



Nemesis League Rulebook

Rainbow Six: Siege PC

Trial Season

Table of contents

1 General statements

- 1.1 Organizer: Nemesis League
- 1.2 Privacy and data protection
- 1.3 Plattform: OPL
 - 1.3.1 Disclaimer
 - 1.3.2 OPL specific regulations
 - 1.3.3 Minimum age and its enforcement
- 1.4 Prizes
- 1.5 Support
 - 1.5.1 What we offer support for
 - 1.5.2 OPL support tickets
 - 1.5.3 Support via. Nemesis League Discord
- 1.6 General definitions
- 1.7 Changes to this rulebook during the event
- 1.8 "Extraordinary circumstances" not addressed in the rulebook

2 Appearance and behavior

- 2.1 General conversation tone
- 2.2 Behavior during the Nemesis League
 - 2.2.1 Binding agreements on the Discord server
 - 2.2.2 Manipulative agreements
 - 2.2.3 Unsportsmanlike behavior
- 2.3 Behavior outside of the Nemesis League
- 2.4 Publication of league internal communication

3 Duties of teams & players

- 3.1 Team registration
 - 3.1.1 Team slots
 - 3.1.2 Players taking ownership of teams
 - 3.1.3 Building a new roster
- 3.2 Eligibility for play
 - 3.2.1 Registration of players & teams
 - 3.2.2 Swapping players during the season
 - 3.2.3 OPL profiles
 - 3.2.4 Uplay ID / Ubisoft-Connect handle
 - 3.2.5 Minimum players for competition
 - 3.2.6 Mandatory usage of MOSS
 - 3.2.7 Broken or missing MOSS files
- 3.3 Hard- & Software requirements
 - 3.3.1 General requirements
 - 3.3.2 Disallowed / banned software
 - 3.3.3 Using bugs, glitches, or other exploits
 - 3.3.4 Cheating
 - 3.3.5 (D)DoS attacks

4 The course of a Nemesis League season

- 4.1 Qualification
 - 4.1.1 Course of qualification tournaments
 - 4.1.2 Restrictions to qualification line-ups
- 4.2 Running league
 - 4.2.1 Course of the running league
 - 4.2.2 Match days
 - 4.2.3 Rescheduling games and overtime play days
 - 4.2.4 Championship
 - 4.2.5 Ascension & descension

5 General match rules

- 5.1 Definitions: Match / Map
- 5.2 Map Pool
- 5.3 Game Settings
- 5.4 Wrong game settings
- 5.5 Allowed and disallowed game content
 - 5.5.1 Banned operators
 - 5.5.2 Allowed cosmetic game content
 - 5.5.3 Punishments
- 5.6 Spawnpeeks & -kills
- 5.7 High ping
- 5.8 In-game chat
- 5.9 Match-termination
 - 5.9.1 Termination because of absence
 - 5.9.2 Match cancellation because of server issues

6 Course of a match

- 6.1 Map picks & bans
- 6.2 The hosting team
- 6.3 Host by an observer
- 6.4 Tactical timeouts
- 6.5 Technical timeouts
- 6.6 Breaks between maps
- 6.7 Submitting proof of match result and other records

7 Streaming Nemesis League games

- 7.1 Streaming rights retained for Nemesis League
- 7.2 Streaming rights for partners of Nemesis League
- 7.3 3rd-party streaming rights
- 7.4 First-person streaming
- 7.5 Observer-slots
 - 7.5.1 Reservation of the observer slot
 - 7.5.2 3rd-party observers
- 7.6 Non-public video feeds

8 Match protests and punishments

- 8.1 Creating and course of a match protest
- 8.2 Invalid match protests
- 8.3 Punishments using cards
 - 8.3.1 Notification about punishment and card warnings
 - 8.3.2 Expiration of card warnings
 - 8.3.3 Yellow cards for players
 - 8.3.4 Red cards for players
 - 8.3.5 Yellow cards for teams
 - 8.3.6 Red cards for teams
- 8.4 Disqualification / Particularly egregious cases

9 Changes to this rulebook

Changes to this rulebook are marked using coloring. Deleted rules are marked **red**, additions or changes in **yellow**. A summary of the changes including their date is available at the bottom of the rulebook.

1 General statements

1.1 Organizer: Nemesis League

This tournament, league or event is organized by German company Nemesis League.

1.2 Privacy and data protection

More information on privacy and data protection at Nemesis League is available at

■ [Nemesis League Data Protection.pdf](#) .

Since the tournament takes place on the Opportunity League platform, please also note their privacy and data protection statements at: <https://www.opleague.pro/legal/privacy>

1.3 Plattform: OPL

1.3.1 Disclaimer

The Nemesis League is organized by two private individuals. The OPL(<https://opleague.pro>) is only the platform provider for this event.

The entire responsibility for the Nemesis League is with Alexander Rybakowski and Fabian Heinz.

1.3.2 OPL specific regulations

The OPL rulebook is not applied to the Nemesis League and OPL admins have no authority over it, unless specifically instructed by Nemesis.

However, platform regulations like the OPL ToS are untouched by this rule.

1.3.3 Minimum age and its enforcement

We enforce a minimum age according to the German USK-16 rating. For this, we postulate that the appropriate age restriction has been enforced upon purchase of the game.

This age restriction also applies to participants in the Nemesis League. Participation of players under the age of 16 is not allowed.

1.4 Prizes

Participants of the Nemesis League can win cash- and non-cash prizes. The distribution of the prize pool is listed on the OPL tournament page.

Prizes are always won by the team, not individual players. They are handed out to a team representative (either from the team or their organization). Distribution of the prize to the actual players are the responsibility of that representative.

Hand-out of the prizes takes place after the tournament and should not happen later than 48 hours after the final match has concluded. Please privately contact Fabian Heinz over Discord (Orio#9999).

Cash-prizes are paid using PayPal. (Please note that international transfers can include long wait-times.

Non-cash prizes are shipped within the next three (German) workdays after the conclusion of the tournament (but delivery times may vary drastically depending on the destination). Individualized non-cash prizes take longer to produce and are excluded from this rule. Nemesis League prefers the team representative to be of legal age (18 years for most countries). Should the representative not meet this requirement, additional signage of their parents (or corresponding legal representative) is required.

1.5 Support

1.5.1 What we offer support for Nemesis League offers assistance with sign-ups to the event and the organization of matches.

We do not offer support or liability for players' ability to participate in the tournament. That includes but is not limited to: installation or configuration of the game, setup of dedicated servers, installation or configuration of the anticheat-applications in use. Players are responsible for their hard- and software.

1.5.2 OPL support tickets

Support is available through OPL support tickets (<https://www.opleague.pro/supportticket>). Make sure to correctly select "Nemesis League" in the "Organizer" field and a fitting category for the support request.

1.5.3 Support via. Nemesis League Discord

All participants can receive support through the official Nemesis League Discord server (Invite:<https://discord.gg/YsrzWjGtUn>) by contacting Nemesis League admins.

If you can't see the corresponding section of the server, please ask for the Nemesis League participation role and send your support request after that role has been granted.

Please note: The Discord section is not available during the qualifiers and new support requests should tag the "@Admin" role!

1.6 General definitions

- **Owner / Admin:** Means the leadership and admin team of the Nemesis League
- **Season:** Is the timespan from the start of the first qualification tournament to the end of the last match in the playoffs.
- **Default Win:** A default win is awarded to a team if the opposing team cannot start the match. The match is displayed as a "W-L" and the difference is counted as 3-0.
- **Qualifier:** Is the timespan from the first match of the first qualification tournament until the last match of the last qualification tournament.
- **League:** The leagues 1 and 2 are made up of 8 teams each, who compete in their respective league for points.
- **Running league:** Means the time from playday 1 to 7 (including overtime-day) of the two leagues during which the teams play against each other.
- **Championship:** The final tournament in which the 2 best teams compete for winning the prizes of the Nemesis League.

1.7 Changes to this rulebook during the event

Nemesis League may change this rulebook at any time for clarification purposes or additions to existing rules. Changes to the rulebook are made clear using a colored highlight and an editorial note at “9. Changes” to this rulebook.

Changes to the map pool, banned operators, allowed cosmetics, and other disallowed gamecontent are restricted to specific points in time during the Nemesis League. This is to allow an even playfield for all teams between each of the changes.

- Between the last qualification tournament and play day 1 of the running league.

1.8 “Extraordinary circumstances” not addressed in the rulebook

In situations where this rulebook does not clearly define a rule to follow (or the rule does not clearly apply), the final decision on further action is up to the Nemesis League.

In these situations, Nemesis League may change existing rules to more closely address the situation at hand. These changes may be announced in Discord or the match chat and are just as binding as this rule book.

2 Appearance and behavior

2.1 General conversation tone

The Nemesis League wants to promote fair, professional, forthcoming, and open conversations in the spirit of competitive eSports.

We expect players to abide by this rule and act accordingly when participating in the Nemesis League.

This is not limited to conversations during matches or with the Nemesis League staff but specifically includes our partners and behavior towards the general public.

2.2 Behavior during the Nemesis League

2.2.1 Binding agreements on the Discord server

Agreements which are formed on the Nemesis League discord are just as binding as if they would've been documented in the OPL match chat. This specifically includes agreements to changes to the match time, tolerance agreements about restricted players and similar agreements.

This does not apply to match protests which always need to be documented in the match chat.

Please take note of 2.2.2 Manipulative agreements at this point

2.2.2 Manipulative agreements

All agreements in violation of the rulebook are not allowed and automatically void. This includes but is not limited to agreements regarding the final result of a match.

Teams making such agreements will be disqualified from the respective match (even after the fact) and receive a yellow-card warning. In particularly egregious cases, they may be disqualified from the Nemesis League altogether. Players making such agreements on their own will not receive less than two yellow-card warnings and may also be expelled from the league.

The Nemesis League may make corrections to the results of the affected matches which may alter the course of the Nemesis League.

2.2.3 Unsportsmanlike behavior

Sportsmanlike behavior is mandatory for all Nemesis League players, especially between each other. This is not limited to the in-game realm.

Unsportsmanlike behavior may be punished by yellow-card warnings or even disqualification from the Nemesis League for the players at fault. Non-tolerated behavior includes but is not limited to:

- Discrimination based on gender, sex, race, ethnicity, etc.
- Political topics and statements
- Spreading of lies and mis rumors about players, teams and organizations
- Hate speech / foul speech
- Unnecessary provocations (for example, tea-bagging)
- Spoilers
(Matches are streamed with a delay to prevent stream-sniping mid-rounds. Please allow our viewers to enjoy your games by not spoiling moments of the match. This includes suddenly showing up in the stream chat when match-points are still playing on stream.)
- Violations of respectful behavior guidelines

2.3 Behavior outside of the Nemesis League

Our behavioral guidelines do not end after a match has completed. They are meant to foster an enjoyable community around the Nemesis League and extend to the interactions between all involved parties and the general public.

Any illicit behavior related to the Nemesis League and brought to our attention may be punished at the discretion of this rulebook. In particular, this rule is directed towards players appearances on:

- the OPL platform
- Nemesis League and OPL Discord servers
- Twitch chats on Nemesis League-streaming channels
- appearances on social media

2.4 Publication of league internal communication

All communication that is not technically public, is to be considered confidential and private. Publication of, for example, OPL match comments, Discord chats (DMs and server messages), social media DMs, etc. is strictly forbidden.

Incursions against this rule may be punished by a red-card warning. Please also note 1.3.2 OPL specific regulations.

3 Duties of teams & players

3.1 Team registration

3.1.1 Team slots

Team belongs to the OPL team founder, in case of dissolution you have 2 weeks time to rebuild

3.1.2 Players taking ownership of teams

Takeover of the team by another player: If the team founder is no longer interested in keeping the team or the spot, he can choose someone to take over and continue the team. If the team founder has not chosen a successor, the team must agree among themselves. If there is no agreement, the team loses its spot and is disqualified for the current season.

3.1.3 Building a new roster

If a team is disbanded, the main roster will not receive a matchday suspension. Each additional player will get a 2 matchday suspension. If the team does not manage to provide at least 5 players within the 2 weeks - which you have time to rebuild - the team automatically loses all further games and is eliminated from the league. In addition, you also lose the spot and have to re-qualify. ~ Such free slots from the league 1 will be filled from additional ascendants from the league 2 following their ranking.

3.2 Eligibility for play

3.2.1 Registration of players & teams

To better understand if someone is playing with a Smurf, we require **a minimum level of 80 for the accounts.**

Only players registered to the team and showing as eligible for play on the OPL platform may participate in matches. This includes stand-in players.

Restricted players may be allowed to play in individual matches as long as they are still registered to the team and the competing team gives their written consent in the OPL match chat. Any such agreement does not extend to other matches even against the same competitor.

If a team plays with a player without a playing permit or without permission, the team will be penalized with a yellow team card and the ineligible player will be penalized with a red player card.

Smurfs and account sharing are expressly forbidden and will be penalized from a red player and yellow team card to Nemesis League expulsion!

3.2.2 Swapping players during the season

During the Qualifier, teams are allowed to change the roster as often as they want. From the league phase onwards all new players joining the team will get a suspension of 2 matchdays. They can only participate with the above mentioned consent of the competing team.

3.2.3 OPL profiles

All players and teams must provide a truthful OPL profile. In particular, age, residency, and Ubisoft-Connect handle must be filed correctly. Each profile should also include at least one way to reliably contact the player / team.

All teams are required to announce name changes to the Nemesis League staff so that we can update our records to reflect the change. Failing to announce name changes is punishable by a yellow-card warning.

3.2.4 Uplay ID / Ubisoft-Connect handle

All players must file their active Uplay-ID / Ubisoft-Connect handle on their OPL profile in order to be allowed to participate. Only the filed account is allowed to be used when competing in Nemesis League matches.

3.2.5 Minimum players for competition

Teams must participate with at least four players on match start. Restricted players who are Eligible to participate are included in this count. Any team unable to play with enough players will automatically lose the match in a default-win to their opponent.

3.2.6 Mandatory usage of MOSS

All players must record their matches using MOSS (<https://nohope.eu/>). These recordings must be recorded (and exported) per-match or per-map. MOSS must be set to the "Rainbow Six Siege" preset and the exported files must be uploaded to the OPL Matchup after the match has concluded.

(Note: Please make sure to wait for MOSS to finish the export, before uploading the file. We will not accept incomplete MOSS archives!)

In qualifier and playoff tournaments, the upload must be completed within 10 minutes of the first result submission in the OPL matchup.

During the running league, this timespan is more lenient. MOSS files must be uploaded to the OPL matchup within 24 hours of the first result submission.

3.2.7 Broken or missing MOSS files

Missing or broken MOSS files are punished by a yellow-card warning. The following are examples of when we consider a MOSS-file broken:

- Files containing more than 33 % of invalid screen shots (e.g. black screens).
- Files where in-game screenshots are glitched/broken or entirely missing.
- Files recorded without the “Rainbow Six Siege” preset applied in MOSS.
- Files where not all connected monitors were recorded (we recommend entirely disabling any monitors that are not in use during the match)
- Files where parts of the match are missing (e.g. when recording is done per-map but not all recordings have been uploaded yet)

The uploaded files must be complete and valid within the previously mentioned time frame. Otherwise, they are considered incomplete and will be punished with a yellow-card warning.

MOSS file corruption caused by a PC-crash is tolerated when the crash is announced on-time (ideally, immediately when the crash happened) in the OPL match chat. Crashes are not an acceptable excuse after the MOSS files have been flagged as invalid.

3.3 Hard- & Software requirements

3.3.1 General requirements

Each player is responsible for their own hard- and software. They must ensure the game is playable (and recordable) when participating in a Nemesis League match. The software configuration must be kept up to date (O.S. and security updates, game updates, driver updates, MOSS updates, etc.).

3.3.2 Disallowed / banned software

Usage of the following applications is forbidden when participating in Nemesis League matches. That includes background processes. Make sure to close / terminate the corresponding applications before participating in a match. Should any of the mentioned applications be detected running on the player's computer, the player will be punished with a yellow-card warning:

- Virtual Private Networks (VPNs) or other tunneling-software.
(Students may be exempt from this rule if they can show student identification).
- Software allowing remote control or screen sharing (TeamViewer, Anydesk, RDP, Zoom, Teams etc.)
 - As a single exemption, the “TeamViewer_Service.exe” executable may show up in the MOSS report without being punished, because the background service does not allow connections without additional processes being started. We still highly recommend stopping the service before starting MOSS. (🖱️ “net stop TeamViewer”)

We allow usage of Discord for video calls where remote control is disabled. (Refer to 7.6 Non-public video feeds)

3.3.3 Using bugs, glitches, or other exploits

Exploiting game bugs and glitches is considered an unfair advantage and not allowed. The following situations occurred in the past and are listed as an example of such instances.

Nemesis League has the sole discretion of deciding what action is considered exploitative and which is not.

- Running around, carrying one of Mira's windows
- Defenders climbing half-way out of windows, without being considered compromised.
- Shooting through impenetrable walls, floors, ceilings, or other objects
- Passing through impassable walls, surfaces, or objects
- Valkyrie cameras, placed in a way that makes them indestructible

Purposeful or involuntary usage of such bugs and glitches can be punished with the player receiving a yellow-card warning and the affected rounds being counted as a loss for the team of the offending player.

3.3.4 Cheating

All applications affecting the outcome of the match are forbidden when playing matches in the Nemesis League. Examples of such applications are: macros, wallhacks, aimbots, and recoil-compensation apps/scripts.

The usage of such tools will be severely punished with punishments ranging from a yellow-card warning to disqualification and a life-long ban from all Nemesis League events.

The player's team may also be disqualified from the current event. Matches in which the player previously participated may be investigated and have their results adjusted afterwards.

The player may be banned from participating for the duration of such an investigation.

Any proof of cheating found will be forwarded to the OPL platform and Ubisoft for their own investigations.

3.3.5 (D)DoS attacks

DoS and DDoS attacks against players, teams, or Nemesis League are considered cheating and will be punished the same way.

Additionally, these kinds of attacks are internationally banned by law and considered cyber crimes. Reports of such attacks can be forwarded for criminal investigation.

4 The course of a Nemesis League season

4.1 Qualification

4.1.1 Course of qualification tournaments

Qualifier

During Days 1 and 2, the Swiss Stage consists of 8 BO1 games to be played.

Each team can only lose 4 games before getting eliminated.

Top 12 teams advance to Day 3

Day 3 consists of 12 teams in a single elimination round.

The best 4 teams of the 12 get a bye for the first round.

Day 3 ends when there are only 4 teams left. The 4 teams have then automatically qualified for the league

The qualifying tournament will take place over 2 weekends and will allow a total of 8 teams to qualify for the league through 2 qualifying tournaments.

League

8 teams play weekly from 6pm CEST in a single round robin over 7 match days.

The first matchday is on 07.08.2023 and all games are played in a BO2.

Championship

The top 4 teams will meet in a Double elimination Bracket and play for the prize pool.

All matches except the Grand Final will be played as BO3. The Grand Final will be played as BO5. The Quarter and Semi Finals will be on 29.09.2023 6pm at CEST, 30.09.2023 3pm at CEST and the Final will be on 01.10.2023 at 3pm CEST.

4.1.2 Restrictions to qualification line-ups

Players from already qualified teams may not participate in qualifier tournaments. If they want to participate in the qualifiers, they must leave the team that is already qualified and are not allowed to rejoin or play for that team in the same season.

4.2 Running league

4.2.1 Course of the running league

After the qualifications have concluded, the running league starts with play day 1. The league is played as a single-round-robin with each team facing each other one time.

Each match is played "best-of-2" with the winner gaining 3 points, the loser gaining no points and in case of a draw both teams get 1 point each.

If a team has been conspicuous for non-attendance for at least 3 game days, they will be disqualified from the current Nemesis League Season.

4.2.2 Match days

Each week, there are two play days in total, spread over the leagues as follows:

- League 1: Mondays
- League 2: Wednesdays

Each match day starts with the first match at 18:00 (Europe/Berlin time). A total of 4 games take place on one match day. There are always 2 matches running at the same time.

4.2.3 Rescheduling games and overtime play days

For the running league, there's one overtime play day. Each team may reschedule one match to the corresponding overtime play day without specifying any reason and without consent of their competitor. This option must be requested at least 24 hours before the scheduled match day.

The overtime play day is after match day 7:

- League 1: 25.09.2023
- League 2: not published yet

Teams must treat overtime play days as normal play days and keep themselves available for all of the time slots. In addition to this rescheduling of matches, teams may request to swap their matches with another match on the same play day. The swap must be completed with all four affected teams agreeing at least 24 hours ahead of the earlier of the time slots.

4.2.4 Championship

Playoffs are played from 29.09.2023 to 01.10.2023 in double-elimination "best-of-3" with four participating teams. The grand final is played "best-of-5".

The following teams participate in the playoffs:

- 1st place vs 4th place
- 2nd place vs 3rd place

The actual bracket is published at least 24 hours ahead of the playoff-start on the OPL tournament page.

Important notes:

1) The abandonment of teams during the championship will be punished with a disqualification, whereby the respective performance of the teams will not be rewarded. We expect the teams to participate in all events in order to guarantee a fair and exciting tournament. If this rule is violated, the team's prize money (1st or 2nd place) will be confiscated and reinvested into the league.

2) Players may not be swapped between league and playoffs.

There's no exception to rule: 3.2.2 Swapping players during the season.

4.2.5 Ascension & descension

All leagues have ascension and descension spots. These are defined as follows:

- The teams on the places 1 - 6 in the 1st League are automatically qualified for Season 1 of the Nemesis League.
- The teams on the places 7 & 8 in the 1st league are relegated to the 2nd league..
- Teams finishing 1st & 2nd in the 2nd league will advance to the 1st league.
- The teams in 3rd & 4th from the 2nd league are automatically qualified for Season 2 of the Nemesis League.
- Teams in 5th -. 8th from the 2nd league have to re-qualify for Season 2 via the Open Qualifier.

5 General match rules

5.1 Definitions: Match / Map

The Encounter or Match is the uninterrupted “fight” of two teams within the event. One encounter encompasses one or more maps played.

The Map is defined by the map played in Rainbow Six Siege. The map ends with the results displayed by the game. A map may be paused by re-hosts or similar interruptions but is not concluded by them.

5.2 Map Pool

Only the following maps may be played:

- Bank
- Border
- Club House
- Consulate
- Kafe
- Oregon
- Chalet
- Skyscraper
- Nighthaven Labs

5.3 Game Settings

Playlist Type	Normal Mode
Data Server	EU Central
Server Type	Dedicated Server
Voice Chat	Team Only
Time of the Day	Day
HUD Settings	Pro League
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
Friendlyfire In Prep	Off
Friendly Fire Damage	100
Reverse Friendly Fire	Off
Injured	20
Sprint	On
Lean	On

Death Duration	2
Death Replay	Off
Requests available per Team	1
Allow Requests From	Everyone
Timeout Duration	60
Game Mode	BOMB
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuse Carrier Selection	On
Preparation Phase Duration	45
Action Phase Duration	180

5.4 Wrong game settings

Incorrect game settings must be reported / protested by the third prep phase. After that, they are considered accepted by the competitor and may not be altered during the remainder of the map (even when a re-host occurs).

Should invalid map settings be agreed upon before starting the match, we consider them manipulative agreements and they may be punished according to 2.2.2 Manipulative agreements.

When incorrect game settings are reported on-time, the game must be re-hosted with corrected game settings. The current score of the map is reset and the map is restarted from the beginning.

When the hosting team or player refuses to fix the game settings, this map will be counted as a loss.

5.5 Allowed and disallowed game content

5.5.1 Banned operators

When some operators are banned, they will be listed in this place. Operators may be banned in these cases:

- Significant bugs or exploits arise that make the operator unplayable or too OP.
- a new operator that is not yet available for all players (without Season Pass)

5.5.2 Allowed cosmetic game content

The following operator skins may be played in the Nemesis League:

- Default Skin(s)
- Pro League Gold Skin(s)
- Pilot Program Phase 1 Team Skin(s)
- Pilot Program Phase 2 Team Skin(s)
- R6 Share Skin(s)
- Skins from the eSports Packs

All other uniforms, head coverings, and gadget skins (also drones skins) are not allowed to be used. Weapon skins and charms are unrestricted.

5.5.3 Punishments

Any player playing with banned operators or contraband gear must be team-killed by the begin of the action phase (for attacking teams) or by the begin of the prep phase (for defending teams). Gadgets of banned operators may not be used and must be destroyed.

Any round where the corresponding player is alive for more than 45 seconds or deals damage to an opponent must be considered lost by the player's team. The match must be re-hosted with an updated score.

Skins must be reported directly after the round! After the match it is no longer possible to report all rounds in which skins were used. If after a round with skins simply continue to play without a report, the possibility to report the round is considered invalid. Protests made after the game has closed will be processed, but cannot change the outcome of the game (does not apply to any type of cheating). The corresponding players will receive a yellow-card warning.

5.6 Spawnpeeks & -kills

Killing opponents within the first two seconds of the action phase is considered spawn-killing and is not allowed. Should defenders deal damage to attackers within this time frame, the round has to be considered lost by the defenders and must be re-hosted with an updated score.

5.7 High ping

Players must keep their internet connection as ideal as possible so that all players can enjoy a good game experience. The ping of a player may not have a higher average than 110 ms, if it does, the player can be kicked out of the game and his team has to play outnumbered for the rest of the map.

5.8 In-game chat

The in-game chat should only be used for organizational communication like requesting a technical timeout or re-host.

We allow the following phrases:

- Good Luck (for short: GL)
- Have Fun (for short: HF)
- Good Game (for short: GG)
- Well Played (for short: WP)
- Rehost (for short: RH; for requesting the lobby to be re-created)
- Technical Timeout (for short: TechT; for pausing the lobby due to technical reasons)
- Tactical Timeout (for short: TacT and "Timeout")
 - Deprecation warning! Our observers will no longer abide by these requests.
Please use the native tactical timeout option available to each team in-game.

Players using unallowed phrases or spamming the in-game chat may be punished with a yellow-card warning.

5.9 Match-termination

5.9.1 Termination because of absence

Teams will automatically lose (default-win) the match should they not be ready to play in the lobby within 10 minutes of the match start time scheduled on the OPL match page. The absent team will also receive a yellow-card warning.

Should a team cancel an encounter later than 16:00 'o clock (Europe/Berlin time) on the day of the match, this cancellation will also be considered a termination because of absence.

5.9.2 Match cancellation because of server issues

Should server issues prevent the start or orderly conclusion of the match, the teams must notify the Nemesis League via Discord about the issues and document the problems in the OPL match chat.

The Nemesis League will decide on further actions.

6 Course of a match

6.1 Map picks & bans

Map picks- and bans are performed through the OPL platform.

- BO1: Each team takes turns banning one map after another until only one map remains
- BO2: Maps are picked / banned in the following order with each team performing one action at a time: Ban (6x) - Pick (2x) - Ban (1x)
- BO3: Maps are picked / banned in the following order with each team performing one action at a time: Ban (2x) - Pick (2x) - Ban (4x) - Decider
- BO5: Maps are picked / banned in the following order with each team performing one action at a time: Pick (2x) - Ban (2x) - Pick (2x) - Ban (2x) - Decider

The first (leftmost) team of the encounter always starts with the first pick / ban with the second team always picking the desired side on the decider map.

6.2 The hosting team

The first (leftmost) team of the encounter always takes care of hosting the lobby. They automatically become the blue team.

6.3 Host by an observer

Some matches will be observed by the Nemesis League or outside observers. They will be announced ahead of the match start in the OPL match chat. In such cases, the lobby will be opened by the observer.

The observer will invite at least one player per team and starts the match when all players are marked "ready".

If the match is being casted, the observer may withhold the match start until the cast is ready to start too.

6.4 Tactical timeouts

Both teams can request a tactical timeout ("TactT") once per map using the native pause request in-game. Tactical timeouts last for up to 60 seconds.

Repetition of previous note:

Observers are not responsible for invoking tactical timeouts.

6.5 Technical timeouts

Technical timeouts can be used for short interruptions of the map due to technical problems with the match. They must be requested by the teams using the in-game chat and this are only available in matches where an observer is present.

Technical timeouts can be requested as often as they are required but may not exceed a total of 10 minutes time per map played. Each timeout must be documented in the OPL match chat upon request but at the latest, five minutes after the match has concluded. (Typically, you can do that while you're waiting for the affected player to re-join.) Matches played without an observer can use re-hosts for tactical timeouts.

6.6 Breaks between maps

Between maps, teams can request breaks of 5 to 10 minutes. Longer breaks are only allowed if both teams and Nemesis League staff agree to the break. These breaks must be documented in the OPL match chat.

Nemesis League may also issue longer breaks e.g. when the match is being casted and a longer break is required.

For obvious reasons, this rule is only applicable when multiple maps are played in a single encounter.

6.7 Submitting proof of match result and other records

In addition to the already mentioned MOSS files, all matchups require proof of play so that the results can be verified. After each map and re-host, a screenshot is required to document the game scores. Should only one team upload these records, we automatically assume the acceptance of them by the other team.

This rule is applicable to both matches with and without an observer!

7 Streaming Nemesis League games

7.1 Streaming rights retained for Nemesis League

Nemesis League retains the exclusive permission to publicize Nemesis League games, including live streaming with and without delay, and recordings published after the fact.

The Nemesis League sets the priority on the casts, so the teams have to follow this and therefore accept that if a caster reports at least 24h before the start of the matchday, to cast the matchday. (This applies to all leagues that play on the day as a backup in case a match that should be cast is canceled).

7.2 Streaming rights for partners of Nemesis League

Nemesis League may grant similar permissions to its partners according to the respective agreements signed.

7.3 3rd-party streaming rights

All third parties must request written permission from the Nemesis League before publishing content from Nemesis League games.

Please note: This permission to stream the content of the Nemesis League match does not include the copyright of the in-game IP which still needs to be obtained from Ubisoft.

7.4 First-person streaming

Players and teams may stream their games from their first-person view under the following conditions

- The match is not casted by Nemesis League or another party. (i.e. there is no observer present)
- The stream is configured to delay the output signal by at least three minutes
- The name of the league is mentioned in the stream title

7.5 Observer-slots

7.5.1 Reservation of the observer slot

Nemesis League claims priority access to available observer slots for itself and its partners. (Regardless of how many slots the game makes available.)

7.5.2 3rd-party observers

Third party observers (like coaches or analysts) are only allowed when both teams agree to the observer and the slot is not already taken.

7.6 Non-public video feeds

Players may stream their match from first-person perspective to private receivers (like when using a Discord screen share) even when the match is casted live and without delay.

The only condition is that the stream may only be viewed by a private audience and for team-internal purposes. (For example, for analysis of the gameplay by a coach)

Please note that the stream must be secure so that third parties cannot access the footage. (Streams to Discord server channels are generally considered publicly available - and thus not allowed.)

Violations of this rule may be punished with a yellow-card warning.

8 Match protests/admin calls and punishments

8.1 Creating and course of a match protest

All participating teams can create match protests on the OPL platform using the “Open Protest” or “Call Admin” button on the corresponding match page.

All protests must be filed before the match result is confirmed (, because the matchup will be closed once it is). If a team needs time to decide whether a protest should be filed, they are asked to inform the other team / staff using the match chat. They may also call an admin for assistance in their considerations.

When a protest is opened, an admin is automatically called to the scene and will investigate the claims of the protesting team. The admin may decide on the protest or escalate the protest by calling in other staff members.

8.2 Invalid match protests

All protests filed after the match results have been confirmed will be rejected and closed immediately.

We make exemptions for particularly important cases like cheating. In which case the match results may be altered even after the fact. This decision is at the discretion of the Nemesis League.

After a protest has been cleared / rejected, the teams return to the upcoming matches and continue playing. Any residual conflicts can be discussed afterwards and if necessary, results can be updated accordingly.

Protests where both teams use the same accusation may be outright rejected so that the conflict is not escalated further. However, the protests may still be investigated and can still cause punishments to be issued.

8.3 Punishments using cards

8.3.1 Notification about punishment and card warnings

Players and teams may receive card warnings as a punishment (red-card or yellow-card warnings) as mentioned in multiple places of this rulebook.

The team will be informed about these punishments in the match comments or on Discord.

8.3.2 Expiration of card warnings

The validity of card warnings depends on the type of warning and these are league/season wide:

- Yellow cards expire after 3 months
- Red cards expire after 6 months

8.3.3 Yellow cards for players

Players receiving yellow cards will suffer the following punishments:

- A single yellow-card serves as a warning and has no immediate effect
- A second yellow card temporarily suspends a player for the next 2 match days (or similar, if not in the current league).
- A third yellow card leads to a red card.

8.3.4 Red cards for players

Players receiving red cards will suffer the following punishments:

- The first red card will temporarily ban the player from participation during the next 5 play days
- A second red card will ban the player from all matches of this season. This ban will extend to the next season when issued during the relegations or playoffs.

8.3.5 Yellow cards for teams

Yellow cards for teams have the following effects:

- A single yellow card serves as a warning and has no immediate effect.
- During the running league, 6 points will be subtracted.
- The punishment of the third yellow card depends on the severity of the rulebook violations. At the discretion of Nemesis League, it can reach from single match losses up to and including disqualification from the event. Implications for other Nemesis League events might be possible. The players and organization of the team will be notified of the final decision.

8.3.6 Red cards for teams

Teams will not receive red cards. Violations exceeding the punishment with yellow cards will be evaluated on a case-by case basis and are treated like the third yellow card.

8.4 Disqualification / Particularly egregious cases

Players and teams that are already banned from the OPL platform are also banned from participating in Nemesis League events taking place on the platform.

The Nemesis League may immediately ban or disqualify teams and players in particularly egregious cases (such as, but not limited to: racist comments or criminal actions). No cards will be issued in this case.

9 Changes to this rulebook

This section lists changes to the rulebook that have been made after publication for this season. Changes will be marked blue and deletions red.

Note: Changes from the last seasons will not be included. Each season receives a full, initial rulebook that may or may not be based on the one from the last season. Please take the time to read the rules once entirely for each new season.

27.06.2023	Rulebook written by Orio and AriXx1909
04.08.2023	3.2.1; 4.2.4; 5.2; 5.5.3 are updated by Orio and AriXx1909