Amnesty Rulebook

1.4.5   Bugs and Glitches

1.4.6   Spawn-Killing

Server Rules:

Rules of the Amnesty server

1. Be respectful to all within the server and Pre and Post match lobbies.

2. Sending or Linking any harmful material such as viruses, IP grabbers or hardware results in an immediate and permanent ban from Amnesty.

3. Any usage of excessive extreme inappropriate language, racist slur, sexual harassment and NSFW content is prohibited and will result in a ban from Amnesty.

4. Using the @ everyone and @ the Moderators, admins or a specific person without proper reason is prohibited and will result in a mute for 24 hours.

5. Act civil in Voice Chat & Text Channels. This is a siege league, sportsmanship is required from all players and spectators.

6. Post content in the correct channels - Do Not promote other leagues/discords here unless granted permission from Amnesty owners.

7. Don't post someone's personal information such as, Mobile number or social media usernames without permission. If so, this will result in a disciplinary action.

8. Listen to what Staff says, their decision is final.

9. Do not post graphic pictures or videos to **ANY** channel.

10. Respect all admins & staff, they are giving up free time to run this server.

Breaking the rules above or those in the full rulebook will result in a disciplinary action taking place, or if the full team is involved point deduction or removal from tournament will take place.

By reading this you agree to all Amnesty Rules and Regulations.

Chain of Command

Owner - Owner and Co-Owner of Amnesty R6, handles the general running of the league and main decisions. (Always resort to owner for discipline actions)

Admin - Help the owners with rule enforcement and primary point of contact.

Moderator - Help assist Admin team with Handcams, Roster changes and are secondary point of contact.

Staff – Amnesty management team.

Caster - Our full streaming team and the vocals of Amnesty.

Tournament Sponsor - The funding of the tournament

1. **Amnesty Tournament Rules**

1.1 Players

1.1.1   <u>Eligibility</u> - Any person that is living outside of Europe will not be able to participate in this tournament. Any team to field an ineligible player will be asked to remove that player or will be withdrawn from the tournament.

1.1.2   <u>Requirements and Game accounts</u> – A protest for a wrong or ineligible player/game account has to be opened before the start of the preparation phase of the 2nd round. As soon as all players have joined the match lobby, the team is considered ready to play and no further changes to the roster are allowed.

1.1.3   <u>Technical Issues</u> - Players are responsible for their own PS4/PS5 systems and internet connection. Matches will not be rescheduled due to technical issues, unless captains agree on it. Each team will HAVE 1 REHOST PER MAP.

1.1.4   <u>Connection and Ping -</u> All players are responsible for their own ping, 5TG has set a ping limit to +120ms, if that ping is consistent for 3 rounds then the 3rd round will be replayed. Also we will ask that player to reset their internet. If the ping doesn't improve over another 2 rounds, then that 2nd round will be a win to the other team.

1.1.5   <u>Unsportsmanlike Behaviour –</u> For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude in the 5TG server and Pre and Post match Lobbies. Breach of this rule will be punished with a deduction of points from that game.

1.1.6   <u>Forbidden on Console –</u> Amnesty is strictly controller only, we will be handcamming all players to ensure there is no disadvantages to any team. All third party devices are prohibited (XIM, Kronus, Strikepacks). Only Default PS4/PS5 and scuff controllers will be allowed. Any player to be seen with a third part device whilst on hand cam will be banned from the server. All players have accepted Amnesty T+C when signing up. Anyone to be found playing on a fake or multi-account will be permanently banned.

1.1.7   <u>Handcam –</u> This will take place on discord. An Amnesty Admin or Mod will monitor the Handcam viewing. As an additional measure the mod/admin will also join the playstation party for the game duration. This has been disclosed in Sign up, Amnesty takes no liability for internet connection when streaming it live to discord.

       We at Amnesty know that set-ups vary between players so we will always ask players to show USB slots, a 360 degree view of the controller and then we will ask you to set up a camera showing proof that it is you playing by showing the screen and controller. Players to be found to use Third party devices will be banned from Amnesty and their team will be removed.

1.1.8   <u>Fixed Times and Games –</u> Amnesty has fixed time slots for all teams for all games within the tournament. Please contact the Amnesty admins if any doubts

over making the fixed time. Please give 2 days prior notice, anything less will result in game going ahead.

1.2 Team Rules

1.2.1 **Roster –** Amnesty has a strict 8 man roster policy in place. Roster changes will be opened every Monday for that 1 day. You will be able to swap 1 player out for 1 player in. When signing up by Amnesty Law you MUST state your players flag of residency, we will ask for evidence.

1.2.2 **Roster Qualifiers –** Please see above.

1.2.3 **Substitute Players –** Amnesty will allow 1 pickup but only exceptional circumstances will apply. As soon as 5 players join the lobby, that is your starting line-up. Teams can make subs in-between maps.

1.3 Tournament and Qualifier Rules

1.3.1 **Settings for the tournament/Qualifier –** All games will be try to be casted, settings will be detailed below.

The following match settings be applied consistently across all competitions of the Rainbow Six Circuit:

- By default, the host of the game should be the observer or a commentator. Amnesty Organisers may specify otherwise in the Specific Rules but the responsibility of hosting the game can never fall on one of the Players.

- A game must be hosted on a local server with the following settings for the corresponding match format:

	Best of 1 Match format	Best of 3 Match format	Best of 5 Match format
Game Mode	TEAM DEATHMATCH BOMB		
Plant duration	7	7	7
Defuse duration	7	7	7
Fuse time	45	45	45
Preparation	45	45	45
Action	180	180	180
Time of day	Day	Day	Day
HUD settings	Pro League	Pro League	Pro League
Number of bans	4	4	4
Ban Timer	20	20	20
Number of rounds	12	12	12
Attack/Defense swap	6	6	6
Overtime Rounds	3	3	3 or Infinite
Overtime score difference	2	2	2
Overtime role change	/	1	1
Objective type for rotation	2	2	2
Objective rotation parameter	Rounds played	Rounds played	Rounds played
Attacker unique spawn	On	On	On

Pick Phase timer	15	15	15
6th pick phase	On	On	On
6th pick phase timer	15	15	15
Reveal phase timer	5	5	5
Damage handicap	100	100	100
Friendly fire damage	100	100	100
Injured	20	20	20
Sprint	On	On	On
Lean	On	On	On
Death Replay	Off	Off	Off

1.3.2 **Map Ban veto and Pool –** The Amnesty Map pool is as followed – Chalet, Oregon, Club House, Border, Skyscraper, Theme Park, Bank, Kafe Dostoyevsky, Villa. Please see table below for Veto. In each of those ban sequences, should any map go to Overtime, the team that didn't get "Side Selection" on said map, will get "Overtime Side Selection".

	Map ban sequence
Best of 1	Coin toss, winner bans first once map is selected. A Ban – B Ban - A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played
Best of 3	The team that is higher seeded choose which team bans first. A Ban- B Ban – A Map Pick – B Map Pick – A Ban – B Ban – Decider Map
Best of 5	Coin toss, winner chooses who bans first for the first map. New coin toss to determine who gets side selection in map 5. A Map Pick – B Map Pick – A Ban – B Ban - A Map Pick– B Map Pick – Decider Map

1.3.3 **No show –** Teams will have 15 minutes after the scheduled time to join the match lobby, if after those 15 minutes have passed and one team still don't have 5 players. The team in question will forfeit the game. Amnesty Owners have the right to remove teams who are consistency delaying start of games.

1.3.4 **Forfeit –** If a team Forfeits, that is final. They will lose the game which could result in removal from the Amnesty Tournament.

1.3.5 **Match Postpone –** Can only Postpone a game with approval from Amnesty Owners.

1.3.6 **Protests –** If a controversial situation occurs, whether or not it is described in this rulebook during a match, the team that has spotted it should immediately inform the administration in their match channels. Proof must be provided for the admin team to make a decision. The team who raised the issue should leave

the match. If the team does not stop the match and continues to play, it will be taken as an act of unacceptance and the admin will be forced to intervene. If a rule has been broken in round "X" then once that round has finished then the team can no longer protest. Furthermore, the team will lose all rights to file a protest concerning that situation after the game has ended.

1.4 In-Game

1.4.1 Player drops - If a player drops from the server during a match, the round will continue uninterrupted until the end (Round starts with the first second of the preparation phase). If a team leaves the round before it's finished the other team will get the round point. After the round completion, the player who disconnected will be allowed to re-join the server or a re-host can be requested. Every team can re-host the server once in a map. If problems like this appear again, such as a player dropping out when the match has already been re-hosted, the team needs to play the map with the remaining players to its conclusion. Any abuse of this rule will be considered as deception and will result in penalization and including disqualification of the team.

1.4.2 Re-Host - Rehosts are possible up to 30 seconds in the action phase if no player was killed.

All members of the rehosting team have to leave the match before the first 30 seconds of the action phase passed. If not all members of the rehosting team left the match within the given time, it will count as a round loss. A rehost doesn't have to be confirmed by the opponent. If the rehost is called by the defending team, they must play the same site. All same operators must be used by both sides in the event of a rehost.

The number of authorized re-hosts depend on the match format:

Bo1: max. 2 re-hosts (1 per team)

Bo2: max. 4 re-hosts (1 per team on each map)

Bo3: max. 6 re-hosts (1 per team on each map)

Bo5: max 10 re-hosts (1 per team on each map)

1.4.3 Prohibited Actions - Any actions that result in an unfair advantage are illegal. This includes bug and glitch using of any kind. If a team is using any bug or glitch in a tournament it will result in a round loss in the round the bug or glitch was used, by the second violation of this rule the team will be disqualified.

1.4.4 Prohibited Cosmetics and Operators -

List of currently banned cosmetics:

- Outbreak Collection

- Wind Bastion Bundle

- Blood Orchid Bundle

- Twitch & Valkyrie Elite

- Ember Rise bundle

- Seared Flats bundle

- Satellite bundle

- Wanderer Bundle

- North Star Bundle

If any player of a team will select a cosmetic that is currently listed as banned the tournament administration should be notified through a match protest with a clear screenshot with the ineligible cosmetic with the player name visible before the start of the next round in order to be eligible to protest for it.

The team of such a player will receive a penalty based on the list below:

- 1st violation - Replay of round
- 2nd violation - Round loss
- Further violations – Game Forfeit

Operator Bans

The next newest operator will enter a quarantine phrase.

1.4.5 Bugs and glitches -
Permitted
These are known unintended mechanics that have been approved for use in the R6C and, unless a new variation or change impacts these, Teams may implement them.

- Using equipment or diffusing through a destructible surface
- Destroying a hatch with the diffuser on it to cause it to fall and deactivate (resulting in a win for the defending team)
- • Smoking through walls
- Hibana, Thermite and Ace charges are permitted to be placed anywhere

Banned
These are known unintended mechanics that have been banned for use in the R6C and, at minimum, will carry an immediate round loss and or further infractions.

- Any position that Players can get to, and out of, by passing through any object, wall or surface and the Player cannot be both seen and attacked/shot at as normal.
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 3D models collisions)
- Standing on a window ledge undetected
- Blocking window vaulting with a destructible shield

1.4.6   Spawn-killing –

- Spawn killing which results in a kill of an attacker during the first 2 seconds of action phase is not allowed.

- Doing so will result in a round loss for the defending team.

- Any kills happening after 2 seconds within the action phases are legal.