

PBX Major Cup



Rulebook

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The PBX Major Cup is a series of events hosted by PBX as the Tournament Organiser short (TO) aimed at providing a competitive environment for all classes to play Rainbow Six Siege.

1. Acceptance and modification of the Rules

1.1. Acceptance of the Rules

1.1.1. Teams and Players

In order to be eligible to participate, each team and its players must read, acknowledge, accept and agree to abide by these rules. By accepting these Rules, the Teams accept the Penalty Index and the authority of the Administration Staff to issue sanctions based on the Penalty Index. These rules may be accepted during the registration procedure for a Event.

1.1.2. Tournament Staff

Administration Staff are those staff members who are responsible for the enforcement of the tournament rules. They will serve as the point of contact for the teams for any questions related to the event and for the reporting of any breaches of the rules.

Production and Broadcast Staff, which includes Staff involved in the operation, broadcast, or livestreaming of the Events and the content associated with them.

1.2. Modification of the Rules

The TO may, with or without notice to the Teams, amend or supplement the Rules at any time during the Split. The TO will post a revised version of the Rules and information on the main communication line to communicate any changes to the Rules. Our Discord Server will be the main line of communication.

1.3. Penalties

The following index shows all possible penalties a Admin can give. Offenses against the rulebook may be penalized. A detailed Index of the range of possible penalties for offenses by Players and their Teams can be found in Annex A.

Penalty	Explanation
Warning	A Warning is only possible on the first offence where applicable.
Loss of Timeout	The penalized Team loses their right to take a tactical timeout on the next map.
Round forfeit	The penalized Team forfeits the round, where the offence happened.
Map forfeit	The penalized Team forfeits the Map, where the offence happened.
Match forfeit	The penalized Team forfeits the Match, where the offence happened
Disqualification	The Team or Player loses the eligibility to participate at that Event. A disqualification may result in forfeiting of Prize Money.
Ban	The Team or Player loses the eligibility to participate at any of our Events for the duration of the Ban. A Ban may result in forfeiting of Prize Money.

2. Structure

2.1. Duration

The Event will unfold from September 2023 till September 2023

2.2. Format

Every Event in this Season goes from Friday till Sunday.

3. Conditions for participation

3.1. Residency

This Event is open to Players who reside in the EU Region.

The EU Region includes the following countries and regions:

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

3.2. Age

Every Player and Team Staff needs to be 16 Years old or older. We only distribute Prize Money to People that are 18 Years or older.

3.3. No Cheat Policy

Players with a active ban from Ubisoft/BattleEye are not allowed to participate in any Event.

3.4. Team Composition

At Every Event a Team is allowed to have a total of 5 Starting Players, 3 Substitutes, One Team Manager and 1 Coach.

3.5. Discord

Every Player needs to join the TOs Discord Server. Players should not use Discord to Protest a Match. Instead, they should use the Ticket Feature on the OPL Site.

3.6. Entry Fee

If an Event has an Entry Fee, then every participating Team needs to pay the fee to be eligible to participate at the Event.

3.6.1. Refund

Every Team has the right to refund this Entry Fee, if they are unable to participate at the Event. The Team must inform the TO on this matter 8 hours in advance of the first day of the Event through a Ticket on the tournament page (OPL Ticket).

3.6.2. Deadline for a Refund

The Refund needs to get Requested from moment the TO receives the notice of not participating within 7 days.

3.6.3. Exclusion from a Refund.

There is no possibility to Refund the Entry Fee in every other case.

3.6.4. Refund on cancellation of a Event

If a Event is cancelled, every Team will get there Entry Fee refunded.

4. Game Rules

All Events in this Season are played on the PC Platform.

4.1. Match Format

A Match in this Split can be played as a best of 1, best of 3 or best of 5 maps depending on the Specific Rules of the Event.

4.2. Match Settings

Game Mode	TEAM DEATHMATCH BOMB
Plant duration	7
Defuse duration	7
Fuse time	45
Preparation	45
Action	180
Time of day	Day
HUD settings	Pro League
Number of bans	4
Ban Timer	20
Number of rounds	12
Attack/Defense swap	6
Overtime Rounds	3
Overtime score difference	2
Overtime role change	1
Objective rotation parameter	2
Objective type for rotation	Rounds Played
Individual Attacker Spawn	On
Pick Phase timer	15
Damage handicap	100
Friendly fire damage	100
Friendly fire in Prep Phase	Off
Injured	20
Sprint	On
Lean	On
Death Replay	Off
Death Duration	2

4.3. Map Pool

The current map pool is made of the following maps:

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

4.4. Map Ban

4.4.1. Best of 1

Coin toss, winner chooses who bans a map first.

A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - A Ban - B Ban - Map Played

4.4.2. Best of 3

Coin toss, winner chooses who bans a map first.

A Ban - B Ban - A Ban - B Ban - A Pick - B Pick - A Ban - B Ban – Decider

4.4.3. Best of 5

Only in Double Elimination Tournaments. UB Winner gets the Choice of their preferred Ban Process they have a choice from the following:

UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider

LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / Decider

UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider

4.5. Operators

Every operator released in Rainbow Six Siege is available for this Split upon release.

The PBX reserves the right to ban specific Operator as well as gadgets, equipment, or attachments to guarantee a fair competition.

4.6. Anti Cheat

Every Player must use Monitor System Status aka. MOSS during all Matches. MOSS can be downloaded from "<http://nohope.eu/>". The use of MOSS is at your own risk. PBX is not responsible for any damages that may result from the use of MOSS.

- The Game Capture parameter in MOSS must be set to Rainbow Six Siege.
- MOSS must be running before Rainbow Six Siege starts.
- A maximum of 2 monitors may be running at the same time during the match.
- A maximum of 33% of the images are allowed to have a black screen. If it is more than 33%, it is considered an invalid MOSS file.
- After each map, each player must upload their MOSS file within 10 minutes.
- If MOSS crashes, the Player needs to inform the Admin Staff immediately and the game must be paused as a Technical Timeout.
- Attempting to modify MOSS files is considered cheating and will be punished accordingly.

4.7. Cosmetics

During all Events in this Split, Players can only use the Battle Dress Uniform short BDU and Headgears listed below. All other BDUs and headgears are banned from use:

- Operators default skins
- Pro League Sets (Gold sets)
- Pro teams branded cosmetics
- Esport Programs cosmetics

For clarity permitted operator BDUs and headgears that aren't operators default skins nor pro league branded are listed in ANNEX B. If a skin is not listed but meets one of the conditions above, a player may submit a request for review of that Skins eligibility.

Weapon skins, weapon charms and operator background cards are not subject to any restriction.

Drone Skins and operator gadget skins from the Gadget Skin tab are all forbidden in this Season. Players can only use the default drone and operator gadget skins.

4.8. Usage of Bugs or in-game exploits

The list of bug or in game exploits that are allowed:

- Using Equipment or defusing through a destructible surface.
- Destroying a hatch with the defuser on it to cause it to fall and deactivate resulting in a win for the defending team.
- Smoking through walls
- Hibanas pellets, Aces Selma charges and Thermites Exothermic charges can be placed anywhere.

These are known unintended mechanics that have been banned from using in every Event:

- Any position that Players can get their operator, drones or gadgets to, and out of, by passing through any object, wall or surface, resulting in the operator, drone or gadget not being seen as they normally should.
- Any position that Players can get their operator, drones or gadgets to, and out of, only through the help of one or multiple of their teammates clustering around them (through 3D models 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 they normally should.
- Standing on a window ledge undetected
- Blocking window vaulting or Doors with any gadget.
- 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.
- Placing any equipment or gadget in a place where it cannot be fully seen. Exemption to this are Welcome Mats that are placed under a carpet.
- Vaulting on ledges and prone to reach normally inaccessible spots.
- Vaulting onto skylight windows

The use of any Gray Areas may be punished.

4.9. Timeouts

Coaches are only allowed to talk to the Team in Tactical Timeouts. The exploitation of a Technical Timeout as a Tactical Timeout can be punished.

4.9.1. Tactical Timeout

Every Team can call a 45 sec long timeout through the ingame function during a Match. Each team can only request a single timeout per map during a match.

4.9.2. Technical Timeout

Each Team can call a Technical Timeout either through a rehost or pause function from the Observer. The maximal length of a technical timeout is 3 minutes. When a rehost is in progress, all players will be given 15 minutes to connect to the lobby. The Team that is taking the Timeout needs to inform the production Staff on the Reason why they take the timeout.

4.10. Ping

Every Player needs to assure that they have a stable connection and don't exceed the Ping limit of 110ms for a duration of 3 Rounds.

4.11. Good Sportsmanship Rules

- Teams and Players are expected to always perform and play at their best during any match, and to avoid any behavior inconsistent with principles of honesty, and fair play.
- Intentional teamkilling is strictly forbidden.
- Spawnkilling (defined by killing an opponent within the first 2 seconds of the action phase of a round) is strictly forbidden.

4.12. Use of unallowed Software

The Usage of the following Software is forbidden when participating in any Event:

- Virtual Private Networks (VPNs) or other tunneling-software.
- Software allowing remote control or screen sharing (Teamviewer, Anydesk, Zoom etc.)

As a single exemption, the "TeamViewer_Service.exe" executable may show up in Moss report without being punished.

We allow the usage of Discord for screen sharing where remote control is disabled.

5. Prize Payment

5.1. Payment

All Prize Money will be paid within 30 to 60 days after the end of our Events. The TO will get in connect with the winners to get every required information for the payment.

5.2. Withholding Taxes

Prize payments may be subject to applicable federal and local income tax or withholding tax and it is the responsibility of the Team of such payment.

6. Streaming

6.1. Streaming rights

- The TO holds the exclusive rights to broadcast and cover each Event with or without delay.

- The TO may transfer the rights to its broadcast partner.
- It is possible to make a request to co-stream the event.
- Only observers authorized by the TO may observe the match.

6.2. Usage of Clips

The TO allows the use of clips from the tournament by third parties. The TO and the event as well as its broadcast partners must be mentioned by name and linked in order for this to be permitted.

ANNEX A – Penalties

Type of Infraction	Definition	Minimum Player	Maximum Player	Minimum Team	Maximum Team
Match Fixing	Self-explanatory type of infraction	12 Month Ban	Permanent Ban	Suspension from all Events for 12 Months	Permanent Ban
Match throwing	Self-explanatory type of infraction	12 Month Ban	Permanent Ban	Suspension from all Events for 12 Months	Permanent Ban
Cheating	Cheating is defined as any use of technique to get an unfair advantage to a player, through the use of third-party software, which tempers the code of the Game or Server.	36 Month Ban	Permanent Ban	Disqualification	Disqualification
Use of unallowed Software (5.1)	Self-explanatory type of infraction	Warning	Permanent Ban	Match forfeit	Disqualification
Miss use of technical Timeout	Self-explanatory type of infraction	Warning	Disqualification	Warning	Match forfeit
Not providing of MOSS Files	Self-explanatory type of infraction	Warning	3 Month Ban	Warning	Match forfeit
Ringer use	A Player who imposes another Player with the goal of gaining a competitive advantage.	3 Month Ban	6 Month Ban	Map forfeit	Permanent Ban
Use of unallowed Skins	Self-explanatory type of infraction	Warning	Warning	Round forfeit	Match forfeit
Use of forbidden Bug exploit	Self-explanatory type of infraction	Warning	6 Month Ban	Round forfeit	Disqualification

Inability to show up	Self-explanatory type of infraction	X	X	Match forfeit	Disqualification
Minor misconduct	<p>May include any of the following prohibited behavior:</p> <ul style="list-style-type: none"> Any actions or statement which may be found offensive and related to age, physical appearance, social origin, political or other opinions. Any language or content deemed illegal, dangerous or threatening. Any conduct which interrupts the general flow of the tournament, sustained disruption of discussion, or continued one-on-one communication after requests to cease. Illegal possession, use, or distribution of alcohol or drugs, steroids or other performance enhancing substances. Lack of respect and provocation, including verbal insults or insulting gesture or defamation <p>Depending on the nature of the prohibited conduct, a minor may qualify as a Major misconduct or constitute a criminally prosecuted activity enforced by the local police authorities.</p>	Warning	6 Month Ban	X	X
Major misconduct	<p>Any of the following prohibited behavior qualifies as Major misconduct:</p> <ul style="list-style-type: none"> Any actions or statement which may be found offensive and related to gender identity and expression, sexual orientation, disability or mental illness, ethnicity, nationality, skin color, religion. 	12 Month Ban	Permanent Ban	X	X

	<ul style="list-style-type: none"> • Impersonation of any team players, managers or admins. • Theft-related crimes such as burglary, robbery or larceny. • Deliberate intimidation, actual or threatened physical violence against another person. • Stalking, harassment, inappropriate physical contact, unsolicited sexual attention. <p>Depending on the nature of the prohibited conduct, a Major infraction may also be considered a criminally prosecuted activity enforced by the local police authorities.</p>				
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ANNEX B – allowed skins

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)