



# Rulebook VIBRANT League by BLUEJAYS Sports Season #1

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## 1. General

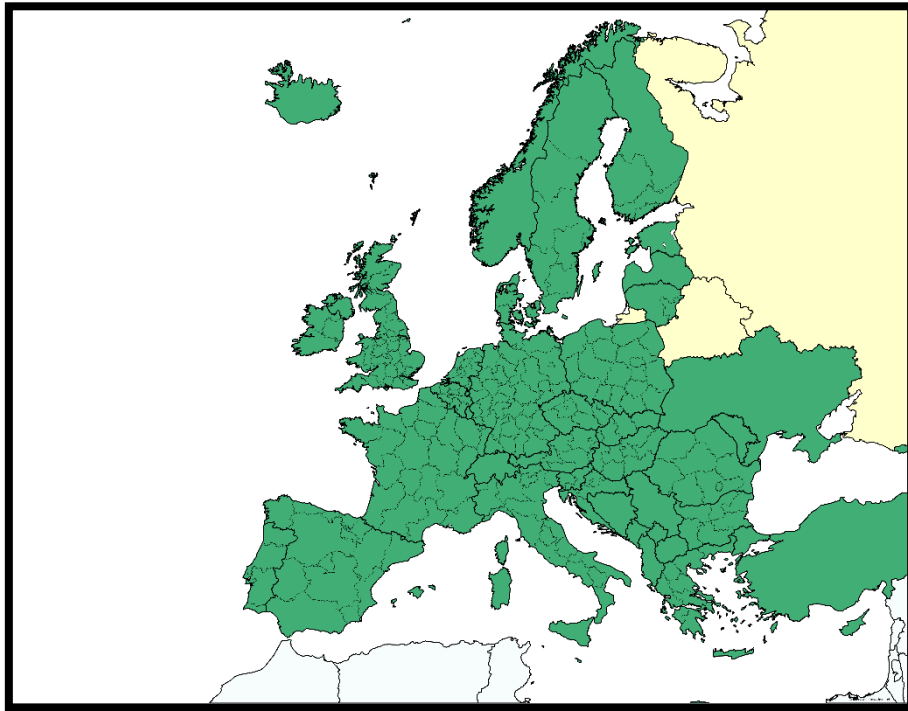
- I. The "VIBRANT League by BLUEJAYS Sports" is an online tournament league in the video game: "Tom Clancy's Rainbow Six: Siege". Its goals are to promote the international Rainbow Six E-Sports scene and to bring together various organizations and Teams, enabling them to compete in an enjoyable sports event.
- II. VIBRANT League is not affiliated with or sponsored by UBISOFT Entertainment SA.
- III. This Rulebook establishes the rules and regulations participants of the VIBRANT League are required to adhere to. Failing to comply with the rules and guidelines put forth in this Rulebook may result in punishment.

## 2. Fees and Payment

- I. A fee of 10€ / team is required to participate in pre-league qualifiers.
- II. If a team qualifies for any division an additional division fee applies.
- III. A fee of 15€ / team is required to participate in "Division #3".
- IV. A fee of 25€ / team is required to participate in "Minor Division".
- V. A fee of 30€ / team is required to participate in "Major Division".
- VI. Payment is conducted via PayPal. Make sure your Payment contains your OPL Team ID as well as your Team Name. PayPal Address: **paypal@bluejays-esport.com**
- VII. Entry fees are non-refundable.

## 3. Participants and Teams

- I. Every player agrees to fully comply with all tournament regulations and to practice "fair play".
- II. The league management understands the term "fair play" as the obligation of all teams to behave in a sporty manner and to exclude unsporting behavior.
- III. The minimum age to participate in this league is 16 years.
- IV. Players from the following countries are allowed to participate (check map):
  - Counties marked green.
  - Countries marked yellow, but these players must understand that they won't be able to retrieve prizes due to international embargos.



- V. Players are required to ensure their Ping stays below the allowed threshold of 120ms to participate.
- VI. Monetary prizes will be paid out via PayPal as long as no sanctions or other restrictions are in effect in the respective country.
- VII. Delivery of Hardware Prizes may take up to 90 business days.
- VIII. The VIBRANT League will be held over [www.opleague.pro](http://www.opleague.pro).
- IX. An association of at least five (5) participants is required to take part in the tournament and is henceforth referred to as "team".

#### 4. League Management

- I. The league management is committed to make all decisions fairly, objectively, impartially, and independently in accordance with these regulations.
- II. The league management is excluded from participating in the league.
- III. The league management as well as all league participants are required to make an active effort to ensure that the league runs quickly and smoothly. This also includes ensuring that all team members are punctual and avoid technical complications on their own computers.

- IV. The league management is the final decision-making body.

## 5. Obligations

- I. By participating in the league, all participants accept the rules without restrictions and follow the instructions of the league management. The interpretation of the rules is at the sole discretion of the league management. Decisions can replace the following rules. Participants must follow the instructions of the league management.
- II. Participants recognizes the right of the organizer to adapt or update these rules at any time without further notice. Teams are advised to check for updates regularly.
- III. Participants are required to be respectful to other participants and / or the league management. Insults, unfair and / or disrespectful behavior will not be tolerated and can be punished with immediate exclusion from the league. The league management decides over the form of punishment on a case-by-case bases.
- IV. Winning Teams will be required to fill out an invoice form to claim their prizes. The form will be provided to the teams by the league management.

## 6. Cheating

- I. Any attempt of cheating leads to the immediate disqualification of the individual or the entire team from this and all future events organized by "BLUEJAYS Sports".
- II. The term "cheating" includes all aids that give a participant and / or a team an unfair advantage, thus destroying the idea of competition. Examples of tools that fall under the term "cheating" are: Aimbots, aiming aids, macros, trigger bots, spin bots, wallhacks, etc.
- III. The tournament management is to be consulted regarding questions about the legality of "tools" or other forms of aiding software.
- IV. Actions that do not fall under the generic term "cheating" but undermine the competitive spirit of the event may be punished by the tournament management.
- V. The usage of bugs or glitches (bugging through walls, reaching positions outside the map or positions that are not meant to be used by map design, Shield and Castle barricade glitch, shield vault glitch, use of the gap in Clubhouse armory box, ...) is strictly forbidden. Violations of this rule are considered cheating.
- VI. If you suspect a player of cheating, please inform a member of staff by using modmail. Please Provide ample evidence and the reason for your report. You may be asked to

provide a detailed timetable or other form of written report in the course of the investigation.

## 7. Communication

- I. Each Team is required to send at least one representative onto the official VIBRANT League Discord server: <https://discord.gg/TqVEB7NXv5> - If you have any questions feel free to contact the league management here.
- II. All communication with the respective opponents takes place via this Discord in the therefore allocated channels.
- III. The tournament management can be reached in writing at: [vibrant@gameonmasters.com](mailto:vibrant@gameonmasters.com).
- IV. All results and tournament graphics will be published on the official VIBRANT League Twitter account: [https://twitter.com/VIBRANT\\_League](https://twitter.com/VIBRANT_League)

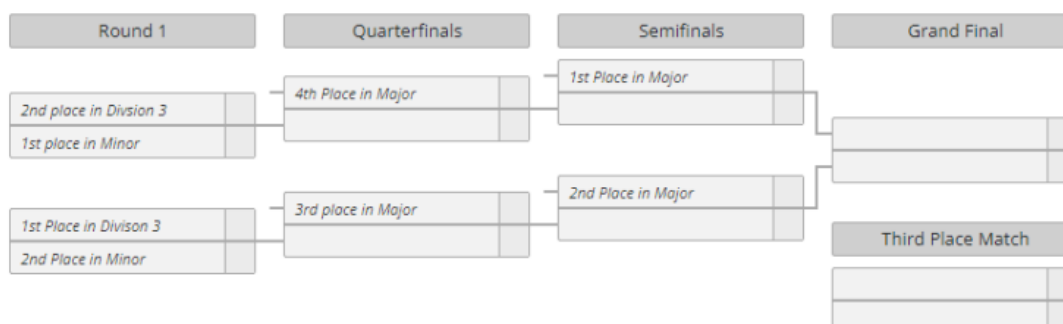
## 8. Team Composition

- I. A team must consist of at least five players.
- II. Teams can add a maximum of 2 substitute players to their lineups per play day, provided they have paid all entry fees.
- III. Changing players is possible before the start of a match/map.
- IV. Midgame substitutes are not permitted.

## 9. Format

- I. Qualifier – Qualifier Cups will be conducted before the start of a Season. New teams can qualify for placement into the League here.

- II. Teams are Grouped into Divisions in accordance with their placement in the Qualifier/s or their performance in the previous season.
- III. The number of Divisions may vary from Season to Season. Additional Divisions may be created if deemed necessary. Currently there are: Major Division, Minor Division, Division #3.
- IV. Major Division holds space for 8 Teams while all other Divisions offer space for up to 10 Teams.
- V. **Major Division:** Matches are conducted once a week in a “BO1” format every Wednesday during the regular Season. Teams will be informed about their timeslot in advance, and it will be possible to switch timeslots with other willing teams should the necessity arise. Timeslot switches must be organized with the League Management in advance.
- VI. **Minor Division:** Matches are conducted once a week in a “BO1” format every Sunday during the regular Season. Teams will be informed about their timeslot in advance, and it will be possible to switch timeslots with other willing teams should the necessity arise. Timeslot switches must be organized with the League Management in advance.
- VII. **Other Divisions:** Teams will be given a recommended Date when to conduct their weekly match but are at liberty to reschedule with their respective opponents as long as the match is played within the same week.
- VIII. If a team should not be able to attend a Game at the preassigned time due to its participation in a tournament / event of similar significance, then an alternative date will be determined. Teams are required to inform the league management one week in advance to make this rescheduling possible.
- IX. Format: Swiss-System (Buchholz)
- X. Playoffs will be conducted via the following format:



- XI. The Map-pool of the competition will change on the 01.09.2023:

Map-pool until the 01.09.23:

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

Map-pool after the 01.09.23:

- **Bank**
- **Border**
- **Chalet**
- **Clubhouse**
- **Kafe**
- **Oregon**
- **Skyscraper**
- **Nighthaven Labs**
- **Consulate**

## 10. Technical Issues

- I. All players are responsible for their own hardware, software, and internet connection, Matches will not be rescheduled. Each team can pause the game once due to Technical Issues. They will have 10 minutes to join back. If they are not back in the game after 10 minutes, the game will continue. After that round, if the player is still not in the game it will be counted as a forfeit.

## 11. Matches

- I. All matches are presented in CET/CEST
- II. Matches shown on Stream will have a 180 sec. stream delay.
- III. Should a Team not be ready or able to play 15 minutes after the agreed upon match start time, the opponent team can protest.
- IV. In-game chat must be conducted in English language and adhere to a professional conduct.

- V. All matches must be played to the end, failing to do so may result in penalty. A match is considered complete when the final score screen is shown on the screen.
- VI. A screenshot of the final scoreboard must be uploaded at the end of the game to Discord channel "scoreboard" All players must stay in the lobby until the screenshot of the end result is taken.
- VII. Match Protests: If for any reason a team would like to file a protest then they can do so by using the "Protest Chanel" on the official VIBRANT League Discord-Server. Protests can be made up to 24 hours after a match has started. Protests will be dealt with by an admin of VIBRANT League.
- VIII. Protests due to high ping ( $\geq 130$ ) must be made while in the game. Please make sure a member of staff is aware of this situation if it happens, please rehost the match. After re-hosting the player/s have 10 minutes to sort out their ping, if their ping after the 3rd round is still over ( $\geq 130$ ) the team with the player/s over ( $\geq 130$ ) ping must forfeit the game.

## 12. Rehosting

- I. Each team is allowed one rehost per map, whether a team's rehost count is affected by a rehost will be stated.
- II. Rehost Request Procedure: In case the conditions below are met, players should instantly request a rehost by writing in the in-game chat "rehost" or "rh", followed by the reason. Players should continue playing until confirmed. Once confirmed, everyone should instantly leave the game.
- III. Rehost requests must be done before 30 seconds into the Action phase with no damage taken by anyone.
- IV. Rehost Conditions:
  - Any issue before the preparation phase starts (game, software or hardware related).
  - Player/s cannot move.
  - Game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc.).
  - Disconnect/hardware problem/software problem.
  - Observer issue/s
- V. If a game is hosted or rehosted with incorrect lobby settings, then the host is solely responsible, and the lobby must be rehosted to restore the appropriate settings to the game, this includes map selection, game mode, game mode settings, match settings,



HUD settings and match options. Neither team's rehost count is affected by a rehost caused by host error.

### 13. Cosmetics

- I. When spectated, protests due to banned cosmetics must be made in game, to do this please make your host/caster aware of the situation and rehost at the end of the current round.
- II. Teams must “TK” the operator using the banned cosmetic, if refused the game will be rehosted and a loss of round will be awarded to the team.
- III. Protests due to banned cosmetics are not valid after the completion of the match, as the continuation of the match is viewed as acceptance of the given circumstances by both sides.
- IV. All Weapon Skins and Charms are permitted.
- V. Allowed Cosmetics:

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), Six Major (2023)  
**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)

## 14. In-Game Rules

- I. Playlist Type: Normal Mode  
Server Type: Dedicated Server  
Voice Chat: Team Only  
Time of the Day: Day  
HUD Settings: Pro League  
Game Mode: BOMB  
Plant Duration: 7  
Defuse Duration: 7  
Fuse Time: 45  
Defuse Carrier Selection: On  
Preparation Phase Duration: 45  
Action Phase Duration: 180
  
- II. BO1 / BO3 – Playlist Settings:  
Number of Bans: 4  
Ban Timer: 20  
Number of Rounds: 12  
Attacker/Defender Role swap: 6  
Overtime Rounds: 3  
Overtime Score Difference: 2  
Overtime Role Change: 1  
Objective Rotation Parameter: 2  
Objective Type Rotation: Rounds Played  
Attacker Unique Spawn: On  
Pick Phase Timer: 15  
Reveal Phase Timer: 5  
Damage Handicap: 100  
Friendly Fire Damage: 100  
Injured: 20  
Sprint: On  
Lean: On  
Death Replay: Off

## 15. Player Drops / Game Interruptions

- I. If a player disconnects after 30 seconds into the action phase with no damage taken the round will continue. If a player cannot reconnect before the end of a round, the lobby will be remade. This remake of the lobby does not count as a rehost that is requested by the team.
  
- II. If a match is rehosted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same operators, same sixth pick, same starting sites, same bombsites, same equipment, and same gadgets.

## 16. Server Lag

- I. In the event of severe server lag in the form of rubber banding, inability to place utility or reinforcements, extremely high ping >160ms, multiple consecutive shots not able to register within a large time frame, or other severe issues with the servers, the game will be rehosted.

- II. If a rehost is to be called by either team before any player has taken any damage. If both teams agree to rehost due to the severe server lag it can be called at any point in the round.
- III. If the server issues persist the game should be hosted in another region which both teams must agree upon.
- IV. Rehhosts due to severe server lag do not affect a team's rehost count if both teams agree that the lag was too severe.
- V. If a player has taken damage the following round will be the next available rehost opportunity.

## 17. Spawn Killing

- I. Spawn killing which results in a defender killing an attacker within the first 2 seconds of the action phase is not allowed. Doing so will result in a loss for the defending team.
- II. Any kills after 2 seconds are considered legal.

## 18. MOSS Anti-Cheat

- I. All teams are required to run MOSS every game.
- II. MOSS can be downloaded here: <https://nohope.eu/>
- III. Teams are required to make their MOSS-Files available to staff in the team channels within 30 min after the end of a match. Failing to comply with this rule will have consequences and will be handled on a case-by-case basis by head staff.
- IV. Defect or incomplete MOSS files, along with incorrect MOSS-settings will be treated as failure to comply with rule: 18 – III.
- V. MOSS files must contain all game evidence. If 2 in-game rounds or more are missing the file is classed as being incomplete. This also applies to files with more than 50% black or not visible screenshots.

## 19. Rule Violations and Punishments

- I. Violating the rules set forth in this Rulebook may result in punishment for individual players or the whole team.
- II. Form and scope of any punishment is determined by the League Management on a case-by-case basis.
- III. Punishments include but are not limited to: Warnings, Forfeiture, Loss of Round, Disqualification.

## 20. Watching / Streaming

- I. Direct viewing is not permitted. Any live broadcasts available (Twitch) must be used.
- II. Tournament participants are generally permitted to stream the tournament.
- III. The tournament management is always looking for casters, please get in touch!
- IV. Should your match be casted you will be made aware of this fact through a message in Discord.
- V. Should your Game not be casted, participants are generally permitted to organize independent streams / casts.

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