previous note:

Observers are not responsible for invoking tactical timeouts.

6.5 Technical timeouts

Technical timeouts can be used for short interruptions of the map due to technical problems with the match. They must be requested by the teams using the in-game chat and thus are only available in matches where an observer is present.

Technical timeouts can be requested as often as they are required but may not exceed a total of 10 minutes time per map played. Each timeout must be documented in the OPL match chat upon request but at the latest, five minutes after the match has concluded. (Typically, you can do that while you're waiting for the affected player to re-join.)

Matches played without an observer can use re-hosts for tactical timeouts.

6.6 Breaks between maps

Between maps, teams can request breaks of 5 to 10 minutes. Longer breaks are only allowed if both teams and FearNixx staff agree to the break. These breaks must be documented in the OPL match chat.

FearNixx may also issue longer breaks e.g. when the match is being casted and a longer break is required.

For obvious reasons, this rule is only applicable when multiple maps are played in a single encounter.

6.7 Submitting proof of match result and other records

In addition to the already mentioned MOSS files, all matchups require proof of play so that the results can be verified. After each map and re-host, a screenshot is required to document the game scores. Should only one team upload these records, we automatically assume the acceptance of them by the other team.

This rule is applicable to **both** matches with and without an observer!

6.8 Rehost / Players dropping out of the game

As a rule of thumb, each team may request a re-host once during each map played. However, more re-hosts are allowed in mutual agreement of both teams.

A re-host may only be invoked until the end of a drone phase. The calling team may leave the lobby to enforce the recreation of the lobby. The hosting team must then create a new lobby without delay. After an action phase has begun, the round must be completed before any re-host may be requested.

Any round starting without all players connected to the game must be restarted unless the player previously already disconnected from the lobby. In this case, the affected team must continue playing outnumbered.

When re-hosting a game, the round history must be configured correctly. That includes wins, losses and spots played.

6.9 Server issues

Encounters which cannot be completed due to server issues may be rescheduled to a later date in agreement with FearNixx.

Should a match be interrupted by crashing servers, players must re-host the map with the score set to the last completed round.



7 Streaming FireLeague games

7.1 Streaming rights retained for FearNixx

FearNixx retains the exclusive permission to publicize FireLeague games, including live streaming with and without delay, and recordings published after the fact.

7.2 Streaming rights for partners of FearNixx

FearNixx may grant similar permissions to its partners according to the respective agreements signed.

7.3 3rd-party streaming rights

All third parties must request written permission from FearNixx before publishing content from FireLeague games.

Please note: This permission to stream the content of the FireLeague match does not include the copyright of the in-game IP which still needs to be obtained from Ubisoft.

7.4 First-person streaming

Players and teams may stream their games from their first-person view under the following conditions

- The match is not casted by FearNixx or another party. (i.e. there is no observer present)
- The stream is configured to delay the output signal by at least three minutes
- The name of the league is mentioned in the stream title

7.5 Observer-slots

7.5.1 Reservation of the observer slot

FearNixx claims priority access to available observer slots for itself and its partners. (Regardless of how many slots the game makes available.)

7.5.2 3rd-party observers

Third party observers (like coaches or analysts) are only allowed when both teams agree to the observer and the slot is not already taken.

7.6 Non-public video feeds

Players may stream their match from first-person perspective to private receivers (like when using a Discord screen share) even when the match is casted live and without delay. The only condition is that the stream may only be viewed by a private audience and for team-internal purposes. (For example, for analysis of the gameplay by a coach)

Please note that the stream must be secure so that third parties cannot access the footage. (Streams to Discord server channels are generally considered publicly available - and thus not allowed.)

Violations of this rule may be punished with a yellow-card warning.



8 Match protests and punishments

8.1 Creating and course of a match protest

All participating teams can create match protests on the OPL platform using the “Open Protest” button on the corresponding match page.

All protests must be filed before the match result is confirmed (, because the matchup will be closed once it is). If a team needs time to decide whether a protest should be filed, they are asked to inform the other team / staff using the match chat. They may also call an admin for assistance in their considerations.

When a protest is opened, an admin is automatically called to the scene and will investigate the claims of the protesting team. The admin may decide on the protest or escalate the protest by calling in other staff members.

8.2 Invalid match protests

All protests filed after the match results have been confirmed will be rejected and closed immediately.

We make exemptions for particularly important cases like cheating. In which case the match results may be altered even after the fact. This decision is at the discretion of FearNixx.

After a protest has been cleared / rejected, the teams return to the upcoming matches and continue playing. Any residual conflicts can be discussed afterwards and if necessary, results can be updated accordingly.

Protests where both teams use the same accusation may be outright rejected so that the conflict is not escalated further. However, the protests may still be investigated and can still cause punishments to be issued.

8.3 Punishments using cards

8.3.1 Notification about punishment and card warnings

Players and teams may receive card warnings as a punishment (red-card or yellow-card warnings) as mentioned in multiple places of this rulebook.

The team will be informed about these punishments in the match comments or on Discord.

8.3.2 Expiration of card warnings

Card warnings expire based on the type of warning that has been issued:

- Yellow cards expire after 3 months
- Red cards expire after 6 months

8.3.3 Yellow cards for players

Players receiving yellow cards will suffer the following punishments:

- A single yellow-card serves as a warning and has no immediate effect
- A second yellow card will temporarily ban a player from participating in the next 4 play days (or similar, when not in the running league)
- A third yellow card will issue another temporary ban lasting 8 more play days (or similar, when not in the running league)

8.3.4 Red cards for players

Players receiving red cards will suffer the following punishments:

- The first red card will temporarily ban the player from participation during the next 6 play days
- A second red card will ban the player from all matches of this season. This ban will extend to the next season when issued during the relegations or playoffs.

8.3.5 Yellow cards for teams

Yellow cards for teams have the following effects:

- A single yellow card serves as a warning and has no immediate effect.
- A second yellow card will result in 25 points being subtracted from the teams qualifier score. During the running league, 6 points will be subtracted.
- The punishment of the third yellow card depends on the severity of the rulebook violations. At the discretion of FearNixx, it can reach from single match losses up to and including disqualification from the event. Implications for other FearNixx events might be possible. The players and organization of the team will be notified of the final decision.

8.3.6 Red cards for teams

Teams will not receive red cards. Violations exceeding the punishment with yellow cards will be evaluated on a case-by case basis and are treated like the third yellow card.

8.4 Disqualification / Particularly egregious cases

Players and teams that are already banned from the OPL platform are also banned from participating in FearNixx events taking place on the platform.

FearNixx may immediately ban or disqualify teams and players in particularly egregious cases (such as, but not limited to: racist comments or criminal actions). No cards will be issued in this case.



9 Changes to this rulebook

This section lists changes to the rulebook that have been made after publication for this season. Changes will be marked blue and deletions red.

Note: Changes from the last seasons will not be included. Each season receives a full, initial rulebook that may or may not be based on the one from the last season. Please take the time to read the rules once entirely for each new season.

11.12.2022	Translated the current rulebook to English.
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