hypeENT League
Rainbow Six: Siege
Rulebook

hypeENT

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Terms and conditions

Participating

This rulebook is valid for the entirety of the hypeENT League. By participating every team member accepts this rulebook also everyone from the team is at least 16 years old and from the EU region. Each player is independently responsible for informing themselves about the current version of the rulebook.

Change of rules

This rulebook can change while the league is running. If rules have been added or changed the administrator must inform the teams.

Unspecified situation

If at any point, there is a situation that hasn't been already noted within the rulebook the administrator has to be informed. When the administrator is in the chat then the situation must be provided with evidence and explained to the administrator. Be aware that the Administration will always have the final say on a situation. Whether a situation or decision is supported by this rulebook or not. The admins have the right to override the regulations in place for extreme cases in the interest of maintaining integrity in fair play and sportsmanship.

Behavior guidelines

All participants and members of hypeENT League and its Discord server including. Viewed as participants are team managers, coaches/analysts, stand-ins, and players. Viewed as members are admins and league staff. Everyone agrees to interact with other members of the league appropriately and respectably. The behavior guidelines are written on the hypeENT League Discord server. Where we find this to be violated by any member the appropriate sanctions will be applied.

Violations of rules

Violations of the rules will be punished. Should a team be banned, this ban applies to the entirety of all hypeENT Leagues meaning you will not be able to compete in any upcoming leagues hosted by hypeENT. Should a player be banned, the duration of the ban will be determined by the admins, depending on the extent of the violation it is decided whether it is just a player ban or the entire team should be banned. The admin and the staff team will decide what penalties the violation of the rules entails. Multiple violations of the rules will be punished more severely.

Additional agreement

hypeENT does not allow any agreement between the teams, which makes the rulebook completely invalid. Additional agreements between two teams must be approved by the tournament management or the admin. Those agreements between two teams must be recorded in writing in the match channel. This agreement cannot be canceled after both teams agreed.

Conversations between players/teams and administration

All contents of protests, support requests, and correspondence with the admins or the league management are to be treated confidentially and may not be published in other channels, or on social media. A publication requires the agreement of the league management. If those conversations are being published by the players/teams without the agreement of the league, then the league is allowed to publish the conversations as well if needed. In case of a violation, the league management reserves the right to impose an appropriate penalty.

General rules

Discord

In the Discord server, a channel will be created for each match, in which support, and questions will be dealt with. Communication between the players will also take place here. Each player represents their team in Discord. Anything said by a team member will reflect on the team and punishments could be brought upon the team if they violate any of the Discords codes of conduct.

Match Protests

Protests are directly match-related issues or allegations that determine the course or outcome of a match. A protest may be opened by any team at any time during the match. A protest must be reported using the support system within the discord server immediately after the offense has occurred. If a ticket is submitted, it must be marked as "protest" and evidence/explanation must be given. In case of violations during an ongoing match, the match must be paused, and the protest must be reported in the ticket channel before the action phase of the next round has begun. Failure to do so before the end of the pick/prep phase, will result in the next round being played and the pause happing after that round. After the end of the match, only offenses from the last round played can be protested. This can be done until the result is confirmed. Protests not made in a ticket may be invalid and may not be used as a reference. This rule also includes personal messages to admins or staff. A protest is only valid if the result has not been confirmed. If the match has already ended and the result has been confirmed, a protest will no longer be accepted and processed. hypeENT reserves the right to overrule this rule in case of proven cheating. The admins always decide based on innocent till proven guilty. This means that the protester must present valid evidence or arguments, otherwise, the protest will not be processed due to insufficient evidence.

Banned players

If a player is banned or suspended by another league or cup organizer, this does not affect hypeENT. Only players which are banned by the developer/publisher are banned from hypeENT. This is to stop teams from using smurf accounts in games.

Match start/delay

Each team must be ready 15 minutes after the scheduled match time to avoid delays. Every player is responsible for the individual punctually. If a team is not present in the match lobby 15 minutes after the scheduled match time, the match will be considered forfeited. If that is the case the team which was on time will have to send evidence to the administrator/staff. In case of an emergency, the match can be delayed or moved to another play day if both teams agree, but that can only be done once per match. The team which may not be able to attend the match has to inform the enemies before the scheduled match time, and after that, both teams must come to an agreement. If the teams fail to come to an agreement the administrator has to be informed and then she/he will have the final say.

End of match

Each player must stay in the lobby after the end of the match. Players are not allowed to leave the lobby until the host is back in the settings menu. The team captain must inform everyone on his team to upload the moss files. One of the two teams must upload the replay of the match on google drive, which the administrator will provide in the match channel. Both participating teams are equally responsible for the compliance and execution of this rule.

Team prizes

The winnings of the team prizes will only be distributed to the team owner/captain. The team owner/captain is then responsible for any further distribution. The distribution of winnings is done by PayPal. When the team prizes are sent out each team owner/captain will receive a receipt and the hypeENT League owner will get written approval that the prize has arrived.

Player prizes

The winnings of the player prizes will be sent from the owner of the league to the individual player. After receiving the prize, the player takes full responsibility for the future. The distribution of winnings is done by PayPal or Discord. When the player prizes are sent out each player will receive a receipt and the hypeENT League owner will get written approval that the player received the prize.

Technical rules

Break/Rehost

Each team is entitled to one rehost/break per map. Instead of a rehost, the pause function should be used. If a team can't pause, a regular rehost must be used.
A rehost is to be done as follows:
The team that wants to use a rehost must have completely left the lobby by the beginning of the preparation phase at the latest, otherwise, the round must be played to the end. If an observer is present, it is sufficient if the observer confirms the rehost. However, even for this confirmation, a rehost must be requested before the start of the preparation phase. If a team leaves the match due to a protest, their rehost will not be honored. Should a team, 10 minutes after the rehost, not be fully in the match lobby, the match must continue with the players present. Alternatively, a match protest may be opened. Should a rehost have to be made due to publisher-side problems (e.g. high ping in the entire lobby), this will not be credited to either team.

Tactical Timeout

Each team is entitled to one Tactical Timeout (in-game function) per map.
This is to be set to 45 seconds in the game rules.

Connection and Ping

Each player is responsible for ensuring the best possible connection for him, considering the region and technical conditions (ping). The maximum latency in a match is 100ms this is due to tournaments not being region locked. If a player repeatedly exceeds this limit, a rehost must first take place before a match protest may be opened. If a protest is opened, the match will be interrupted and, if the problem is not solved, must be played to the end with the remaining players. For a protest to be valid, at least 3 screenshots over the period of 2 rounds must be submitted showing the latency violation.

Disconnect

Should a player disconnect from the game or leave the game intentionally, the current round must be completed (the round starts with the first second of the match time). If the entire team leaves a round, the team still in the match receives the point for that round. Between rounds, the player who left the match can reconnect or a rehost can be claimed. If a player repeatedly disconnects and the rehost has already been redeemed, the team must finish the map with the remaining players. Each player is responsible for their software and hardware.

Server connection

If there are connection issues due to the Ubisoft server problems, the match must be postponed or even moved to another playday. In case players get disconnected while playing a match and are unable to reconnect because of a current server problem the scores from the map will be set to 0 and the map will be postponed or moved to another playday. If no official server problems are being announced by Ubisoft, then these rules don't apply.

Technical errors

Each player is responsible for their hardware and internet connection. A match will not be rescheduled due to technical problems or missing players. Should a team not be able to compete with the roster registered for the match, the match will be considered a free win for the opponent. A single Esub can be used per team per match week (this rule will not be acknowledged for playoffs and no subs can be used).

Tournament Rules: General/On the day

Game Extensions

If one team doesn't play (FF) then the opposing team will gain 4 points and +14 onto round difference. We will however allow teams a 3-day extension period in extreme circumstances this will only be allowed by an admin.

Change of players

A change of players to a team's roster is only allowed from a Friday (midnight) to Sunday at 23:59 teams must inform an admin of this change in their team chat so we can confirm it on OPL. Rosters are capped at 9 players.

Host of the match

Observer:

The observer will invite players to the game lobby and ensure the correct settings. It is not allowed to open your lobby or start the game on your own if an observer is set as the game host.

Caster:

If a caster is provided, the players will be invited to the game lobby and the caster will ensure the correct settings. Teams are not allowed to open their lobby or to start the game independently, should a caster be set as match host.

Team host:

The team that has chosen the map hosts the match and is responsible for the correct settings.

Map-Pool

The following maps are in the map pool:
Oregon, Clubhouse, Kafe Dostojewski, Chalet, Villa, Bank, Theme Park, Skyscraper, Border.

Map Voting

Bans are to be done 2 hours before your dedicated match Unless done before or stated to be done at a later time. If there is no attempt to start bans from one or either of the teams at least 30 mins before the game a map will be chosen at random to be played. The team that banned the second to last map chooses the desired side (attacker or defender) on the decider map. The team that does not have the choice of side chooses the side for overtime. If the team has not chosen a side for overtime before the start of the match, this setting remains random. If a map is chosen at random by admins sides will also be chosen at random.

Match settings

Match Replay: On
HUD settings: Pro League
Number of Bans: 4
Ban Timer: 15
Number of Rounds: 12
Attacker/Defender Role swap: 6
Overtime Rounds: 3
Overtime Score Difference: 2
Overtime Role swap: 1
Objective Rotation Parameter: 2
Objective Type Rotation: Rounds Played
Pick Phase Timer: 15
Damage Handicap: 100
Friendly Fire Damage: 100
Reverse Friendly Fire: Off
Injured: 20
Sprint: On
Lean: On
Death Duration: 2
Death Replay: Off
Tactical Timeout: On
Requests available per team: 1
Allow requests from: Players
Timeout duration: 45
Game Mode: BOMB
Plant Duration: 7
Defuse Duration: 7
Fuse Time: 45
Defuse Carrier Selection: On
Preparation Phase Duration: 45
Action Phase Duration: 180

Operator

Unless an operator is put in quarantine due to an ongoing bug or issue, no operators will be banned. hypeENT will make players aware if an operator cannot be played.

Incorrect game settings

If a game has been started with incorrect game settings, the opponent must be informed immediately. If two full rounds have passed and the incorrect settings have not been brought up, the settings shall be deemed accepted and shall not be changed.

Cheating

Illegal programs and modifications

Any hardware or software that gives a player an advantage over an opponent is strictly prohibited. In case of violation, the entire team may be disqualified.

Bugs and Glitches

The intentional use of bugs, glitches, or errors in the game is prohibited. It is at the discretion of hypeENT whether or not the use of said bugs had an impact on the game. Exploiting glitches and game errors can lead to the loss of the round and potential free wins depending on severity. It is important to distinguish glitches and game errors from mechanics and normally accessible spots on the map. In case of doubt, the tournament management must be informed. Spawn killing is only allowed 2 seconds after the start of the action phase.

MOSS

All Players must run MOSS during any match. Issues with running MOSS must be rectified before the match begins or select player(s) will not be permitted to play. Moss must be run with the parameters set to “Rainbow Six”. This can be done by following the steps below.
` Settings: File -> Parameters -> Rainbow Six`

Tampering with MOSS files before being provided to Staff when requested will result in instant disqualification no matter the circumstances
Refusing to provide MOSS files will result in instant disqualification no matter the circumstances
Failure to run MOSS will result in instant disqualification no matter the circumstances

After a match has been completed, MOSS files from the completed match must be provided within 24 hours of completion. Failure to do so may result in instant disqualification.