



Outlast Classic Series

Rulebook

Season 2022

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1. Acceptance and modification of the Rules

11 Acknowledgement and Acceptance of the Rules

111 Teams, Team Staff and Players

Each Team Representative/Organization, Player, and Team Staff must read, acknowledge, and accept these Rules, and agree to always abide by them to remain eligible to participate in the Outlast Classic Series. A definition of the term Team Representative/Organization, Player and Team Staff may be found in Section 4.1 of this Rulebook. By accepting these Rules, each of them consents to the Penalty Index and to Outlast's and/or the Tournament Organizer's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions ("**Sanction(s)**") in accordance with the Penalty Index. The Rules may be accepted either through the registration process of a Outlast Classic Series competition or deemed accepted when a Player or its Team enter and participate into any match of the Outlast Classic Series. Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

112 Tournament Organizers

Any and each Tournament Organizer contracted by Outlast for the operation of a competition part of the Outlast Classic Series is responsible for abiding to these Rules and may issue Specific Rules when permitted under this Rulebook.

The term "**Tournament Organizer**" refers to the entity that organizes and produces the broadcast of a competition part of the Outlast Classic Series via:

- Its "**Administrative Staff**", which refers to the Tournament Organizer's staff in charge of enforcing the Rules applicable to the Outlast Classic Series, as well as the Specific Rules of the competition taking place. Administrative staff also serves as a point of contact for Teams regarding any question related to the Outlast Classic Series or the competition, and to report any breach to the Rules.
- Its "**Production and Broadcasting Staff** » which refers to the staff employed or contracted to operate, broadcast, or livestream the Outlast Classic Series or any associated content.

For some competitions of the Outlast Classic Series, the Tournament Organizer is Outlast.

12 Modification of the Rules.

121 Modification of the Rules and Outlast Classic Series Format.

To ensure that the Outlast Classic Series is operated in the protection of an interest that Outlast considers material to preserve the values, legitimacy, and integrity of the Outlast Classic Series, or to comply with any applicable law, Outlast may amend or supplement these Rules with or without prior notice. Outlast may also change the format of the Outlast Classic Series defined in Section 2, a reasonable notice before the end of the Season. The Tournament Organizer may modify the Specific Rules in accordance with the same principles, subject to Outlast's prior review and approval of such modifications in each instance.

122 Notification.

Any modification of the Rules or the Outlast Classic Series format will be communicated or made available to the Teams either through the update of a revised version of the Rules, through a public blog

post linking to a revised version of the Rules, or by sending a message directly to the Point of Contact designated by each Team.

By default, the Team Manager is the official Point of Contact of a team, i.e., the only person able to execute official communications for the Team unless in cases of emergency. The Point of Contact of a Team shall be limited to one person representing the Team,

Any change in the Specific Rules will be notified by the Tournament Organizer to the Teams in the manner described in said Specific Rules.

2. Outlast Classic Series Definition and Levels of Competition

The Outlast Classic Series is a combination of multiple levels of competition consisting of leagues, tiers, and events that culminates in a unified major for teams who earn one of twelve total slots through qualification during the season.

21 Outlast Community Events and Tournaments

Outside of the Outlast Classic Series and associated competitions, Outlast will host community events and separate tournaments that will abide by terms and conditions of this rulebook. For each event or tournament, a separate ruleset may be adopted by the tournament organizer, and this information will be disseminated to teams prior to the competition's start.

22 Outlast Contender League

Outlast Contender League (OCL) will be one of the two leagues offered directly by Outlast, and it will serve as the premier option for teams due to its increased production/casting, higher prizes, and stiff competition. There will be two qualifiers for the league each taking place over the course of a single weekend (Friday-Sunday). The open qualifier will be played using a Swiss bracket with teams competing in 8 matches across Friday and Saturday. The top 12 teams will move on to the closed qualifier which will be held that Sunday. Teams will be seeded into a single elimination bracket based on their placement in the open qualifier and will face off for the 10 qualifying slots. Teams finishing 1st- 5th in the bracket will qualify for the Outlast Arena T1 League with 6th- 10th qualifying for the T2 League. In the event of a tie for the 5th or 10th place, a tiebreaker will be used to determine true placement. All paid entry fees will go toward to production/casting or will be used to increase the OCS prize pool.

QUALIFIER PRICE

Rather than charge \$30 for a single qualifier and \$50 for dual qualifiers we decided to reduce the price of a single qual to keep things as simple as possible: **Single Qual: \$25 per team**

T1:

- 10 Teams
 - 2 playdays per week (1 week with a single match)
 - Matches will be scheduled for Saturday and Sunday playdays
 - Plans are to stream all scheduled matches
 - Top 8 Teams Make Playoffs
 - Playoffs will follow a double elimination bracket
 - Winner and Runner up qualify for the Outlast Classic Series Major
 - Teams that make it into playoffs qualify to participate in the Wildcard Tournament (See Below)
-

- \$600 prize minimum 400/200 split

T2:

- 10 Teams
- 2 playdays per week (1 week with a single match)
- Matches will be self-scheduled but must be played by the Sunday of the designated week at 11:59 EST unless otherwise approved by staff
- Limited casting for select matches
- Failure to play a match by the designated date will result in a loss for one or both teams.
- Top 8 Teams Make Playoffs
- Playoffs will follow a double elimination bracket
- Winner will qualify for the Outlast Classic Series Major
- Top 4 playoff teams qualify to participate in the Wildcard Tournament (See Below)
- \$300 prize minimum 200/100 split

23 Outlast Arena

Outlast Arena will be one of the two leagues offered directly by Outlast, and teams will be able to compete without needing to provide an entry fee. There will be two qualifiers for the league each taking place over the course of a single weekend (Friday-Sunday). The open qualifier will be played using a Swiss bracket with teams competing in 8 matches across Friday and Saturday. The top 12 teams will move on to the closed qualifier which will be held that Sunday. Teams will be seeded into a single elimination bracket based on their placement in the open qualifier and will face off for the 10 qualifying slots. Teams finishing 1st- 5th in the bracket will qualify for the Outlast Arena T1 League with 6th- 10th qualifying for the T2 League. In the event of a tie for the 5th or 10th place, a tiebreaker will be used to determine true placement. For us to be able to provide these two competitive leagues without charge, we will be incredibly selective with casting matches during qualifiers and the regular season.

T1:

- 10 Teams
- 2 playdays per week (1 week with a single match)
- Matches will be self-scheduled but must be played by the Sunday of the designated week at 11:59 EST unless otherwise approved by staff
- Failure to play a match by the designated date will result in a loss for one or both teams.
- Limited casting for select matches
- Top 8 Teams Make Playoffs
- Playoffs will follow a double elimination bracket
- Winner and Runner up qualify for the Outlast Classic Series Major
- Teams that make it into playoffs qualify to participate in the Wildcard Tournament (See Below)
- \$100 first place prize minimum

T2:

- 10 Teams
 - 2 playdays per week (1 week with a single match)
 - Matches will be self-scheduled but must be played by the Sunday of the designated week at 11:59 EST unless otherwise approved by staff
 - Failure to play a match by the designated date will result in a loss for one or both teams.
 - Top 8 teams make playoffs
-

- Playoffs will follow a double elimination bracket
- Winner will qualify for the Outlast Classic Series Major
- Top 4 playoff teams qualify to participate in the Wildcard Tournament (See Below)
- No initial prize guarantee but may be offered depending on funding during each season

24 Totemic Contender League

Totemic Contender League (TCL) is the sole partner of the Outlast Classic Series, and it will serve as the alternative paid option for competition featuring increased production/casting, higher prizes, and stiff competition. There will be two qualifiers for the league each taking place over the course of a single weekend (Friday-Sunday). The open qualifier will be played using a Swiss bracket with teams competing in 8 matches across Friday and Saturday. The top 16 teams will move on to the closed qualifier which will be held that Sunday. Teams will be seeded into 4 groups of 4 based on their placement in the open qualifier and will play in a Round Robin bracket. The top 2 teams in each division will qualify for the regular season. All paid entry fees will go toward to production/casting or will be used to increase the OCS prize pool.

QUALIFIER PRICE

Single Qual: \$30 per team

Dual Qual: \$50 per team

- 16 Teams placed into two groups
- 2 playdays per week (1 week with a single match)
- Matches will be self-scheduled but must be played by the Sunday of the designated week at 11:59 EST unless otherwise approved by staff
- Two matches will be chosen each week for casting
- Top 4 teams in each group will make playoffs
- Winner and Runner Up qualify for the Outlast Classic Series Major
- Teams that make it into playoffs qualify to participate in the Wildcard Tournament (See Below)
- \$600 prize minimum 400/200 split

25 Wildcard Tournament

The purpose of the Wildcard Tournament is to fill the remaining four slots needed to reach the 12-team goal for the Outlast Classic Series Major while service as a second chance for teams that did not qualify in their respective playoffs. The tournament will be held the weekend after all leagues have completed their playoff series and will take place over a three-day period (Friday-Sunday). Teams are not required to play in the Wildcard Tournament following the end of their season, but teams that successfully qualify will have a shot at the grand prize at no additional cost to them.

- Maximum of 24 teams from OCL, TCL, and Outlast Arena
- Swiss Bracket played from Friday-Sunday (3 Matches Per Day)
- Top 4 Teams will qualify to move on to the OCS Major
- Matches are current scheduled to be played off stream

26 Outlast Classic Series Major

The OCS Major will be the culmination of the various qualifiers, leagues, and tournaments in which the top 12 teams will come together to compete for the grand prize. Teams will be seeded into two divisions that will be

comprised of a balanced mix of teams from OCL, TCL, Outlast Arena, and the Wildcard Tournament to compete in the initial group stage. Each division will face off against one another in a round robin bracket with only the top four teams qualifying to move on to the next stage of competition. Teams will be paired with their opponents in the final tournament bracket based on their seeding in the group stage (Ex: 1st vs 4th). The tournament will follow a double elimination bracket in which teams will compete in a Bo3 format with the Grand Final being a Bo5.

- 12 Teams
- Group Stage is set to be played off stream
- Tournament Stage is scheduled to be fully casted
- Grand Prize: \$2500 *Minimum* 60/30/10 Split

3. Conditions for participation

31 Team Eligibility

Teams are allowed to participate in as many qualifiers as desired so long as they have not successfully qualified within a given season. Teams are barred from simultaneously competing in Outlast Contender League and Outlast Arena within a given season, but teams will be allowed to participate in Totemic Contender League even if they have qualified for one of the other two leagues. Should any team qualify for the OCS major in more than one league, both teams that had the potential to qualify otherwise will participate in a tiebreaker match that will follow a Bo3 format.

32 Player and Team Staff Eligibility

Players and Staff participating in the Outlast Classic Series and its associated competitive events are only eligible to compete for a single roster. To clarify, players or staff will be barred from competition if they are present on multiple rosters competing simultaneously in the Outlast Classic Series even if their participation would be in different leagues. Players and team staff will become eligible for competition once they have been removed from the additional rosters. Any matches in which an ineligible player participated will be reviewed by staff and may be subject to forfeiture of points/match result.

33 Compliance with the Rules

Players and Team Staff will be eligible and remain eligible to compete in the Outlast Classic Series with their Team if they agree to be bound to and abide by the Rules and comply with the eligibility requirements set forth in this Section 3.1 and 3.2.

34 Age

Each Player and Team Staff must be 14 years old or older, as stated on their official government issued documentations, at the time of their first match in the Outlast Classic Series to be eligible to participate.

35 Residence

Teams competing in the Outlast Classic Series are not bound by residency requirements. However, to remain in compliance with laws governing the usage of "fan funding" of prize money, it is required that the team manager reside in the United States to register a team for a paid event. Teams may change their team manager whenever desired, and it is not required that the manager be a player on the roster.

36 No Competitive Suspension

A Player and/or Team Staff may not participate or be involved in any competition of the Outlast Classic Series if such Player and/or Team Staff is subject to a competitive suspension issued by Outlast or the Tournament Organizer of said competition, preventing such Player and/or Team Staff from participating in a competition of the Outlast Classic Series.

4. Team Composition & Transfers

41 Players' roles & Roster Definition

	Definition
"Players"	The term "Players" refers to all players (Starters or Substitutes) participating in the Outlast Classic Series
"Roster"	The Term "Roster" refers to a group of 5 to 9 Players (5 Starters and up to 4 Substitutes) registered to compete in a competition of the Outlast Classic Series.
"Starter"	A "Starter" is a Player of a Team's Roster. Any Roster must have 5 Starters to be validly registered to compete in any given competition. Generally, the 5 Starters of a Roster shall be the ones playing in Outlast Classic Series matches.
"Substitute"	A "Substitute" is a Player of a Team's roster. Any Team may register up to 4 substitutes per Roster (see section 4.3). A Substitute can replace one of the Team's Starters in a match as outlined in Section 5.3.1 .
"Emergency Substitute"	An "Emergency Substitute" is a player that is requested for competition outside of normal substitution guidelines. Whenever an E-sub is utilized in competition, a minimum penalty of 1 round will be applied in every match participated in.
"Team Manager"	The term "Team Manager" shall refer to the person responsible, in the Team, for assisting Players in the administration and logistics of their participation in the Outlast Classic Series. He is usually the most appropriate person to be appointed as team Point of Contact instead of the License Holder himself.

42 Minimum Team composition

Each Team shall always have the following Team composition during the Season to remain eligible to participate in the Outlast Classic Series (roles can be cumulated unless specified otherwise):

- One **Team Manager** that maintains residency in the United States who may serve as Point of Contact with the Tournament Organizer(s), Outlast, and Grilla for logistics and league operations purposes.
- Five **Players** constituting the Starters of the team's roster.

4.3. Additional Team composition

A Team may have the following additional Team Players and/or Team Staff:

- Up to four additional **Players** constituting the substitutes of the team's roster.
- Additional team staff that such as a coach or analyst that are not considered for competition and will not be required to be registered as a member of a team's roster.

4.4 Insufficient number of Players and Emergency Substitutes

If a Team is not able to have five players participating in a particular match of the Outlast Classic Series, including through calling a Substitute, the Team can exceptionally request to play with an Emergency Substitute. An "Emergency Substitute" is a person exceptionally authorized to compete with a Team that they are not registered with and will incur a penalty of no less than 1 round for every match played. Authorization for a Team to compete with an Emergency Substitute is always subject to Outlast and to the Tournament Organizer's approval and is subject to the following limitations:

- Emergency Substitutes must meet all eligibility requirements presented in **Section 3.2**.
- An Emergency Substitute cannot have been registered with another Team that is participating in the Outlast Classic Series. This applies across all competitions offered by Outlast.

4.5 Player Transfers and Roster Lock

451 Transfer Rules

Following qualification for competition in the regular season of Outlast Classic Series, players are allowed to be transferred, added, or substituted to a roster for competition up to 48 hours before the start time of their designated match or event start time.

452 Transfer Process

- Adding New Players: New players can be added to the roster freely using the Grilla website so long as the team does not currently have 9 members on its roster.
- Transferring Players: Transferred players can be added to the roster in the same manner as New Players, but the incoming player(s) will remain ineligible for competition until they are removed from their previous roster.

453 Transfer Limitations and Roster Locks

- During the regular season, rosters will become locked 48 hours prior to the start of an official match regardless of this match being self-scheduled or broadcasted.
- During events that fall outside of the regular season (Qualifiers/Playoffs/Wildcard Tournament/OCS Major), rosters will remain locked, and no additions or transfers will be allowed for the duration of the event.
- Teams may appeal to staff for exceptions, but Outlast and the Tournament Organizer reserve full discretion to accept or deny an appeal for any reason.
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5. Rainbow Six: Siege competitions operation and administration

51 Game Rules

Rainbow Six Siege is a 5vs5 first-person tactical shooter where two teams compete on various maps and

across multiple rounds by attacking and defending objectives. All competitions of the Outlast Classic Series are played on PC.

511 Match format

A Match of Rainbow Six: Siege can be played as a best of 1, best of 2, best of 3 or best of 5 maps depending on the Specific Rules of the Rainbow Six competition it is part of.

512 Match settings

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.
- A game must be hosted with the following settings for the corresponding match format:

	Best of 1 Match format	Best of 2 Match format	Best of 3 Match format	Best of 5 Match format
Game Mode	TEAM DEATHMATCH BOMB			
Plant duration	7	7	7	7
Defuse duration	7	7	7	7
Fuse time	45	45	45	45
Preparation	45	45	45	45
Action	180	180	180	180
Time of day	Day	Day	Day	Day
HUD settings	Pro League	Pro League	Pro League	Pro League
Number of bans	4	4	4	4
Ban Timer	20	20	20	20
Number of rounds	12	12	12	12
Attack/Defense swap	6	6	6	6
Overtime Rounds	0 or 3	0 or 3	3	3 or Infinite
Overtime score difference	2	2	2	2
Overtime role change	1	1	1	1
Objective rotation parameter	2	2	2	2
Objective type for rotation	Rounds played	Rounds played	Rounds played	Rounds played
Individual Attacker Spawn	On	On	On	On
Pick Phase timer	15	15	15	15
Damage handicap	100	100	100	100
Friendly fire damage	100	100	100	100
Injured	20	20	20	20
Sprint	On	On	On	On
Lean	On	On	On	On
Death Replay	Off	Off	Off	Off

513 Maps and Operators

5131 Map pool

The official map pool for competitive play in the Outlast Classic Series is constituted of 9 maps. At the end of the Season, Outlast may change some of the maps in the map pool. Tournament Organizers and Teams competing in their programs will be notified at least 2 weeks prior to the start of the next Stage or Season.

The current map pool is constituted of the following maps:

- BANK
- BORDER
- CHALET
- CLUBHOUSE
- KAFE
- OREGON
- SKYSCRAPER
- THEME PARK
- VILLA

5.1.3.2. Map bans

A match of Rainbow Six: Siege begins with a map ban sequence where both teams alternate banning and selecting maps of the official map pool in a predefined order that varies depending on the match format; to determine which map is (are) played throughout the match. The following table presents the sequence of bans prior to a match between team "A" and team "B", for each match format:

Winner of the coin toss can decide on having side selection for whichever map is selected or decide which team will ban a map first. The loser of the coin toss gets to make the other decision.

	Map ban sequence
Best of 1	Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played
Best of 2	Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. B Ban – A Ban – B Ban – A Ban – B Ban – A Map pick – B Ban – B Ban – B Map pick
Best of 3	Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. New coin toss to determine who gets "side selection" for the decider map. A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider

Best of 5	<p>If the format of the competition this is used for features a Single Elimination bracket: coin toss, winner chooses either "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. New coin toss to determine who gets "side selection" for the decider map.</p> <p>A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider</p> <p>If the format of the competition this is used for features a Double Elimination bracket, the team coming from the Upper Bracket (UB Team) choses the map ban sequence out of the 3 options below. Side selection on the first 4 maps goes to the team that didn't chose that map, a coin toss will determine who gets "side selection" for the decider map.</p> <ol style="list-style-type: none"> 1. 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 2. 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 3. 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
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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".

5.1.3.3. Operators, gadgets, equipment, or attachments

Outlast reserves the right to ban specific operators, as well as gadgets, equipment, or attachments they may have, from time to time, to guarantee a fair competition, and if Outlast reckons that it contains a bug, creates imbalance, or has a game-breaking effect on competitive play. Tournament Organizers are responsible for notifying all Teams competing in their programs of such ban once notified by Outlast.

5.1.3.4 Cosmetics

During Outlast Classic Series competitions' official matches, players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are banned from use in competitive play:

- Operator's default skins
- Pro League skins (gold sets)
- Pro teams branded cosmetics
- Esports Programs' cosmetics

For sake of clarity, permitted operator battle dress uniforms and headgears that aren't operators' default skins nor pro teams branded are listed in ANNEX C.

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

Outlast reserves the right to update the list of prohibited cosmetics at any point during the Season and will inform teams of any such update through the relevant tournament organizer.

5.1.3.5 Usage of bugs or in-game exploits

The list of bug exploits or in-game exploits that are prohibited from being used in any competition of the Outlast Classic Series is available [here](#) and will be updated by Outlast from time to time. Any bug exploits

or in-game exploit not currently indicated in this list shall be escalated to Outlast and/or the Tournament Organizer so that Outlast can investigate as to whether such bug exploits, or in-game exploit must be barred from usage in any competition of the Outlast Classic Series.

These are known unintended mechanics that have been approved for use in the OCS 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's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere

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 Sanction(s).

- 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 or multiple of their teammates clustering around them (through characters' 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 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 proneing to reach normally inaccessible spots
- Vaulting onto skylight windows

514 Tactical Timeouts

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Coach. To request a Tactical Timeout, the team needs to notify the observer or enemy team (self-scheduled matches) during the first 15 seconds of the operator pick phase. Upon notification, the game will be paused and a 45 second timer will start during which the Coach will be allowed to communicate with Players of his or her Team. Once the 45 seconds have elapsed, the communication between the Coach and the Players must be discontinued, and the game will resume.

Each Team may request one Tactical Timeout per map during any given match. Timeouts that are not used do not carry over to the next map and are lost.

When one Team requests a Tactical Timeout, the other Team also benefits from having their Coach allowed to communicate with their Players and will be subject to the same restrictions.

52 Good sportsmanship Rules

Additionally, to all rules and mechanics established in the game Rainbow Six: Siege, competitive play in the Outlast Classic Series is subject to the following 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

53 Competition Rules

Each competition of the Outlast Classic Series may be operated by different Tournament Organizers, or by Outlast itself for certain part of the Outlast Classic Series. Depending on the location, duration and format of the competition, rules pertaining to the organization of the Outlast Classic Series competition may vary. The Tournament Organizer is responsible for the establishment of guidelines and rules on the topics identified in this section, and must make such rules and guidelines available to Teams before the start of the competition they oversee:

531 Player Substitution

During a Bo3 or Bo5 series, teams may request that 1 or 2 players be exchanged for a substitute that is already on the roster. Substitutions are prohibited while a map is in progress unless an exception is granted by Outlast and/or the Tournament Organizer and/or the opponent. Teams are limited to 1 exceptional Emergency Substitute during a match series if approved by Outlast and/or the Tournament Organizer.

5.3.2. Standardized Competition Rules

To facilitate esports operations across all leagues and events while creating a consistent competing environment, the following rules are standardized.

5321 Tie breaker rules

Ties for all Leagues are broken by looking at the following elements sequentially:

1. Round difference
2. Head-to-head
3. Match win percentage
4. Round win percentage
5. Tiebreaker match

6. Sanction(s) & Penalties

61 Definition & Scope of Punishment

Infringement of any of the rules, requirements and obligations presented in the **Rulebook** or **Specific Rules** may trigger competitive Sanction(s) and penalties.

Sanction(s) and penalties for each type of infraction are categorized in the Penalty Index.

The Penalty Index indicates for each type of infraction a range of Sanction(s) from minimum to maximum, as well as a limitation period which will run from the notification or discovery of the infraction (whichever occurs the latest) and during which infractions may be penalized under the Penalty Index. The Penalty Index shall not be considered exhaustive, and Outlast may penalize other behavior if considered in good faith to be in breach of the Rules.

Scope of punishment may vary, as illustrated in the table below, and may include, but is not limited to temporary and definitive suspension period(s) for a Team, Player or Team Staff member, round loss, map, or match forfeits etc...

	Description
Competitive warning	Lowest form punishment, a simple warning given to the Player or Team

Competitive suspensions and ban	A Player or Team can be temporarily barred from competing in any Outlast Classic Series competition or in exceptional cases, if the gravity of the infraction justifies it, banned from the Outlast Classic Series permanently. The Penalty Index provides the possible range of suspension for the different types of infractions, whose list shall not be considered exhaustive. In addition, a Player or Team may be temporarily barred from competing in any Outlast Classic Series competition while Outlast and/or the Tournament Organizer investigate, including through a third-party investigator if deemed necessary by Outlast, in case of reports of Misbehavioural Incidents (as defined in Section 6.3 below).
Competitive penalties	Certain infractions perpetrated by a Team and/or one of its Players' may be penalized by a round loss, map loss or match forfeit depending on the severity of the infraction, as illustrated in the Penalty Index.

Outlast reserves the right to proceed with any other penalty method in relation to the infraction and Outlast reserves the right to issue sanction(s) going beyond the maximum Sanction(s) indicated in the Penalty Index if justified by the severity of the infraction. All infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

62 Notification and enforcement

Whether it is Outlast or the Tournament Organizer who defines Sanction(s) for a Team or Player, the Sanction(s) will depend on the type of infraction, as defined in the Penalty Index:

- Sanction(s) for infractions of category 1 will be issued and notified by Tournament Organizer officials to the Team's Point of Contact
- Sanction(s) for infractions of category 2 may be discussed between the Tournament Organizer and Outlast, and the Sanction(s) will be notified by Outlast Leadership to the Team's Point of Contact. Outlast may issue preliminary conservative measures (including Player and/or Team temporary suspension for the duration of the investigation) in case of reports of severe infractions of category 2.

Regardless of the category of the infraction, Outlast will be notified by the Tournament Organizer for all infractions occurring in the Outlast Classic Series. Unless requested otherwise by Outlast or the Tournament Organizer, all communication related to an infraction will take place between the Team's Point of Contact and Outlast and/or the Tournament Organizer's administrative staff.

7. Prize payment

7.1 Recipient and release

All prize money will be paid within 10 business days after the end of any competition where such prize money has been won. In most cases, the prize money will be paid by Grilla or the Tournament Organizer in charge of the Outlast Classic Series competition it operates, and Grilla and/or the

Tournament Organizer will communicate to the Team Manager of each Team the applicable process and information required to operate the payment of the prize pool. Vendor forms and other documents may be needed to be completed in full by the winning entity to process payment. Uncomplete forms may trigger additional payment delays as payment of the prize money is dependent on the Team capability and obligation to provide a proper payment reception method, a valid invoice, and information requested (e.g. Fiscal ID, Fiscal ID Type, place of registration, legal entity name appearing on income tax return), as well as the issuing bank payment capabilities.

Note: Payments must be made to a team manager that resides in the United States.

7.2 Withholding Taxes

Prize's payment may be subject to applicable federal, state, and local income tax or withholding tax and it is the responsibility of the Team eligible to such payment to seek assistance of a local tax advisor to determine which taxes may apply to the receipt of a prize and ensure that any applicable taxes are reported and paid to the appropriate authority.

8. Miscellaneous

8.1 Reserved Rights

8.1.1 Exclusive Rights

Outlast is the exclusive owner of the intellectual property and trademarks the Outlast Classic Series and any tournament thereof. These exploitations rights include the non-exhaustive exclusive rights to:

- **Use the trademark Outlast Classic Series** in connection with a competition part of the Outlast Classic Series.
- **Grant to third party the exploitation rights with regards to audiovisual content** produced in any competition part of the Outlast Classic Series.
- **Secure sponsorships and grant merchandising rights** in connection with the Outlast Classic Series or any competition thereof.
- **Consent to gambling or betting operations** on any element of a competition part of the Outlast Classic Series. For sake of clarity, Outlast may decide at its sole discretion whether to grant access to its official league data for the purpose of allowing wagering on the outcome of any Outlast Classic Series matches. Outlast expressly reserve any such rights, including without limitation any access to such data from Outlast private or public API gathering in-game statistics of Players and Team partaking in the Outlast Classic Series.

8.1.2 Tournament Organizer Rights

Each Tournament Organizer is mandated and instructed by Outlast for the organization of a competition in the Outlast Classic Series and is contracted by Outlast to exploit or exercise any of the rights mentioned above.

813 Outlast Classic Series Livestreaming Policy

Outlast is the sole owner of the broadcasting right of any competition of the Outlast Classic Series, including online and offline competitions of the Outlast Classic Series, and may decide at its sole discretion to license these rights to a Tournament Organizer or to any third-party broadcaster. Any person interested in obtaining a license from Outlast to broadcast any Outlast Classic Series competition shall reach out to Outlast Leadership to do so.

Matches that are not scheduled to be broadcasted by Outlast, a Tournament Organizer, or a Third-Party Broadcaster may be streamed on individual channels so long as the broadcast does not indicate in any way that the streamer is an official representative of the Outlast Classic Series or Outlast. Streams are required to have a minimum of a 4-minute delay, and failure to follow this guideline will result in penalties to be determined at Outlast's discretion.

82 Confidentiality

Any communication or discussion privately held and related to any confidential in nature components of the Outlast Classic Series or any competition thereof, made either through written instruments or verbal communication, made between Outlast and/or the Tournament Organizer and/or any Team and/or Players and/or Team Staff shall be deemed strictly confidential and cannot be disclosed publicly without the prior written approval of Outlast.

In addition, Players and Team Staff attending in person a competition part of the Outlast Classic Series may be exposed to content that has not yet been officially revealed by Outlast to the public and which may be considered as confidential information (as for e.g. scenography, run of show, main stage design, content of a season or esports panel, and more generally any content or element of the competition that has not yet been disclosed by Outlast to the general public). Any disclosure of such content by any means by a Team Staff and/or any Player, even accidentally, may constitute a breach of confidentiality likely to cause Outlast a material harm and expose the person involved to Sanction(s), in addition to any other remedy that Outlast may have at law or otherwise".

83 Teams and Players Name, likeness, and logo

831 Teams and Players Name & Likeness

By accepting these Rules and in consideration of the exposure obtained through their participation in the Outlast Classic Series, and any other consideration otherwise provided by Outlast, Players and/or Team Staff authorize and grant to Outlast and to any company part of the same economic group, the royalty free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to use their name and likeness in association with Outlast without restriction.

832 Teams Logos

As a material condition for its participation into the Outlast Classic Series, each Team grants Outlast and/or its affiliates a worldwide, non-exclusive, free, irrevocable, for the maximum time permitted under applicable intellectual property law, right and license (including the right to grant

sublicenses) to use the Team's name and/or trade name or mark used by the Team, as well as any texts, moto, visuals, symbols or any other elements whether protected by intellectual property or not, used to make reference or designate the Team (the "**Team Elements**") in the Records. The Team Elements shall be communicated by the Team to Outlast either during the registration process or at Outlast's request during the Outlast Classic Series exploited by Outlast in the conditions set forth below.

833 Scope of the License

The Team Logos and Players' Image may be used, transmitted, distributed, broadcasted, displayed, modified, adapted (including dubbing and captioning) or otherwise exploited by Outlast, its affiliates and/or any third party authorized by Outlast and/or its affiliates, in whole or in part, through any medium, support or process currently in existence or that may be created in the future, in the entire world and for any purpose, institutional or commercial (including through sale of media rights of the Records, advertisement, sponsorship, and any other type of commercial exploitation), in connection with the Outlast Classic Series and any associated promotional activities. For sake of clarity, these rights shall include the following:

- (i) making available digital or wireless distribution of the Records over the Internet, either by download or streaming, webcast or otherwise through online distribution, including video on demand (VOD) systems; and
- (ii) broadcasting by any means the Records, including through any form or method of transmission by radio and television; and
- (iii) marketing, sale of media rights of the Records, advertising, obtention of sponsorship and promotional events in connection with the Outlast Classic Series and other events related thereto; and
- (iv) inclusion on social media sites and posts (for example Facebook, Twitter, and YouTube) and editorial content of the Outlast Classic Series and related promotional events; and
- (v) incorporation to or association with any promotional or editorial content of Outlast and/or its affiliates or a third party licensed by Outlast and/or its affiliates, as well as the right to create promotional and marketing materials related to the Outlast Classic Series and/or Outlast activities.

No Player or Team Staff may take part, directly or indirectly, in betting or gambling (including fantasy esports gambling) on any results of any Outlast Classic Series match and/or any portion hereof.

84 Sponsorships and Product Placement

During the live broadcasts of the Outlast Classic Series, Players and Staff are not allowed:

- (i) to display or otherwise endorse any other brand aside of their own Team's name in their nickname used in game.
 - (ii) Display the logo of their Team's sponsor other than on their team jersey and clothes
 - (iii) Operate any kind of product placement or make any statements/perform actions that may be perceived as Outlast endorsing a certain
-

product or services, unless explicitly approved by Outlast.

85 Approval Process

Any approval from Outlast or the Tournament Organizer in the Rules, as requested in the Rules, must be requested as follows:

- The Team Manager shall contact Outlast or the Tournament Organizer officials by discord explaining the nature of their request through an official ticket; then
 - Outlast or Tournament Organizer officials, depending on the nature of the request, will make their best efforts to review the request and provide an answer within 48 hours
 - If no answer is provided within 48 hours, the request will be considered disapproved
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ANNEX A
PENALTY INDEX

Type of Infraction	Definition	Category	Minimum	Maximum
Match-Fixing	Match-fixing may be constituted by the action of pre-determining, tampering, or attempting to influence the outcome of a match, whether through bribery, threats, match throwing, or any other manner, in exchange of a benefit (financial or otherwise).	2	12 Month Competition Suspension	Lifetime competition ban
Match-Throwing	Match throwing may be the action of purposely avoid competing at one's best ability outside of the cases of match fixing. Examples of match throwing include but are not limited to losing purposely to obtain a lower seed or rank, purposely losing to dodge an opponent in a competition bracket, etc. Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment throughout Outlast Classic Series.	2	6 Month Competition Suspension	12 Month Competition Suspension
Cheating	Cheating is defined as any in-game or out-of-game technique that would provide an unfair advantage to a player. This includes but is not limited to the use of third-party software, any form of tampering with the game's code or servers, any gathering of information obtained from watching the match's broadcast while playing it (stream sniping) etc...	2	12 Month Competition Suspension	Lifetime competition ban
Ringer Use	Usage of a ringer may be constituted by having a Player not part of a Team playing instead of one of the Players signed in the roster of said Team.	2	6 Month Competition Suspension (Team/Org)	12 Month Competition Suspension (Team/Org)
Betting on Matches	Placing any bet on any aspect of an Outlast Classic Series competition, whether using money, virtual currency, or anything with monetary value. This type of infraction often cumulates with the infraction of match-fixing.	2	6 Month Competition Suspension (Individual and/or Team/Org)	12 Month Competition Suspension (Individual and/or Team/Org)
Bug Exploit	A bug exploit may occur when a bug or in-game exploit known and flagged by Outlast and/or the Tournament Organizer, or commonly known as a bug exploit, is used during the competition	1	Warning	6 Month Competition Suspension

Breach of Competition Protocol	Breach of competition protocol is defined as any breach of a match and competition process of a match as established in the Specific Rules of a competition as per Section 5.3 of the Rulebook. This may include requesting or causing unjustified pauses or delay to a match, noncompliance with uniform policy if one was set by Outlast and/or the Tournament Organizer, not sharing online competition results with admins in a timely manner when requested etc...	1	Warning	Map/Match Forfeiture
Unauthorized Match Communication	Unauthorized communications may include any communication between Players and/or Team Staff outside of authorized timeframes. Authorized timeframes are defined by the Tournament Organizer in the Specific Rules of their Outlast Classic Series competition.	1	Warning	Map/Match Forfeiture
Non-Compliance with Admin/Staff Instructions	Self-explanatory type of infraction	1	Warning	Map/Match Forfeiture
Breach of Eligibility Requirements	Shall mean any breach of Section 4.2 or Section 3 of the Rulebook.	2	Player Suspension up to 6 Months & Team Warning	Player Lifetime Ban & Map/Match Forfeiture
Use of Player Added During Roster Lock	Shall mean any breach of Section 4.5 .	2	Player Suspension up to 6 Months & Team Warning	Player Lifetime Ban & Map/Match Forfeiture

Failure to Show Up for Match	Self-explanatory type of infraction	1	Map/Match Forfeiture	6 Month Competition Suspension (Team/Org)
Breach of Confidentiality	Shall mean any breach of Section 8.2.	2	Depending on the nature of the confidential information shared	Lifetime Ban (Player and/or Team/Org)

ANNEX B

ESPORTS PROGRAMS & PRO LEAGUE BATTLE DRESS UNIFORMS AND HEADGEARS PERMITTED IN COMPETITIVE PLAY

The following list of operators' battle dress uniforms and headgears is permitted for use in competitive play in the Outlast Classic Series. 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)
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)
