



This rulebook outlines the rules that should always be followed when participating in Marina Esports. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the League Administration that has the last word. Decisions that are not specifically supported, detailed in this rulebook, or go against this rulebook, may be taken in extreme cases to preserve fair play and sportsmanship. Marina reserves the right to hold onto payment fees if a team is to drop out or be kicked during an ongoing season.

General

1.1 Rule Changes

Marina staff can change the rule book at any time. Major changes made will be highlighted using @R6Siege within the Marina Discord Server however some small edits may be made without notice. Anything not covered by the rule book will come down to admin rulings.

1.2 Code of Conduct

All teams and players agree as a standard to behave appropriately and respectfully towards every member of the Marina community, including casters and staff. Any sort of harassment should be reported to staff immediately. Restrictions within this rule book apply not only to the teams and players but to every person involved with or present at any stage of Marina. Anyone breaking this code of conduct will be dealt with accordingly. Please note that events outside of the discord server may still be punished.

1.3 Region

All players must have <130 ping

All players must be from: Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, England, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland (Northern), Ireland (Republic of), Israel, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia (Former Yugoslav Republic of), Malta, Republic of Moldova, Monaco, Montenegro,

Netherlands, Norway, Poland, Portugal, Romania, Russia, San Marino, Scotland, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, Vatican City, Wales.

1.4 Player Conduct

Offensive behavior is strictly prohibited. This includes, but is not limited to: racism/hate speech/threats/sexual harassment/graphic Images. Any of this behavior will be punished at the discretion of our staff team. If a player is battle-eye banned they will be blacklisted from both current and future Marina leagues and will have to forfeit any games they have already played.

1.5 Players

All player nicknames and avatars should be appropriate and kept PG. Refusing to do so can result in a ban/warning. All players must change their discord nicknames to represent their team in the format of [Team Prefix] [Player Name]. For example: [MRN] Apex. Staff must be notified of IGN changes during the season.

1.5.1 Team Composition

Teams in the major/competitor division must consist of at least five players and up to three substitutes. At any point in the season and for each match, a team must have five players. Roles must be provided to players at least three hours before each game. Changes to the eight-person roster will only be allowed at the halfway point of a season, to a maximum of three changes.

1.6 Matches

All times are presented in GMT/BST

All matches will have a 180-second stream delay.

If a team does not have all of their players in the lobby 15 minutes past the agreed start time the opposing team can protest, which may result in a default forfeit loss for the opposing team in question.

League Matches

2.1 Game Chat

The use of game chat is allowed, however, there will be consequences for inappropriate usage. This is down to admin discretion. If you would like to report these activities through the ticket support channel, please provide sufficient evidence in the form of screenshots and/or a recording.

2.2 Mid-Game Substitutes

If a map has started and an issue does arise, a substitute will not be allowed to replace any member of the team during the game.

2.3 Leaving the Lobby

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when the final scoreboard screen is shown on screen and a screenshot is taken.

2.4 Match Results

A screenshot of the final scoreboard must be uploaded at the end of a game; this is the responsibility of the team representatives.

All players must stay in the lobby until the screenshot has been taken.

A rehost scoreboard must be provided as this will be useful to allow accurate tracking of stats.

2.5 Match Protests

A protest is for problems that affect the match outcome.

Protests can be filed through the ticket support channel in our discord server. Protests can be filed for a maximum of 24 hours after the game's conclusion. In the event of a protest, all evidence will be reviewed by the admin team and dealt with accordingly.

Only one representative per team is to write in the protest. This should typically be the team's captain.

2.6 Reasons for Protests

2.6.1 High Ping:

Protests due to high ping (≥ 130) 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.

Upon rehosting the player in question has 10 minutes to attempt to improve their player connection. If their connection does not improve the team will have to play the match as a 4v5. Protests after the game due to high ping will be ignored, as the completion of the game shows you have accepted the circumstances.

2.6.2 Cosmetics

When spectated, protests due to banned cosmetics must be made in the game, to do this please make your host/caster aware of the situation and rehost at the end of the current round.

The team must TK the operator using the banned cosmetic, if refused the game will be rehosted and a loss of round will be awarded to that team.

Protests after the game due to banned cosmetic use (unless not spectated) will be ignored, as the completion of the game shows you have accepted the circumstances.

2.6.3 Suspicion of Cheating

If you suspect a player of cheating please file a protest in the discord server using the ticket support channels. Please provide sufficient evidence, a simple "they are cheaters" will not do. Their MOSS files will be checked.

In-Game Rules

3.1 Gaming Hosting

If any of the Teams face connectivity issues with the standard data centers (based on the lowest ping), it is possible to choose a different data center in which the Lobby will be hosted.

3.2 Game Settings

3.2.1 General Details

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

3.2.2 Playlist Settings - Normal Season

Number of Bans: 4
Ban Timer: 20
Number of Rounds: 12
Attacker/Defender Role swap: 6
Overtime Rounds: Off
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
Death Duration: 2

3.4 Operators, Gadgets, Equipment, Attachments

Certain features/items within Rainbow Six: Siege are unavailable for use, this includes certain operators and cosmetic items. Use of prohibited game features/items may result in a warning or match ban(s) to the team in question or forced forfeit of matches.

3.4.1 Banned Operators

If a team fails to switch off a banned operator before the start of the preparation phase, the team that picked the banned operator will be forced to terminate the operator before any utility is used to assure the operator in no way affects the round, and the team is forced to play the round 4 vs 5. If a team refuses to terminate the operator or fails to do so before the operator in question influences the round with their utility. The offending team will lose the

round and a rehost is forced to add the won round to the enemy team. This rehost does not affect the rehost count of either team.

Operators currently banned:

- N/A

3.4.3 Whitelisted Cosmetics

The cosmetic items/bundles listed below are the only cosmetic items allowed.

- Operator's default skins
- Pro Team Branded Cosmetics
- Esports Program Cosmetics
- Pro League Skins (Gold sets)

All weapon skins and charms are permitted.

If any team spots their opponent using any other cosmetic items not listed above, they should notify the caster/host as fast as possible to rehost before the start of the next action phase to apply a penalty.

3.5 Rehosting

Each team is allowed one rehost per map, whether a team's rehost count is affected by a rehost will be stated.

The procedure for requesting a rehost is as follows: 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.

3.5.1 Rehost Requests

Rehost rules are specified below, including the conditions in which they will be allowed:

All rehost requests must be done before 30 seconds into the Action phase with no damage taken by anyone.

- Any issue before the preparation phase starts (game, software, or hardware related)
- The player cannot move (unless it is done on purpose)
- The game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc)
- Disconnect/hardware problem/software problem.
- Observer issue

3.5.2 Player Drops

If a player disconnects after 30 seconds into the action phase 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.

3.5.3 Game Interruptions

If a match is interrupted then it should be continued where it left off, by the 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.

3.5.4 Incorrect Game Settings

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.

3.5.5 In-Game Bugs

As covered in 3.5.1 any game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc.) - rehost up to the first 30 seconds of the action phase, with no damage taken by anyone.

3.5.6 Server Lag

In the event of severe server lag in the form of rubber banding, inability to place utility or reinforcements, extremely high ping >300ms, multiple consecutive shots not able to register within a large time frame, or other severe issues with the servers. The game will be rehosted if a rehost is 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. If the server issues persist the game should be hosted in another region which both teams must agree upon. Rehhosts due to severe server lag do not affect a team's rehost count if both teams agree that the lag was too severe.

If a player has taken damage the following round will be the next available rehost opportunity.

3.6 Switching Players

Players are only allowed to be switched between maps, not during maps.

If a team has used their rehost and their player is unable to reconnect to the lobby the team must play in a 4v5.

If the other team then calls a rehost the disconnected player is allowed to re-join if possible.

3.7 Spawn Killing

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.

Any kills after the 2 seconds are considered legal.

3.8 Use of Bugs/Glitches

This is forbidden, if you consider someone is using a bug or glitch please report it as soon as possible with sufficient evidence.

3.8.1 Unintentional

If a glitch is unintentionally used during a round, and the team that used the glitch won the round, the round will be replayed immediately, whether or not the glitch impacted the round.

When a glitch is used unintentionally it is either the first time the glitch was discovered, or the players did the glitch not knowing it was a glitch with no malicious intent.

3.8.2 Intentional

If any glitch is intentionally used during a game the team that used the glitch will be forced to forfeit the map. If a team intentionally uses a glitch and loses the map, they will be given a warning

Intentional glitches are considered as:

- Any position that Players can get to, and out of, by passing through any object, wall, or surface, and the Player cannot be seen or attacked/shot at as normal
- Any position that Players can reach only through the help of one of multiple of their teammates clustering around them (through characters' 3D model collisions)
- Any behavior or action that Players can perform to create a situation where they can see or shoot at an opponent without the opponent being able to see them or attack. shoot at them as normal
- Standing on a window ledge undetected
- Blocking window vaulting with a destructible shield
- Shooting through what is intended to be non-destructible items including walls, floors, ceilings, and other objects or surfaces
- Placing any equipment or gadget in a place where it cannot be destroyed
- Vaulting on ledges and proning to reach normally inaccessible spots
- Vaulting onto skylight windows

3.9 Cheating Software

The use of any cheating software and/or macros is strictly forbidden. The use of any type of cheating software will result in an immediate and permanent ban from Marina. Pretending to hack or trying to make people believe you use hacks may result in a suspension or ban from the league. Our staff has permission to remove you from the tournament if they believe that you have/are an active hacker/hacked/cheater/cheated within the siege community.

If a player has been banned by ESL/Faceit for the use of cheats and/or macros, that player will not be allowed to participate in Marina for the remainder of their ESL/Faceit ban. If a player has been banned by Battleye or FairFight, the team that player is on will forfeit all the wins that they had received that that player had played in and the banned player is permanently banned from Marina. This rule is subject to change due to the situation at hand.

MOSS

4.1 Running MOSS

All teams must run MOSS in EVERY game.

Please make sure your MOSS is working in advance of your game to prevent

Delays. MOSS can be downloaded from: <https://nohope.eu/>

MOSS must be given to staff in the team channels at most 30 minutes after the game has finished. Failure to submit MOSS within this time will result in a punishment that is reviewed on a case-by-case basis by the head staff.

Corrupt, defective, or incomplete MOSS files along with incorrect MOSS settings will be treated the same as if your MOSS files are missing and will be punished in the same way.

MOSS files with more than 2 in-game rounds missing as well as files with more than 50% black or not visible screenshots count as incomplete and missing.

Casters who are also part of a team should use moss during the entirety of the casted game.

Rule Violation and Punishments

5.1 Picking of Banned Cosmetics

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. The team must TK the operator using the banned cosmetic, if refused the game will be rehosted and a loss of round will be awarded to that team.

Protests after the game due to banned cosmetic use will be ignored, the completion of the game shows you have accepted the circumstances.

5.2 Picking of Banned Operators

The team with the banned operator in their lineup must TK the unallowed operator immediately before their utility can be used, failure to TK will result in a rehost and an automatic round loss for the team at fault.

5.3 Use of Bugs/Glitches

The purposeful use of a bug or glitch will lead to an instant round loss to the team that uses it. If the team breaks this rule again in the same match, they will lose the map. They will also receive a warning.

5.4 Leaving the Lobby Early

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when the final scoreboard is shown on screen and a screenshot has been taken. Players may be punished for leaving the lobby before the final scoreboard.

5.5 High Ping

Protests due to high ping 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. Upon rehosting the player in question has 10 minutes to attempt to improve their player connection. If their connection does not improve the team will have to play the match as a 4v5. Protests after the game due to high ping will be ignored, the completion of the game shows you have accepted the circumstances.

5.6 Rehhosts

Giving an invalid reason for a rehost or leaving the match before having the approval to do so will lead to an instant round loss to the team that uses it. If the team breaks this rule again in the same match, they will lose the map and be punished with a warning.

5.7 Discord Punishments

Marina Staff can chat mute/kick/ban anyone in the discord for breaking the discord rules.

5.8. Unsportsmanlike Behaviour

For an orderly and pleasant game, all players must have a supportive and fair attitude. Breaches of this rule will be punished with Warnings. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

5.9 Discord Rules

1. Be respectful

2. Sending/Linking any harmful material such as viruses, IP grabbers, or malware results in an immediate and permanent ban.
3. Usage of excessive extreme inappropriate language is prohibited.
4. No politics
5. Act civil in Voice Chat. This is a siege league; sportsmanship is required from all participants.
6. Post content in the correct channels.
7. Don't post someone's personal information without permission.
8. Listen to what the staff says.
9. Do not post NSFW pictures
10. Respect all admins, their decisions are final.

Offense Systems (Match Orientated)

6.1 Player Offence System

The system for player offenses goes as follows:

- Match Warning
- 1 Match Ban
- 3 Match Ban
- Seasonal Ban

Player offenses will be reset each season unless stated otherwise

Player offenses will be handed out for any Rule violations.

6.2 Discord Offence System

The system for discord offenses goes as follows:

- Discord Warning
- 1 Match Ban
- 3 Match Ban
- Seasonal Ban

Discord offenses will be reset each season unless stated otherwise.

Discord offenses will be handed out for any rule violations.