

# EEG Rules

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## **1. Terms and conditions**

### 1.1 Scope that this applies to:

This rulebook is valid for the entirety of EEG tournaments. By participating in any tournament held by EEG, every team member accepts this rulebook. Each player is independently responsible for informing themselves about the current version of the rulebook.

### 1.2 Change of rules:

EEG reserve the right to punish unsportsmanlike or unfair behaviour or actions that are not stated in this rulebook. Should a change of the rules be necessary during ANY tournament, this change may be made and will be communicated to all teams.

### 1.3 Disclaimer:

If any paragraph or rule in this rulebook is found to be invalid, illegal or unenforceable, the remainder of the rulebook shall remain in effect. The decision on any situation not

stated in this rulebook is at the discretion and power of EEG owners and potential admins. Any final say will be down to the Owners of EEG.

#### 1.4 Violations and disqualification:

Violations of the rules will be punished but not limited to bans or prize/money reductions. Should a team be disqualified, this disqualification applies to the entirety of EEG meaning you will not be able to compete in any form of tournament. Should a player be banned, the duration of the ban will be determined by EEG, depending on the violation all players involved with the team could be banned. Multiple violations of the rules may be punished more severely.

#### 1.5 Additional agreement:

EEG does not allow any agreements between the teams, which limits the validity of the rules or makes them completely invalid. Additional agreements between two teams must be approved by the tournament management or the admin team and must be recorded in writing in the match channel. This agreement cannot be cancelled afterwards.

#### 1.6 Confidentiality

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support requests and correspondence with the admins or the league management are to be treated confidentially and may not be published in picture, text or in analogous reproduction. A publication requires the agreement of the league management. In case of a violation, the league management reserves the right to impose an appropriate penalty.

## 2. General rules

## 2.1 Discord:

Within Each 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. Before the start of the match, each team must declare its presence. 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 these rules or Discords code of conduct.

## 2.2 Support requests:

Support requests are indirect or non-match related requests, which concern purely informative, administrative or organisational concerns of the teams towards the tournament management. A support request **must** be submitted via the support ticket system integrated on Discord. Support requests that are not submitted via the ticket system may be invalid and cannot be used as a reference. This rule also includes personal messages to admins or tournament management

## 2.3 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 offence has occurred. It must be marked "protest" and tagged an owner. In case of violations during an ongoing match, the match must be paused and the protest must be reported in ticket channel before the action phase of the next round has begun. Failure to do so before the end of the next rounds pick phase will result in the next round being played and the pause happening after that round. After the end of the match, only offences 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 tournament management. A protest is only valid as long as 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. EEG reserves the right to overrule this rule in case of proven cheating. EEG and the admins always decide on the basis of innocent till proven guilty.

This means that the protester has to present valid evidence or arguments, otherwise the protest will not be processed due to insufficient evidence.

#### 2.4 Sportsmanship and fairness:

Sportsmanship and fairness must be maintained throughout EEG by all players and teams on all associated platforms. Failure to comply with this rule in live matches will be punished. Included but not limited to spamming players during the match be it via discord.

#### 2.5 Player bans:

If a player is banned or suspended by another league or cup organizer, this has no effect on EEG. Only players with a developer/publisher are banned from EEG. This is to stop teams from using smurf accounts in games.

#### 2.6 Match Timings:

Each team must be ready by 10 minutes after the scheduled match time to avoid delays. Each team is also responsible for the individual team members and their punctuality. If a team is not present in the lobby 10 minutes after the scheduled match time, the match will be considered a no-show (Forfeit).

#### 2.7 End of matches:

Each player has the obligation to 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.

At least one player per team must upload a screenshot of the result, including the scoreboard, in the match channel at the end of the match to confirm the match. Both participating teams are equally responsible for the compliance and execution of this rule.

## 2.8 Distribution of winnings:

The winnings will only be distributed to the team owner. The team owner is then responsible for any further distribution. The distribution of winnings is done by bank transfer or PayPal.

## 3. Technical rules

### 3.1 Break/Rehost:

Each team is entitled to one rehost/break per map. Instead of a rehost, the pause function should be used. If it is not possible for a team to 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 honoured. 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.

### 3.2 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.

### 3.3 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 135ms 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.

### 3.4 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 own software and hardware.

### 3.5 Technical errors:

Each player is responsible for their own 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 esubs can be used).

## **4. Tournament Rules: General/On the day**

### 4.1 Game Extensions:

if one team doesn't play (FF) then the opposing team will gain 3 points and +7 onto round difference. We will however allow teams a 3-day extension period in extreme circumstances this will only be allowed by an admin.

#### 4.1.1 change of players and number 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.

#### 4.2 Host of the match:

##### **4.2.1 Observer:**

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

##### **4.2.2 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 own lobby or to start the game independently, should a caster be set as match host.

##### **4.2.3 Team host:**

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

#### 4.3 Lineup:

No esubs are allowed.

#### 4.4 Map-Pool:

The following maps are in the map pool:

Oregon, Clubhouse, Kafe Dostojewski, Chalet, Villa, Bank, Theme Park, Skyscraper, Border.

#### 4.5 Mapvoting:

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.

#### 4.5.1 Bo3 Mapvote:

Ban-Ban-Ban-Ban -Pick-Pick -Ban-Ban-Decider

The team that did not pick the map may choose the side of that map.

#### 4.6 Match settings:

Server Type: Dedicated Server (Region: West Europe)

Voice Chat: Team only

Match Replay: On

HUD settings: Pro League

Match settings:

Number of Bans: 4

Ban Timer: 20

Number of Rounds: 12

Attacker/Defender Role swap: 6

Overtime Rounds: On

Overtime Rounds: 3

Overtime Score Difference: 2

Overtime Role swap: 1

Objective Rotation Parameter: 2

Objective Type Rotation: Rounds Played

Pick Phase Timer: 20

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

#### 4.7 Operator:

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

#### 4.8 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.

## 5. Cheating

### 5.1 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.

## 5.2 Bugs and Glitches:

The intentional use of bugs, glitches or errors in the game is prohibited. It is at the discretion of EEG 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.

## 5.3 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.

