Nebula League Rulebook

1. Acceptance and modification of the Rules

1.1 Accepting the rules

By acknowledging and accepting the rule book, you affirm that you have thoroughly reviewed its contents and comprehend the consequences associated with rule violations. Furthermore, you acknowledge the authority of the administrators to modify the rules as necessary, with clear guidelines outlined in Rule 1.2 regarding the communication of any such changes to all participants.

Your acceptance of the rule book signifies your commitment to upholding the established regulations and acknowledges your accountability for adhering to them. It serves as a declaration that you are aware of the potential penalties that may be imposed for any breaches of the rules. Understanding the dynamic nature of the gaming environment, you recognize the administrators' prerogative to make necessary adjustments to ensure fair play, competitive integrity, and an optimal experience for all participants.

This professional approach to rule acceptance fosters a transparent and informed environment, ensuring that all participants are cognizant of their responsibilities and obligations within the framework of the established rules.

1.2 Rule changes

Modifications to the Rules will be effectively communicated and made accessible to all participating teams. This will be accomplished through various means, including the publication of an updated version of the Rules, the dissemination of a public blog post containing a link to the revised Rules, or the direct transmission of an email to the designated Point of Contact within each team.

The intention behind these communication channels is to ensure that teams are promptly informed of any changes or amendments to the Rules. By providing multiple avenues for notification, transparency is upheld, and teams are afforded the opportunity to stay abreast of the most current and relevant regulations governing their participation in the event.

This commitment to clear and comprehensive communication underscores the organizers' dedication to maintaining an equitable and well-informed competitive environment, promoting fairness, understanding, and compliance with the Rules by all teams involved.

1.3 Code of conduct

All teams and players are expected to uphold a standard of professionalism and respect throughout their participation in Luna UK tournaments. This expectation encompasses interactions with not only other teams and players but also extends to staff members and the wider community associated with the tournaments.

It is essential that all participants adhere to these principles and refrain from engaging in any form of toxic behavior. This includes, but is not limited to, actions or statements that promote negativity, harassment, discrimination, or any other behavior that may create an unwelcoming or hostile environment.

By fostering a culture of respect and positive sportsmanship, Luna UK tournaments aim to provide an inclusive and enjoyable experience for all involved. Participants are encouraged to treat one another with dignity, empathy, and understanding, promoting fair competition and camaraderie within the community.

This commitment to upholding high standards of conduct ensures that Luna UK tournaments remain a welcoming and supportive platform for players and teams, fostering a positive and enriching environment for all involved.

1.3.1 Discord TOS

All players, teams, staff, and community members are required to adhere to the Discord Terms of Service (TOS) within the Luna UK platform. It is imperative that all individuals respect and comply with these guidelines to ensure a positive and inclusive environment.

Failure to comply with the Discord TOS may result in appropriate disciplinary actions, including muting or, in severe cases, a ban from the platform. The determination of the specific consequences will be at the discretion of the administrators, who will assess each situation on a case-by-case basis.

By enforcing adherence to the Discord TOS, Luna UK aims to maintain a safe and respectful space for all participants. This commitment promotes a healthy and enjoyable experience for everyone involved, fostering open communication, collaboration, and positive engagement within the community.

1.3.2 Privacy

All protests, tickets, and private messages, including those within match channels, are to be treated as confidential and restricted to the involved player(s), team(s), and staff members. It is essential to maintain the privacy and integrity of these communications.

If there is a need to include an additional person or party in any such discussions, it is necessary to seek approval from the administrators. Only with their explicit consent should the circle of confidentiality be expanded.

By upholding the principle of privacy in these matters, Luna UK ensures a secure and trusted environment for open dialogue, problem resolution, and fair play. This approach fosters transparency, professionalism, and the protection of sensitive information within the community.

1.4 Teams and Players

1.4.1 Player and Team Staff Eligibility

1.4.1.1 Age

All players of the team iclouding staff must be 16+ for the main league of **Nebula**

1.4.1.2 Residence

The EU Region includes the following countries:

 Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom and Vatican City.

1.4.1.3 Ping

All players are required to maintain a ping below 100. If a player's ping exceeds 100 for more than three rounds following the preparation phase, a protest can be initiated by providing evidence to support the claim.

To document the issue, screenshots must be captured in different rounds, clearly displaying the round count. This ensures proper identification and verification of the timing and duration of the high ping.

By enforcing this rule, Luna UK aims to promote fair competition and ensure a level playing field for all participants. The documentation of ping-related protests with appropriate evidence helps maintain the integrity of the matches and provides a means for resolution in case of ping-related discrepancies.

1.4.1.4 Protests

Protests must be created immediately after the issue has been discovered. Protests must be done before the map has ended otherwise they will not be counted.

1.4.2 Uplay and OPL account in good standing

All players participating in the league are required to have a Uplay account and OPL account in good standing. This measure is implemented to uphold the competitive integrity of the league and prevent cheaters from entering.

If a player's account is not in good standing, the league administrators will review the situation and determine whether the player will be allowed to compete. This assessment includes taking into account any competitive suspensions or disciplinary actions imposed by other leagues.

By enforcing this requirement, Luna UK ensures a fair and trustworthy environment for all participants, safeguarding the integrity of the competition and upholding the values of sportsmanship and fair play.

1.4.4 Team composition

Each team is allowed to have a maximum of 8 players in their roster. The team composition may consist of the following:

1. Team Staff: This includes roles such as Team Manager, Coach, and Analyst who provide support and guidance to the team.

2. Main Players: The main roster will consist of 5 players who are considered the core members of the team.

3. Substitutes: A maximum of 3 substitutes are permitted. These players can be called upon to replace main players if necessary.

It is important to note that team staff members have the ability to substitute in during matches if required, but they are not counted as official substitutes in terms of the allowed limit.

This roster structure ensures that teams have a well-rounded lineup with both main players and substitutes, providing flexibility and strategic options during matches.

1.4.4 Roster changes

All roster changes must be completed and finalized at least 24 hours prior to the scheduled game day. Any additions or modifications made to the roster after the designated time limit will render the newly added players ineligible to participate in the match.

Failure to comply with this rule will result in a forfeit win being awarded to the opposing team. It is crucial for teams to adhere to this requirement in order to maintain the fairness and integrity of the competition.

It is important to note that this rule can be overturned in situations where Rule 1.4.4.1 is being applied. However, outside of such circumstances, the 24-hour roster change deadline stands as an essential guideline for all teams to follow.

1.4.4.1 Emergency substitute

Each team is granted the opportunity to utilize an emergency substitute in the event that one player is unable to participate due to unforeseen circumstances. This provision allows teams to bring in a replacement player on an emergency basis, providing them with the necessary flexibility to maintain their competitive integrity.

Teams may exercise this option once per round (by "round" it means game rounds) with a ticket open to allow the administrators to know about this . The purpose of this allowance is to accommodate unexpected situations that may prevent a player from participating, ensuring that teams can field a complete roster and continue their participation in the match.

It is important to note that this emergency substitute provision is intended for genuine emergencies only and should not be exploited or abused. Teams are expected to use this option responsibly and in accordance with fair play principles.

1.5 League processes

1.5.1 point distribution

Point distribution will be done via OPLS point system which is via round differential but also include default point system as shown below

- Win 3
- Win overtime 2
- lose overtime 1
- lose 0

1.5.2 Qualifying

The qualification process for the Major or Minor will follow a Swiss bracket format. Throughout the qualifying phase, teams will engage in two games per week, allowing for adequate time to schedule and compete in their matches. Each team will have approximately 3-4 days to coordinate and play their respective games.

At the conclusion of the qualification stage, a total of 16 teams will earn their place in the prestigious Major or Minor tournament. These qualified teams will advance to the next level, where they will have the opportunity to compete against other top-tier teams and strive for success on the grand stage.

The utilization of a Swiss bracket ensures a fair and competitive environment for all participating teams, while the schedule of two games per week with ample preparation time enables teams to demonstrate their skills and secure qualification for the highly anticipated Major or Minor event.

1.5.2.1 Qualifying (as of season 2)

The open qualifying stage will employ a double elimination bracket format, allowing teams to compete against each other for a chance to advance. Out of the numerous participating teams, only 16 will secure their spots in the closed qualifier. The open qualifiers will take place over the course of a weekend, providing an intense and condensed schedule of matches.

Transitioning to the closed qualifying stage, teams will participate in a swiss bracket format. Each group within the closed qualifier will consist of 5 teams, ensuring a fair and competitive environment. The closed qualifier is limited to 16 teams, all vying for the opportunity to qualify for either the major or minor section of the league. By navigating through the Swiss bracket and achieving favorable results, teams will secure their positions in the highly anticipated major or minor section of the league.

This qualifying structure ensures that teams have multiple chances to showcase their skills and determination in the open qualifiers, while the closed qualifier further tests their abilities in the intense swiss bracket format. The ultimate goal for participating teams is to secure one of the limited spots available in the major or minor section, where they can compete against top-tier opponents and make their mark in the league.

1.5.3 Minor

The Minor series will feature a total of 8 teams competing in a single round-robin format. Each team will face every other team once throughout the duration of the series, resulting in a comprehensive set of matches. The schedule for the Minor series is designed to have one game per week, ensuring a consistent and regular cadence of matches for a span of 8 weeks.

It is important to note that the matches in the Minor series must adhere strictly to the scheduled weekly timeframe. Delays or postponements beyond the designated week

schedule will not be permitted, emphasizing the importance of timely and organized gameplay.

This structured approach to the Minor series allows for fair competition among the participating teams, ensuring that each team has the opportunity to face off against every other team. The 8-week duration provides ample time for teams to showcase their skills, strategies, and overall performance throughout the series, fostering a competitive environment and delivering engaging matches for both participants and spectators.

1.5.4 Major

The Major series will feature a total of 8 teams competing in a single round-robin format. Each team will have the opportunity to play against every other team once during the course of the series, resulting in a comprehensive set of matches. The schedule for the Major series is designed to have one game per week, ensuring a consistent and regular cadence of matches throughout the 8-week duration.

It is important to emphasize that the matches in the Major series must adhere strictly to the scheduled weekly timeframe. It is crucial that games are not delayed beyond the designated week schedule, ensuring fairness and equal opportunities for all teams involved.

By following this structured format, the Major series aims to create a competitive environment where each team has an equal chance to demonstrate their skills, strategies, and overall performance. The 8-week duration allows for ample time for teams to showcase their abilities and compete at their best, while also providing an engaging and captivating experience for both participants and viewers.

1.5.3 Playoffs

The Playoff series will feature 8 teams competing in a Double Elimination bracket format. This means that teams will have two chances to remain in the tournament before being eliminated. The schedule for the Playoff series is designed to have one game per week, ensuring a consistent and regular cadence of matches throughout the 6-week duration.

It is important to note that the matches in the Playoff series must adhere to the scheduled weekly timeframe. While the games cannot be delayed beyond the one-week

schedule, teams have the flexibility to schedule their matches before the week finishes, allowing for better coordination and accommodating potential scheduling conflicts.

The Double Elimination bracket format provides an exciting and competitive environment, allowing teams to showcase their skills and strategies as they battle through the tournament. The 6-week duration allows for ample time for teams to compete and demonstrate their resilience, adaptability, and overall performance.

By following this structured format and adhering to the schedule, the Playoff series aims to provide a fair and engaging experience for all participating teams and ensure a thrilling conclusion to the tournament.

1.6 Match rules

BO1/BO3/B05 – Playlist Settings

Hosts must have their Custom Game rules to be set as follows:
ALL PLAYERS MUST HAVE MOSS RUNNING
HUD Settings: Pro League
Game Mode: Bomb
Time of Day: Day
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
Pick Phase Timer: 15
Operator HP: 100
Friendly Fire Damage: 100
Friendly Fire in Prep Phase: Off
Reverse Friendly Fire: Off

Injured: 20
Sprint: On
Lean: On
Death Duration:3
Death Replay: Off
Requests Available per Team: 1
Allow Requests From: Players
Timeout Duration: 45
GAME MODE SETTINGS
Plant Duration: 7/7
Defuse Duration: 7/7
Fuse Time: 45 Defuser Carrier Selection: On
Preparation Phase Duration: 45
Action Phase Duration: 180
MATCH OPTIONS
Match Replay: On

1.6.1 Rehosts

Each team is granted a total of two rehosts per map.

To request a rehost, follow the following procedure:

If a rehost is necessary due to any issues encountered during the game, type "RH" or "rehost" in the in-game chat. If there is a designated host present in your game, wait for the host to confirm the rehost. If there is no designated host in your game, wait for the other team to confirm the rehost.

1.6.1.2 Rehost request

Rehost rules are outlined as follows, specifying the conditions under which rehosts will be permitted:

Rehost requests must be made prior to 30 seconds into the Action phase, ensuring that no damage has been inflicted on any player.

Acceptable reasons for rehosts include:

1. Issues occurring before the preparation phase, encompassing game-related, software-related, or hardware-related problems.

2. Players experiencing an inability to move.

3. Malfunctioning game mechanics, such as the inability to place gadgets, shoot, sprint, and other related functions.

4. Disconnections caused by hardware or software problems.

These conditions provide a clear framework for when rehosts can be requested in order to address various issues that may arise during gameplay.

1.6.1.3 Player Drops

If a player disconnects from the game after 30 seconds into the action phase and no damage has been taken, the round will continue without interruption. However, if a player is unable to reconnect before the end of the ongoing round, a rehost of the lobby will be initiated. It is important to note that this rehost of the lobby will not count as a regular rehost for the team that had the player disconnect. This ensures that the team is not penalized for a player's unforeseen disconnection and allows for a fair continuation of the match.

1.6.1.4 Game Interruptions

In the event of a match rehost, it should be resumed from the point where it was interrupted, using the re-host feature. If a round needs to be replayed due to a rehost, it is important for players to select the same operators, bombsites, and gadgets as they did in the original round. Failure to adhere to this requirement will result in a loss for the team that deviates from the original selections. This rule ensures consistency and fairness in the gameplay, as it maintains the integrity of the match and prevents any unfair advantages from being gained through operator or strategy changes.

1.6.1.5 Incorrect Game Settings

If a game is hosted or rehosted with incorrect lobby settings, the responsibility lies with the host, and the lobby must be rehosted to correct the settings. This includes ensuring the correct map selection, game mode, game mode settings, match settings, HUD settings, and match options are applied. It is important to note that a rehost caused by a host error does not count towards either team's rehost count. This ensures that any discrepancies or mistakes in the lobby settings are rectified without penalizing the teams involved, preserving a fair and competitive environment for gameplay.

1.6.1.6 In-Game Bugs

As outlined in section 1.8.2.2, in the event of any malfunctioning game mechanics (such as shooting, reloading, movement, gadgets, equipment, etc.) that deviate from their intended functionality, a rehost is authorized within the initial 30 seconds of the action phase. During this rehost, no damage should be incurred by any player involved.

1.6.1.7 Server Lag

In the event of significant server latency issues, such as rubber banding, inability to deploy utility or reinforcements, excessively high ping exceeding 300 milliseconds, repeated failure of shots to register within a substantial time frame, or other severe server-related problems, a rehost may be initiated if called for by either team prior to any player sustaining damage. If both teams unanimously agree on the severity of the server lag, a rehost can be requested at any point during the round. Should the server issues persist, the game should be hosted in an alternative region, subject to agreement by both teams. It is important to note that rehosts prompted by severe server lag do not impact a team's rehost count, provided both teams concur that the lag experienced was indeed severe. However, once a player has incurred damage, the subsequent round becomes the next available opportunity for a rehost.

1.6.1.8 Technical Issues

Every player bears the responsibility for ensuring the functionality and stability of their individual hardware, software, and internet connection. It is important to note that matches will not be rescheduled due to technical difficulties. In the event of technical issues, each team is allowed to pause the game once, solely for the purpose of addressing such issues. However, it should be noted that a maximum duration of 300 seconds is granted for rejoining the game. If a player fails to return within this timeframe, the game will resume without them. Subsequently, if the player remains unable to join the game even after the round has concluded, the team with the absent player has the option to request a rehost. This rehost procedure must be completed within another 300-second timeframe. Failure to enable the player to rejoin the game within this period will result in a forfeit for the team with the missing player.

1.6.2 cosmetics

During **Luna UK** competitions' official matches, Players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are banned from use in competitive play:

• Operator's default skins
• Pro League skins (gold sets)
 • Pro teams branded cosmetics
• Esports Programs' cosmetics

For sake of clarity, permitted operator battle dress uniforms and headgears that aren't operators' default skins nor pro teams branded are listed in ANNEX C. Weapon skins, weapon charms and operator background cards are not subject to any restriction. Drone skins and operator gadget skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skins.

UBISOFT reserves the right to update the list of prohibited cosmetics at any point during the Season and will inform teams of any such update through the relevant Tournament Organizer.

1.7 MOSS anti cheat

It is mandatory for all players to consistently utilize Moss software during games. Failure to comply with this requirement will lead to a forfeit and a suspension of the respective player, with the duration of the suspension determined by the administrators. Additionally, the team will incur a penalty on their record for the remainder of the season as a consequence. In the event of a recurring violation by another player from the same team, the team will face disqualification from the league.

1.7.1 uploading moss

It is obligatory for all players to upload MOSS files following each game. Each team is allotted a time window of one hour, starting from the completion of their match, to complete the upload of all their MOSS files to OPL.

1.7.1.1 OPL uploading issues

In the event of encountering difficulties while uploading MOSS files to OPL, it is imperative to promptly notify an administrator regarding the issue. As a temporary solution, players are required to upload their MOSS files to a designated Google Drive provided by the administrator. It is important to note that the existing rule of adhering to the one-hour time limit still applies in this situation.

1.7.2 issues with MOSS

In the event of encountering any malfunctions or technical issues with MOSS, players are required to promptly notify an administrator as soon as the problem is identified. Failure to report such issues to the staff will result in a forfeiture of the match in favor of the opposing team.

1.8 Sportsmanship

1.8.1 spawn killing

Spawn kills and run outs are only permissible within 2 seconds after the action phase begins. Any attempt to engage in spawn kills or run outs before this timeframe will result in an immediate round loss for the team responsible. Furthermore, repeated violations of this rule, with multiple instances occurring before the 2-second mark, will lead to a forfeit of the entire game for the team committing the infractions.

1.8.2 use of bugs (intentional and not intentional)

1.8.2.1 intentional

If intentional exploitation of bugs is detected, the team responsible will automatically lose the round. In cases where such deliberate exploitation occurs multiple times within a single game, the team in question will face a forfeit for the entire match.

1.8.2.2 unintentional

In the event that unintentional bugs are discovered and used during gameplay, the affected round will be rehosted and replayed. The rehosted round will maintain the same operator selections as the original round. This allows for a fair and consistent resolution when unforeseen bugs impact the outcome of a round.

1.8.3 uses of cheating software

The usage of any cheating software or macros is strictly prohibited in all Luna UK tournaments. Engaging in such activities will result in an immediate and permanent ban from any and all Luna UK tournaments. Furthermore, feigning or attempting to deceive others by pretending to hack may lead to disciplinary action such as a warning, suspension, or even a ban, depending on the severity of the case, within Luna UK leagues. Our staff members have the authority to remove any player from the tournament if they have reasonable grounds to believe that the player has been involved in hacking, has a history of hacking, or has engaged in cheating within the Rainbow Six Siege community at any time before.

If a player has received a ban from ESL, Faceit, or OPL for cheating or using macros, that player will be ineligible to participate in Nebula League for the duration of their ban from the respective organizations. In the case of a Battleye or FairFight ban, the team on which the banned player is a member will forfeit all wins obtained while that player participated, and the banned player will be permanently banned from Nebula League. It is important to note that this rule is subject to potential changes depending on the circumstances at hand.

1.9 Rule Violation and Punishments

1.9.1 Use of Banned Cosmetics

Protests concerning the use of banned cosmetics must be raised during the game itself. To address such situations, it is necessary to inform the host or caster about the issue and request a rehost at the conclusion of the ongoing round. If a banned cosmetic is being used, the team must eliminate the operator wearing it through a 'Team Kill'. Failure to comply with this requirement will result in a rehost of the game, with the team responsible for the violation being awarded a loss.

Protests regarding banned cosmetic use that are raised after the conclusion of the game will not be considered or addressed. It is crucial to bring up any concerns about banned cosmetics during the game to ensure a fair resolution and avoid post-game disputes.

1.9.2 Use of Bugs/Glitches

Engaging in the intentional use of bugs or glitches will result in an immediate loss of the round for the team that exploits them. In the event that the same team violates this rule again within the same match, they will not only lose the map but also receive a warning strike as a consequence. This system ensures that fair play is maintained and discourages the deliberate exploitation of bugs or glitches for unfair advantages..

1.9.3 High Ping

Protests concerning high ping must be raised during the game itself. To address this issue, it is necessary to inform the host or caster about the situation and request a rehost at the conclusion of the ongoing round. During the rehost, the player experiencing high ping will be given a maximum of 10 minutes to improve their connection. If their connection does not improve within this timeframe, the team will be required to continue the match with only the remaining four players.

Protests regarding high ping that are raised after the conclusion of the game will not be considered or addressed. The completion of the game indicates acceptance of the circumstances, and any concerns related to high ping should be addressed promptly during the game to ensure a fair resolution.

1.9.4 Rehosts

Providing an invalid reason for a rehost or leaving the match without obtaining approval to do so will result in an immediate loss of the round for the team that violates this rule. In the event that the same team breaches this rule again within the same match, they will not only lose the map but also receive a warning strike as a disciplinary measure.

This approach ensures that teams adhere to the proper procedures and guidelines for requesting a rehost, maintaining fair play and sportsmanship. By enforcing penalties for repeated infractions, the competitive integrity of the match is preserved, and teams are incentivized to comply with the established rules and protocols.

1.9.5 Unsportsmanlike Behaviour

In order to foster an enjoyable and pleasant gaming environment, it is imperative that all players maintain a high level of sportsmanship and fairness. Violations of this rule will be met with appropriate disciplinary measures, such as warnings.

By promoting a culture of good sportsmanship, players are encouraged to uphold the values of fair play, respect, and integrity. This ensures that the gaming experience remains positive and

inclusive for all participants, contributing to a more enjoyable and fulfilling gameplay environment.

2. Offense Systems (Match Orientated)

2.1 Player Offense System

The system for handling player offenses is structured as follows:

Match Warning: Players receive a warning for their first offense, indicating that they have violated one or more rules during a match.

1. Strike 1: Upon committing a subsequent offense, players receive their first strike, which serves as a formal acknowledgment of the violation
.
2. Strike 2: A second offense results in the issuance of a second strike, reinforcing the need for improved adherence to the rules.

3. Strike 3: In the event of a third offense, players are given their third strike, which may entail a temporary suspension or timeout if deemed necessary. The duration of the timeout will be determined by staff, considering the severity of the offense.

Seasonal Ban: As a final measure, players may face a seasonal ban, preventing their participation in the league for the duration of a season. The length of the ban will be determined by the staff, taking into account the nature and gravity of the offense.

Player offenses will typically reset at the start of each new season unless otherwise specified by the league administration.

These measures ensure accountability and promote a fair and respectful playing environment, discouraging repeated rule violations and encouraging players to uphold the established standards of conduct.

2.2 Team Offense System

The system for handling team offenses follows the following structure:

Match Warning: Teams receive a warning for their first offense, indicating that they have violated one or more rules during a match.

1. Strike 1: Upon committing a subsequent offense, teams receive their first strike, which serves as a formal acknowledgment of the violation
.
2. Strike 2: A second offense results in the issuance of a second strike, reinforcing the need for improved adherence to the rules.

3. Strike 3: In the event of a third offense, teams receive their third strike, which may result in a forfeit depending on the severity of the offense. The decision to issue a forfeit will be based on the judgment of the league administration.

Seasonal Ban: As a final measure, teams may face a seasonal ban, which prohibits their participation in the league for the duration of a season. The length of the ban will be determined by the staff, taking into account the nature and gravity of the offense.

Teams can receive warnings or bans for various violations, such as disrespect towards another member of Nebula League, cheating, or breaking any of the rules outlined in the rule book.

Team offenses will generally be reset at the beginning of each new season unless otherwise specified by the league administration.

This system ensures accountability and upholds fair play and respect within the league. It discourages repeated team violations and emphasizes the importance of adhering to the rules and maintaining a positive and sportsmanlike environment for all participants.

ANNEX C

ESPORTS PROGRAMS & PRO LEAGUE BATTLE DRESS UNIFORMS AND HEADGEARS PERMITTED IN COMPETITIVE PLAY The following list of operators' battle dress uniforms and headgears is permitted for use in competitive play in the Rainbow Six Circuit. Any new operator

battle dress uniforms or headgear part of esports programs' cosmetics and released after this list's last update will be addressed on a case-by-case basis.

Ace; Heyday (Y6S4)
Alibi; Sharp Adversary (2021 North America League), Outstanding Performance (Y6S2)
Bandit; Resilient Entrant (2021 APAC League), Ultimate Competitor (Y5S4)
Blackbeard; Septentrion (2020 NAL Bundle), Hardy Candidate (2021 LATAM Bundle)
Blitz; Eastern Sunrise (2020 APAC League Bundle), Beyond Terrific (Y6S2), Competitor Blitz (SI 2020)
Buck; Elated Prodigy (2021 NAL Bundle)
Capitão; Athletics Professional (2021 LATAM Bundle)
Castle; NA Major (2021)
Caveira; Golden Courage (2020 LATAM League), Competitor Caveira (SI 2020)
Doc; Disciplined Contestant (2021 EUL Bundle)
Ela; Assiduous Venture (2020 APAC League), Art Explosion (SI 2022)
Finka; Unfailing Perseverance (2021 EUL Bundle), Nano Revolution (SI 2022)
Flores; Talented Strategist (2021 LATAM Bundle) Frost; Sturdy Aspirant (2022 NAL Bundle)
Gridlock; Arduous Hardship (Y5S4) Hibana; Triumphant Challenger (Y5S4), Competitor
Hibana (SI 2020) Iana; SI 2022 IQ; Doyenne (Y6S3)
Jager; Herculean (2020 EUL)
Kaid; One of a Kind (2020 EU Major Set)
Kali; SI 2022 Battlepass
Kapkan; Eminent Unity (2021 EUL)
Lesion; Dedicated Athletics (2021 APAC), APAC Major (2021)
Maestro; Studious Player (2021 EUL Bundle)
Maverick; Record Breaking Stamina (2020 NAL Bundle)
Melusi; Unending Endurance (2021 LATAM Bundle)
Mira; Wild Exuberance (2021 LATAM Bundle)
Mozzie; Competitor Mozzie (SI 2020), Split Squatter (SI 2022)
Nomad; Spirited Victor (2020 LATAM League Bundle)
Osa; Tough Partaker (2021 EUL Bundle)
Pulse; Seasoned Contender (Y5S4), Beating Heart (SI 22)
Sledge; Road to SI 2021, SI 2020 Attendee, Competitor Sledge (SI 2020)
Smoke; Orbes & Maples (2020 NAL League Bundle), Mortal Cloud (SI 22)
Tachanka; SI 2021 VIP
Thermite; Competitor Thermite (SI 2020)
Thunderbird; SI 2022 VIP Twitch; Fierce Alliance (2020 EUL Bundle), Preeminent (Y6S4)
Valkyrie; SuperJock (2021 NAL Bundle)
Ying; Prestigious Heritage (2021 APAC Bundle)
Zofia; Soaring Flame (SI 22)

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