

GENERAL

All players have the right to be treated fairly and with the necessary respect. A polite tone is generally assumed. If this is not the case and/or individuals/teams violate this, it will be considered unsportsmanlike conduct and acted upon accordingly at the discretion of the EMT.

If you notice such behavior, please contact an Event Supporter with evidence.

Whenever "We", "Ours" or similar are mentioned in the following, Gcup Rainbow Six Siege is meant (see [LEGAL](#)).

§1. EVENT MANAGEMENT TEAM (EMT FOR SHORT)

The following roles of the official Gcup Tournaments discord are authorized to act on behalf of the EMT:

- Leader
- Manager
- Admin
- Co-Admin
- Staff

§2. DISCRETION OF THE EMT

In case of discrepancies due to gray areas or inaccuracies as well as untreated incidents (please contact our support), the EMT reserves the right to introduce a temporary regulation, which will take effect immediately.

Consequences and decisions are at the discretion of the EMT, these do not necessarily have to be largely justified.

§3. COMMUNICATION AND ATTENDANCE

In general, all teams must be able to communicate in German or English.

In addition, each Team Captain or Team Manager of each team must be present on our [Discord](#) during the entire time until exclusion is complete.

§4. SCOPE OF APPLICATION

By registering for our tournament, you are automatically deemed to have read and accepted the rules and regulations.

§5. AGE CHECK

The age check to see if someone is eligible to play Tom Clancy's Rainbow Six Siege © is done when purchasing the game. Either the player is at least 16 years old or has the permission of his parents. We assume that everyone who owns the game is eligible to play in a tournament if one of these two cases applies.

§6. PRIZE DISTRIBUTION

Only persons with the age 18 or above, this verification will be done on the basis of a legal identity card.

A cash prize will automatically be distributed via the event platform Challengermode, a product prize will be sent to the winner's address within the D-A-CH region. For shipping outside this region, the team or the respective players must pay for the shipping difference themselves.

§7. QUESTION OF GUILT

We assume the innocence of each player until the opposite is clearly proven by screenshots, MOSS files, videos or the like.

DISTURBANCES

§8. VPNS AND OTHER TOOLS

Any software that affects and influences the connection is strictly prohibited. This includes services running in the background and active running software used during matches. The use of VPNs and other tools to manipulate the connection will result in immediate disqualification of the player as well as the team he/she is playing on.

§9. BUGS/GLITCHES/CHEATS/HACKS/MACROS

Any kind of exploitation of bugs/glitches will be punished with the defeat of the map.

Any kind of cheats/hacks/macros will result in the immediate exclusion of the player from all existing and future events organized by REH Gaming within the following 6 months and a 2-month ban for the team in which he/she played.

§10. ADDITIONAL HARDWARE

The use of controllers without macro function is allowed. Any other hardware will result in immediate disqualification of the player as well as the team he/she played in.

§11. PING

If a player has a ping of at least 70 ms over 3 consecutive rounds, this must be proven with a screenshot proving this circumstance. The affected team has to be informed and the affected player has to fix the problem immediately (see Technical Problems).

If the problem cannot be solved, the player must leave the match and may rejoin for the map change or be substituted.

§12. TECHNICAL PROBLEMS

Players are responsible for their own hardware, software and internet connection.

If the match has to be interrupted under these circumstances, a round that has already started must be finished. Thereupon it is allowed to take a break of maximum 10 minutes to solve the problem, otherwise the match has to be continued in a shorthanded game or give up if necessary.

Pausing a game due to technical problems may only occur once per map and team. If a team has technical problems more than once, the game must be continued with a shorthanded team or, if necessary, the team must forfeit the game.

A player who has left or been thrown out of a game in progress may return at any time.

§13. SERVER PROBLEMS

In case of server problems from Ubisoft, the match or if needed the whole tournament will be postponed to ensure a smooth gameplay.

RAINBOW SIX SIEGE

§14. BLOCKED/PERMITTED CONTENT

If a team uses content that is not allowed, the opposing team must draw attention to this and the player may no longer use the operator or, if necessary, the content must be removed by a single rehost.

If the team using one or more banned content wins, the round goes to the opposing team. The outcome of the round has no weighting on it. The game then needs to be restarted, match history is then restored exactly and the last round awarded to the opposing team.

If the complaining team does not do this by the next round start, this rule cannot be invoked retroactively.

ALLOWED UNIFORMS/HEADGEAR

- Pilot programm skins
- Pro league sets
- Esports pack skins
- Esports region skins
- Default skins

WEAPON AND ATTACHMENT SKINS

- Any allowed

BANNED OPERATOR

- All allowed

\$15. LOBBY SETTINGS

Create a "Custom game" (online) with the following game settings:

PLAYLIST SETTINGS

Playlist Type: Normal Mode

Server Type: Dedicated Server

Voice Chat: Team Only

Time of the Day: Day

HUD Settings: Pro League

MATCH SETTINGS

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 Change: 1

Objective Rotation Parameter: 2

Objective Type Rotation: Rounds Played

Attacker Unique Spawn: On

Pick Phase Timer: 20

Damage Handicap: 100

Friendly Fire Damage: 100

Reverse Friendly Fire: Off

Injured: 20

Sprint: On

Lean: On

Death Replay: Off

GAME MODE: BOMB

Plant Duration: 7

Defuse Duration: 7

Fuse Time: 45

Defuse Carrier Selection: On

Preparation Phase Duration: 45

Action Phase Duration: 180

MAPPOOL

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

If a wrong lobby setting is made, this must be detected and reported within 3 rounds. Then the game must be restarted with corrected settings.

As soon as round 4 has started, the game must be ended with these lobby settings.

§16. MAP BAN

The Map Ban is made at the beginning of each encounter on the event platform (<https://www.challengermode.com/>) using the integrated module.

§17. TACTICAL TIME-OUT

Each team has one Tactical Time-Out per map. The team can only use this timeout between rounds, but they have to inform the opposing team and the observer beforehand via the in-game chat with "tt" or similar.

A timeout may only last 60 seconds.

The 60 seconds must be measured on self responsibility. If this is exceeded, an EMT member must be contacted with evidence (video).

§18. BREAK TIME

Pauses between maps must not last longer than 10 minutes to avoid delays of the following games.

If this is not respected, the game has to be started immediately under request and observation of an EMT member, which otherwise can lead to exclusion from the tournament.

§19. SPAWNKILLS

Killing is not allowed in the first 2 seconds, otherwise the respective team of the dead player wins the round (This must be done by restarting). Any kills that occur after 2 seconds within the action phases are legitimate.

§20. SCORE

The score has to be documented by screenshots and uploaded when entering the result.

Spoiling a result in any way is forbidden and will be punished with a ban on the respective platform.

The result must be entered by rounds (e.g. 7:1 or 5:7).

§21. PLAYING SHORTHANDED

Tom Clancy's Rainbow Six Siege© is played in a 5 vs. 5 format, but if a team is shorthanded with 4 players, this is always allowed.

§22. REHOST (DEFINITION)

A rehost describes the cancellation of a round in order to start it in a new lobby (with new settings or similar) which contains the exact course of the round and bans.

A rehost may only take place if this is written down in a rule.

TEAMS

§23. REGISTRATION

In total, the registration of 7 players, including 5 regular and 2 substitute players as well as one coach is allowed.

§24. NAME

The name of a team may not be racist, sexist, defamatory or generally offensive.

If the name is not changed after request, the team will be excluded from the tournament.

§25. CHANGE OF PLAYERS

Players may only be switched between maps.

§26. NON APPEARANCE OF A TEAM

If a team is not fully present in the lobby within 15 minutes after the ban phase of the respective matches, the match must be started immediately under request and observation of an EMT member. Failure to do so may result in disqualification from the tournament.

If both teams of a match are not present, both will be excluded from the tournament with immediate effect and the following match will be finished by a freewin.

§27. ELIGIBLE

A team is eligible to participate provided all players are eligible (see [here](#)), comply with all rules under [TEAMS](#) and have not been excluded by REH Gaming due to previous rule violations.

PLAYER

§28. ELIGIBILITY TO PLAY

A player is eligible to play if he has an account on Challengermode (<https://www.challengermode.com>) and has entered his Ubisoft connect username under "Game accounts".

If a username is no longer up to date and cannot be updated on Challengermode, the EMT must be notified before the start of the tournament, which will then note the respective player. Then this player is eligible to play.

In addition, players must be in a registered team.

§29. EXCLUSIVITY

Each player may only play in one team, otherwise all these teams will be disqualified for the tournament.

§30. BAN

If a player has a permanent exclusion from Ubisoft, FaceIT, ESL or REH Gaming Community, it will also apply to our tournaments.

MONITOR SYSTEM STATUS (MOSS)

§31. MOSS

The use of MOSS (<https://nohope.eu/>) is mandatory for all players at the tournament. The following requirements are set:

- The recording must be started before the start of Tom Clancy's Rainbow Six Siege©.

- Recordings are only requested by the EMT in case of need for clarification, a request by third parties is not possible.
- Recordings must be kept for 3 days after the last day of the tournament.
- Failure to turn in recordings after being asked to do so will result in disqualification of the entire team of participant
- Making any changes to a MOSS file is strictly prohibited and will result in the disqualification of the entire team.

§32. INSTALLATION (MOSS)

1. Download MOSS from <https://nohope.eu/>.
2. Unzip the .rar file using the password "Moss".
3. Run the program, click on "File" and then on "Parameters", select "Rainbow Six" and click on "OK".
4. Now click on "Capture" and there on "Start" after which you can start your game.
5. After finishing the encounter, close the game and click on "Capture" and then on "Stop".

§33. PROBLEMS (MOSS)

Should MOSS cause errors or damage to software or hardware, Reh Gaming disclaims any liability.

Should MOSS not start regularly, we recommend running MOSS as administrator or possibly disabling the antivirus program.

§34. CRASH (MOSS)

If MOSS crashes during a game, pause the game immediately and restart MOSS as soon as possible.

§35. NON-EXISTENT MOSS FILE

If a player does not provide or cannot provide the MOSS file when requested, the player and the team he/she is playing on will be disqualified.

STREAM / SPECTATOR

§36. SPECTATOR

Spectators in the game lobby are only allowed if both teams agree. Exceptions are members of the EMT or persons who are explicitly allowed to watch by the EMT (e.g. caster or observer). This can not be refused.

§37. LIVESTREAM

Generally, streaming from the first-person perspective is always allowed and does not require the consent of the opponent or the EMT, unless the match is streamed by an official REH Gaming caster.

Additionally, please note that streaming team arrangements such as delays are their own responsibility. The stream title must include that of the tournament, but must not be offensive, racist or generally defamatory.

Otherwise, the player as well as the team he/she is playing in could be disqualified.

LEGAL

§38. BASICS

By registering for our tournament, each player, team and organization agrees to the publication of team names, team logo, player names, screenshots of matches or replays on the official social media channels of Gcup Tournaments, such as Twitter, Instagram, Twitch, YouTube or the website without any restrictions in terms of time, space and content.

Moss files, if claimed, will only be viewed by the EMT and will not be shared with any third party in any way. These will be deleted within 7 days after the end of the tournament.

§39. UBISOFT TRADEMARK

© 2015 Ubisoft Entertainment. All rights reserved. Tom Clancy's, Rainbow Six, The Soldier Icon, Ubisoft and the Ubisoft logo are registered or unregistered trademarks of Ubisoft Entertainment in the U.S. and/or other countries.

§40. UBISOFT AGB

Additionally, all T&Cs and Code of Conduct formulated by Ubisoft for Tom Clancy's Rainbow Six Siege © also apply.

See:

- <https://legal.ubi.com/termsfuse/de-DE>
- <https://www.ubisoft.com/de-de/help/article/code-of-conduct-the-way-we-play/000095037>

§41. IMPRESSUM

<https://gcup-tournament.de/>

§42. PRIVACY POLICY

<https://gcup-tournament.de/>