

The Official High Roller League Rulebook

High Roller League (HRL) reserves any and all decisions on player conduct and actions based on the following rulebook. Any infraction of the following rules may result in warnings, suspension, or termination from the league, with or without refund. Please know the rules before you play. Much of the rules of HRL are largely similar, if not the same to many other official and unofficial Rainbow Six Competitive Leagues, however there are key differences. Any questions should be communicated to HRL Staff.

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Section A

General and Rule Changes

A.1- Operation

A.1.1- The HRL rulebook is the one and only source for league rules. Other rulebooks may be referenced in this text, however they are not our source for league rules and are not our final rulings.

A.1.2- The HRL rulebook is used for all High Roller sanctioned events. Failure to comply and uphold the rules set by the HRL Admins will result in warnings or penalties.

A.1.3- High Roller League staff may make special exclusions or amendments to the rules if all parties of the matter agree to it.

A.1.4- High Roller League reserves the right to make judgment calls on cases that are not covered or supported in the rulebook, or to even make calls that go against the rulebook to continue to foster a competitive and fair match.

A.2- Rule Changes

A.2.1- High Roller League reserves the right to add, remove, and alter rules on a case by case basis

A.2.2- Rule changes will be announced and communicated (in the #rules channel of the HRL Discord), when they are complete and ready to be published. A date will be posted when the rule change goes into effect.

A.2.3- Rule changes can and will take place at any time.

A.3- Prize Pools and Entry Fees

A.3.1- Season 1 of High Roller League has an Entry Fee of \$10 per Team (Starting 5) and \$2 per Sub

A.3.2- The Prize Breakdown for Season 1 is as follows:

1st Place: \$300 + Instant Entry to Season 2

2nd Place: \$200

3rd Place: \$50

A.4- High Roller League Code of Conduct

A.4.1- High Roller League is meant to be a fun, enjoyable, and competitive environment where people of all walks of life are accepted whole-heartedly.

A.4.2- High Roller League will not tolerate any of the following

- Racism.
- Homophobia.
- Transphobia.
- Hate speech or targeted harassment of ANY Kind

- Doxxing of ANY Kind
- Threats of Malicious Intent
- NSFW Content.
- Misinformation or Impersonation of or about ANYONE or ANYTHING, including players, league staff, or HRL Members
- Advocating or encouraging for the breach of the HRL Code of conduct.

THESE POLICIES APPLY TO:

- HRL Staff
- Players
- Any Member of HRL

A.4.3- Repeated breaches of the HRL Code of Conduct will result in penalties with increasing force

A.4.4- All Players, Staff. and Community Members are subject to suspensions, disqualifications, or bans for breaking the HRL Code of Conduct.

Section B

Player and Team Eligibility

B.1- Player Eligibility

B.1.1 At this time, all HRL events require that all players must currently reside in the North American Region. These countries include but are not limited to, the United States, Canada, Mexico, Puerto Rico, etc. Failure to reside in the NA region will result in immediate disqualification.

B.1.2- If a player has been Tab Banned or Battleye Banned (for cheating), they will be ineligible to compete in any HRL sanctioned events.

B.1.3- Players must maintain a ping of 150ms or less to be able to compete in any sanctioned events.

B.1.4- High Roller League may disqualify any player for breach of the rules set forth by the league and not meeting any eligibility requirements.

B.2- Team Eligibility

B.2.1- Rosters must consist of at least 5 players. This 5 does not include any staff members including coaches, managers, and analysts.

B.2.2- Rosters may not exceed 9 players. With a minimum of 5 starters, and a maximum of 4 substitutes. This limit does not include support staff such as coaches, managers, or analysts.

B.2.3- Emergency substitutions are covered in Section F

B.2.4- All rostered players must meet the Player Eligibility Requirements.

B.2.5- Rosters may not exceed a total of 3 support staff. This includes coaches, analysts, and managers. Organization staff do not count towards this total.

B.2.6- Rosters must contain 3 of the team's Starting 5 to remain eligible for any league matches. Failure to produce at least 3 starters per game will make your roster ineligible.

Section C

Event Rules and Scheduling

C.1- Event Types

C.1.1- High Roller League can and will host multiple types of events, these include but are not limited to

- Full League Seasons with Group Stages and Playoffs
- Weekend Tournaments, in a Single Elimination Style
- Weekly Tournaments, in a Single or Double Elimination Style

C.1.2- The length of any events will be announced by HRL staff once all event details are confirmed.

C.2- Event dates

C.2.1- Event dates will be announced by HRL staff once all event details are confirmed.

C.2.2- High Roller League will announce any postponement of any planned event if necessary and will put forth possible dates for the start of the event.

C.2.3- Once an event has started, HRL staff will announce any breaks, postponements, or any other alterations to the event schedule if absolutely necessary

C.2.4- The following are the averages for the length of a given event. NOTE: These do not include breaks, holidays, or any other infringements that can alter, or extend the length of said event.

- HRL Official Seasons, 5-6 weeks
 - HRL Qualifiers, 2 3-day Weekends (prior to Full Season)
- HRL Weekend Tournaments, 2-3 Days
- HRL Weeklong Tournaments, 7 days

C.3 Match Information

C.3.1- Match Schedules will be released every Sunday during Regular Seasons. Match schedules may be released at different intervals during playoffs

C.3.2- Matches are to be played by a certain time and date. If a team can not play by the mandated time, that team will receive a forfeit for the match. If both teams cannot play, then the match will be counted as a no-contest and will be treated as a loss for both teams.

C.3.3- At the time of Schedules being published, a Match Chat will be created between the two opposing teams. Match chats are to be used for scheduling, map bans, communicating with league staff, and opening protests. Toxicity, spam, meming, etc. should be limited.

C.3.4- All major matches (Playoff or Play-In matches) will be communicated with the Discord Server and posted as an Event in the server as well. Only major matches will be casted.

C.3.5- Each match must have at least one player using R6 Tracker to track match stats. At the conclusion of the match, the score will be reported to a match's respective Match Chat, along with the final scoreboard. You may use another application but the following stats must be recorded. Kills, Deaths, Assists (Optional), HS%, 1vX, Plants.

C.4- Playoff Format

C.4.1- Season 1 of HRL will feature an uncapped playoff picture. This means that the amount of playoff teams will be decided based on how many participating teams fill the league. There will be no more than 16 Playoff teams, and no more than 16 Groups.

C.4.2- HRL will provide all media, castings, and other production necessary for any and all matches.

C.4.3- HRL playoffs will run over the course of 2 weeks. Where at the conclusion the Season champion will be announced.

C.4.4- MOSS anti-cheat files will be checked periodically and at request over the course of HRL group stages and playoffs to ensure competitive and fair games.

Section D

In-Game Rules and Settings

4.1- Cosmetics

D.1.1- All but the following cosmetics are banned from use in all HRL events

- Operator Default Skins
- Pro League Skins (gold sets)
- R6 Share Skins
- Team Related Skins
- Pilot Program 1 and 2

Weapon skins and charms are not subject to any restriction.

D.1.2- All gadget cosmetics and drone skins are banned from use in all HRL sanctioned events.

D.1.3- Teams who recognized a banned cosmetic are to report it to staff immediately and stop all play immediately and begin a protest.

D.1.4- If it is not reported immediately then HRL will not honor the protest and will not change the result of the round. League staff will then instruct play to resume.

D.1.5- If a player spawns in with banned cosmetics and the player voluntarily tells both teams immediately before the end of prep phase on DEF, or 30 seconds into attack phase on offense, the team can then call a rehost, or execute a team kill to continue play without a rehost.

4.2- Illegal Actions

D.2.1- Any round an illegal action is used the infringing team will forfeit that round.

D.2.2- The following actions are illegal during all sanctioned events.

- Shooting through what should be a non-destructible surface.
- Blocking window vaults with deployable shields.
- Shield boosting onto an undetectable window ledge
- Placing any utility where it is unable to be destroyed.
- Standing on a window ledge where you can be undetected.
- Being in any spot where the player cannot be normally shot or seen from.
- Glitching through walls, floors, or any other surface.

4.3- Start time and Rescheduling

D.3.1- Rescheduling must be done a minimum of 6 hours before the scheduled match time. HSL Staff must be alerted immediately.

D.3.2- League staff reserve the right to reschedule and postpone a match per their discretion.

D.3.3- If there is a conflict of schedule or an emergency that is causing the match to be delayed and/or rescheduled, please reach out to an admin to discuss prior to requesting rescheduling directly with the opponent.

D.3.4- The final decision for the reschedule/postponement of the match must be made clear to both HRL staff, and the teams.

D.3.5- If there is no decision made the match will proceed to start at the originally scheduled time. If a team fails to show the match will go to the team who showed.

D.3.6- Matches must start within 15 minutes of the originally scheduled match time. This means teams must be in the lobby, and must be ready within 15 minutes of the scheduled match time.

D.3.7- Failure to be in the lobby and be ready within 15 minutes will result in a forfeit win for the team who was ready.

D.3.8- The match can be agreed to start as a 4v5. Once the match has started the team who is a “man down” is not permitted to invite any more team members to fill in.

D.3.9- If a player is having technical issues, or HRL is setting up a cast 4.3.6 and 4.3.7 will be overridden.

4.4- In-Game Settings

D.4.1- The in-game rules set forth by HRL must be followed. Failure to do so will result in the use of the team's technical timeout.

D.4.2- Game 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: 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
- Attacker Unique Spawn: On

- Pick Phase Timer: 15
- Health and Damage:
- Damage Handicap: 100
- Friendly Fire Damage: 100
- Reverse Friendly Fire: Off
- Injured: 20

Character Control:

- Sprint: On
- Lean: On

Death:

- Death Replay: Off

Game Mode:

- TDM Bomb
- Plant Duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Defuser Carrier Selection: On

Phases:

- Preparation Phase Duration: 45
- Action Phase Duration: 180

D.4.3- Current Map Pool

- Clubhouse
- Kafe
- Oregon
- Bank
- Chalet
- Villa
- Border
- Themepark
- Skyscraper

D.5- Map Bans

D.5.1- Map bans are to take place no earlier than 10 minutes prior to the scheduled match time. If the game is going to be casted live then the map bans must wait until the casting team allows them to start the banning process.

D.5.2- High Roller League will follow the current Pro League Rainbow Six Siege Circuit map pool.

D.5.3- If map bans are done before the allowed time/period a new map will be selected by staff to be played out.

D.6- Banned Operators

D.6.1- There is no operator currently banned.

D.6.2- High Roller League reserves the right to ban the use of other operators per the leagues and Ubisoft's discretion.

D.6.3- If a team identifies a banned operator the team is to stop the match and protest it immediately.

D.6.4- If a player is to use a banned operator the 6 PICK MUST be used to change off of the operator. If the player fails to utilize the 6 pick to change the operator the team must teamkill the player immediately, or the player must self kill. If there is use of any primary/secondary gadgets then the round will be forfeit.

D.7- Timeouts and Rehosts

D.7.1- Each team will receive 1 tactical timeout (1 per map). Tactical timeouts will last no longer than 1 minute.

D.7.2- A technical Timeout may be called for technical issues such as a player losing connection. Technical Timeouts will last 5 minutes.

D.7.3- Technical timeouts may only be used for their purpose. Fraudulent use will result in the loss of a round and your tactical timeouts will be used.

D.7.4- Rehosts are permitted to be performed only if a player cannot reconnect to the lobby, or a protest for a round score including but is not limited to, skin protests, illegal operators, or illegal spawn peaks. If a server is deemed unplayable then a rehost can be performed if both teams agree to the rehost.

D.8- Mid-Game Substitutions

D.8.1- If a player loses connection during a match the team is not permitted to call a rehost and replace the player with a sub. They must attempt to reconnect the original player by all means necessary by using timeouts and rehosts. If the player is unable to reconnect then the match can either be forfeit or continue as a 4v5.

D.8.2- Mid-Game map subs are not permitted under any circumstances. If a team attempts to switch out a player, or does switch out a player it will result in a FF win for the opposing team.

D.8.3- Teams may make a maximum of one between map substitution.

Section E

Moss anti-cheat and cheating

E.1- Moss Anti-Cheat

E.1.1- Moss anti-cheat is required to be run during any and all HRL events. Failure to do so will result in a match FF. Multiple offenses will lead to disqualification.

E.1.2- At the conclusion of each game MOSS is required to be uploaded. Failure to upload will result in a match being FF.

E.1.3- Moss must be turned in no more than 2 hours after the completion of a match.

E.2- Cheating

E.2.1- Upon a cheating accusation with sufficient evidence the player being accused will be placed under an immediate suspension pending an investigation.

E.2.2- Once HRL receives the cheating accusation we will instruct the player to submit any recent MOSS files which will be kept confidential between the leagues “higher-ups”.

E.2.4- During a MOSS review if HRL finds any of the following banned software the player is subject to disqualification.

- TeamViewer
- LogMeIn
- TightVNC
- Windows Remote Desktop Connection
- UltraVNC
- CrossLoop
- mRemote
- Remote Utilities
- AeroAdmin
- RemotePC
- Parsec
- Seecreen
- Chrome Remote Desktop
- AnyDesk
- BeamYourScreen

Section F

Roster Changes and Emergency Substitutions

F.1- Roster Changes

F.1.1- Roster changes during the regular season are permitted at all times. However, to perform a roster change you must contact a staff member at least 24 hours before your scheduled match time.

F.1.2- While roster changes are permitted at all times, rosters will lock 24 hours or 1 day prior to a teams scheduled match time. Teams will also only be allowed 2 roster changes per week.

F.1.3- Roster change restrictions, locks, and guidelines can change during any of HRL's Hosted Events

F.1.4- Any change in restrictions, locks, and guidelines will be announced and the above restrictions will then be overridden for the time the temporary changes are in place.

F.1.5- If your team is playing with an unrostered player that player is then considered illegal. At that time the match will then be FF and the illegal player will be disqualified for the remaining time in the current event/season.

F.1.6- Team staff may play as subs, but they must be elevated in-order to play. Failure to do so will result in the staff member being unable to play. Organization staff members such as managers will not be allowed to play.

F.1.7- If a player goes from staff, to player, and vice versa then the player will be placed on a 1 game suspension.

F.2- Emergency Substitutions

F.2.1- Each team is permitted 2 emergency substitutions per season. Each emergency substitution incurs a \$5 fee for the player in question, to be paid before the start of the game.

F.2.2- Only 1 emergency sub is permitted for use per game. Any more required must be approved by the opposing team.

F.2.3- Esubs must be announced 30 minutes prior to the start of a match. Both HRL staff and the opposing team must know about the change in personnel for the match.

F.2.4- Emergency-Sub rules may be subject to change for playoffs and other events HRL may host. Temporary restrictions and changes will be announced.

Section H
Amendments and Updates



Annex 1
Infringements and Penalties

<u>Infringement</u>	<u>Description</u>	<u>Penalty</u>
Failure to dump MoSS	A player fails to turn in their moss file within 2 hours of match completion, or at the end of each map.	Minimum- Warning upon turn in Maximum- Map FF
Failure to run MoSS	A player fails to turn on MOSS anti-cheat which then gives suspect for cheating.	Minimum- Map FF Maximum- DQ
Illegal Software	If a player were to be running any illegal software listed in Section 5.2.4 during a sanctioned match,	Minimum- Map FF Maximum- DQ
Illegal Player	A team uses a player who is not on the roster, and was not declared as an emergency sub 1 hour prior to the game.	Minimum- Map FF player DQ Maximum- Team DQ
Illegal Skin	A player is seen using an illegal skin within a HRL sanctioned game. Infringement was reported immediately and play was stopped by the reporting team.	FF of rounds used
Illegal Operator	A player is using a banned operator within a HRL sanctioned game. Infringement was reported by the end of the round.	FF of rounds used
Match Fixing	A player or team fixing a match for personal, financial, or competitive gain.	Permanent Ban of High Roller League