



# XGS Stand Alone Event Rulebook

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# 1. Validity of Rules

- 1.1. This rulebook outlines the rules of non main season XGS Seasons
  - 1.1.1. Non main XGS seasonal events include: stand alone tournaments, weekly events, monthly events
- 1.2. XGS reserves the right to update, amend, and/or change the rulebook in any way they see fit.
  - 1.2.1. If the rulebook is updated, amended, or changed in any way, the league will notify all players, staff, and community members of its changing.
- 1.3. XGS admins have final say on any ruling of a match as well as any allowance of rule exclusions.
- 1.4. XGS admins have the ability to make judgments on cases that are not specifically outlined in this rulebook
- 1.5. By signing up for XGS all teams and players are accepting they will follow all guidelines listed in this rulebook
- 1.6. Anything not outlined in this rulebook will utilize the official [BLAST R6 Rulebook](#)

# 2. Code of Conduct

- 2.1. By signing up for XGS the team/players know that all entry fees are non refundable
- 2.2. All teams and players must act in a respectable manner towards all other teams, players, staff members, and community members
  - 2.2.1. Teams are permitted to use [ALL] chat, players are responsible for what is displayed in [ALL] chat. If anything is mentioned that is against the league's Code of Conduct in the games text chat this will result in disciplinary action which can risk but is not limited to: round forfeiture, point penalties, suspension, or disqualification all pending on the severity of the offense.
- 2.3. Toxicity
  - 2.3.1. Any form of verbal or textual toxicity will not be tolerated, such as: match throwing, racism, sexism, and/or any other form of discrimination or harassment are strictly prohibited
  - 2.3.2. Any team who violates rule 2.3.1. will be removed from the event

## 3. Game Integrity

### 3.1. Cheating

- 3.1.1. Cheating is defined as a team or player attempting or accomplishing gaining an unfair advantage over another player or team
- 3.1.2. Any and all VPNs or Remote Access programs are not permitted for use during matches

### 3.2. Anti-Cheat

- 3.2.1. MoSS Anti-Cheat software must be run in the “Tom Clancy’s: Rainbow Six Siege” setting during all matches of XGS. This includes all qualifiers, regular season matches, playoff matches, and finals matches
- 3.2.2. Player’s MoSS files are the player’s responsibility. Everything found in a player’s MoSS files are subject to review. Any sign of cheating or any links to accounts that have been cheated on will result in removal from the event.
- 3.2.3. A team or player that refuses to submit their MoSS files to staff will have the match forfeited.
- 3.2.4. Any and all cheating software and/or macros are strictly prohibited
- 3.2.5. Any player found to be hacking, DDOSing, stream sniping, or any other form of manipulation will be permanently banned from the league
- 3.2.6. Teams requesting a MoSS check on their opponent must provide sufficient evidence/reason for a MoSS check

### 3.3. Glitches

- 3.3.1. Game breaking glitch use is not permitted
- 3.3.2. This includes but is not limited to: wall clipping, wall glitches, invincibility glitches, invisibility glitches, and game crash glitches
- 3.3.3. Use of glitches or bugs will result in a round loss for the offending team, further use will result in match forfeits and disqualification from the event

- **Not Allowed**

- 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 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
- **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
  - Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere

3.3.4. For the full list see the [BLAST R6 Rulebook](#)

## 3.4. Skins

3.4.1. All character uniform/headgear skins are banned from use in matches except for:

- Default skins
- Pro League skins (gold sets)
- Esports Teams' cosmetics (R6 share program skins)
- Esports Programs' cosmetics
- Master Chief full elite skin

3.4.2. All drone skins are forbidden in official matches

3.4.3. All gadget skins are forbidden except the following operators:

Tachanka, Glaz, IQ, Doc, Pulse, Ash, Thatcher, Sledge, Buck, Capitao, Caveira, Jackal, Mira, Zofia, Dokkaebi, Vigil, Finka, Lion, Maverick, Warden, Nokk, Amaru, Kali, Iana, Oryx, Osa, Sens, Grim, Solis

3.4.4. All operator cards, weapon skins, charms, and attachment skins are permitted

3.4.5. If the offending team is found to be using illegal skins, it will result in round forfeiture in the round the skin was protested only. A third offense will result in match forfeiture. If a player has a skin on an operator the offending player must be teamkilled and they must remove the skins immediately or no longer play that operator.

## 3.5. Spawn Peeks

3.5.1. No instant spawn peeks (Defined as a defender killing an attacker within the first 2 seconds of the action phase)

### 3.6. Other

- 3.6.1. Players must play on their own PC and cannot be shared with between team members
- 3.6.2. Any player that has an account in their possession that is currently under a BattleEye ban within the last 6 months is ineligible to play in any XGS sanctioned event

## 4. Scheduling:

- 4.1. Tournament days will be scheduled around major holidays such as:
  - 4.1.1. Easter, Thanksgiving, Christmas Eve, Christmas, New Years Eve, and New Years Day
- 4.2. All games will take place on the given day of the tournament.

### 4.3. Match times:

#### 4.3.1. Day One

- 4.3.1.1. Round 1 Swiss: 6pm ET
- 4.3.1.2. Round 2 Swiss: 7:15pm ET
- 4.3.1.3. Round 3 Swiss: 8:30pm ET
- 4.3.1.4. Round 4 Swiss: 9:45pm ET

#### 4.3.2. Day Two

- 4.3.2.1. Round 5 Swiss: 6pm ET
- 4.3.2.2. Round of 16 Playoffs: 7:40pm ET
- 4.3.2.3. Round of 8 Playoffs: 9pm ET

#### 4.3.3. Day Three

- 4.3.3.1. Round of 4 Playoffs: 6pm ET
- 4.3.3.2. Finals: 7:20pm ET

## 5. Team/Roster Guidelines

- 5.1. All players participating must be located in the North American region and maintain a constant ping of under 130ms

### 5.2. Rosters

- 5.2.1. Rosters must include 5 main roster players and 3 substitutes

- 5.2.1.1. A teams roster is locked at the start of the given event
- 5.2.1.2. A substitute may only be subbed in between maps
- 5.2.2. Players may only be signed up for one team in the event or they will be ineligible to compete for both all teams they are registered under
- 5.2.3. Every player must be signed up on the OPL website and registered with their team to compete
- 5.2.4. All players must use the Uplay that they are registered under on OPL
- 5.2.5. The only ineligible players are players that are currently banned from XGS (**Pro Players are eligible to compete**)

### 5.3. Player Names

- 5.3.1. Players in violation of any of the following guidelines will result in disqualification from the event
- 5.3.2. Player names must not violate any terms with Discord and/or Ubisoft.
- 5.3.3. Player Name Violations are, but not limited to the following:
  - Is unrecognizable or nonsensical (Barcodes, random letters/numbers/symbols, etc)
  - Impersonates league staff, Ubisoft staff, or another player at any level of play
  - Is protected under copyright in which the player does not have written consent to utilize
  - Names that are discriminatory are strictly prohibited
  - Does not represent the in-game callsign of the player
- 5.3.4. Any team names that are commercial, discriminatory, and/or non sensical are prohibited

## 6. Prizes

- 6.1. XGS will pay out prizes through PayPal within one week (7 full days) of the events conclusion
- 6.2. The team captain/manager will be the designated contact for payment (unless otherwise requested) and are fully responsible for distribution of prize money to their team

## 7. Format

### 7.1. Monthly Format

- 7.1.1. Phase 1
  - 7.1.1.1. 32 teams, top 16 qualify for playoffs
  - 7.1.1.2. 5 rounds of ESL qualifier swiss

- 7.1.1.3. The first 4 rounds of swiss will take place on first day of the event, the final round of swiss will take place on the second day of the event
- 7.1.1.4. Win 3 games to qualify for playoffs on Saturday
- 7.1.1.5. All games are best of 1

## 7.1.2. Phase 2

- 7.1.2.1. Single elimination
- 7.1.2.2. The first 2 rounds of playoffs will be played on the second day of the event following the swiss stage, the final 2 rounds of playoffs will be played on the third day of the event
- 7.1.2.3. All games are best of 1
- 7.1.2.4. In the event that the swiss stage does not have exactly 32 teams, the top teams that did not qualify through round 5 of swiss will qualify for playoffs

## 7.2. Team disqualification/Forfeits

- 7.2.1. If a match has not started by 20 minutes after the match's creation, the delaying team will forfeit the match. The only exception to this is verified technical issues posted by an event admin

## 7.3. Rehosts, Disconnections

- 7.3.1. Players are responsible for their equipment and their internet connections as well as any technical issues that may arise. Matches will not be postponed due to extensive technical issues and will be played anyway
- 7.3.2. Voluntarily leaving matches is classified as cheating and will result in removal from the event
- 7.3.3. Each team may call for 1 rehost per map and 1 technical pause per map
  - 7.3.3.1. If the pause timer runs out and the technical issue has not been resolved and the lobby continues, the team that requested the pause may request for a rehost if they have not already used their rehost. Otherwise the match will proceed without the missing player
- 7.3.4. If such problems reappear after a rehost has already been used, for example a player who abandons when the match has already been rehosted, the team must play the remaining rounds of the map with the remaining players.
- 7.3.5. Rehosts may be called up to 20 seconds into the action phase.



- 7.3.6. Rehosts may be called unless damage has been dealt of over 20 hit-points on a given operator (this excludes damage done by shock drones or Argus cameras)
  - 7.3.6.1. If the issue is a cause of a player losing more than 20 hit-points the team must inform the admin team
- 7.3.7. Disconnects after the first 20 seconds into the action phase must be played out until round end. After the round a rehost may be called by the team missing a player. Teams with a disconnected player are not required to call for a rehost and may continue playing through the rest of the match without the missing player(s)
- 7.3.8. In the event a player disconnects and the round is played out the team with a disconnected player may ask for a technical pause that will not count as a team's tactical timeout but will last until the player reconnects, during which coaches will not be unmuted. If the pause timer runs out play will continue.
- 7.3.9. In the event of a rehost, each team must have the same 5 players in the lobby within 10 minutes of receiving an invite
- 7.3.10. In the event that the lobby settings are incorrect (at the start of the game, during the course of the game, or during a rehost), there will be a 3 strike policy:
  - Strike 1, the hosting team is warned
  - Strike 2, the hosting team forfeits a round
  - Strike 3, the hosting team forfeits the map
- 7.3.11. In the event that a player leaves the match and is unable to join back due to any reason (Family emergency, power outage, etc.), teams may continue without the player that disconnected
  - 7.3.11.1. Teams must have at least half of their lineup in the match to continue play (In a 5v5 match at least 3 players from each team must be in the lobby to continue play)

## 7.4. Timeouts

- 7.4.1. Each team may call one Tactical Timeout per map (60 Seconds) and one Technical Pause

## 7.5. Map bans

- 7.5.1. Teams have 15 minutes from the matches creation to begin mapbans before the match is forfeited
- 7.5.2. OT sides are picked by the opposite team that chose regulation starting side

## 8. Match Settings

### 8.1. Universal Settings

- 8.1.1. Server: CUS
- 8.1.2. Time of day: Day
- 8.1.3. Voice Chat: Team Only

### 8.2. Match Settings

- HUD Settings: Pro League
- Number of Bans: 4
- Ban Timer: 15
- Number of rounds: 12
- Attacker/Defender role swap: 6
- Overtime
  - 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
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death Duration: 2
- Death replay: Off
- Plant duration: 7
- Defuse Duration: 7
- Fuse Time: 45

- Defuser Carrier Selection: On
- Prep Phase Duration: 45
- Action Phase Duration: 180
- Tactical Timeouts
  - Requests Available per Team: 1
  - Allow Requests From: Everyone
  - Timeout Duration: 60 Seconds

### 8.3. Map Pool

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

## 9. Protests

- 9.1. A protest may be opened before a match, during a match, or no later than 24 hours after the matches conclusion
  - 9.1.1. If a protest is to be opened during a match the protesting team must call for a protest and contact XGS staff via the “Open Protest” button on the match page on OPL
- 9.2. In the event of an illegal skin protest only the round that is protested will be protested. Illegal skins do not add up through the match
- 9.3. MoSS checks in a league qualifier must have valid evidence provided, screenshots, clip, etc.
- 9.4. In the event of match fixing, both participating teams will be disqualified from the event. The player(s) found to be involved will be blacklisted from future XGS events.
- 9.5. Any and all communication between captains, members, and league staff involved in a protest is to be kept confidential
- 9.6. A player being reported to the league for violating any of the leagues rules on use of illegal software must be reported either through an OPL or Discord Ticket

## 10. Broadcast Guidelines

### 10.1. General Broadcast Information

- 10.1.1. Every stream will have at least a 180 second delay
- 10.1.2. Each game must be setup in accordance with Section 8
- 10.1.3. Players are not permitted to stream the games from their perspective if the match is scheduled to be streamed or will be streamed at any point during the duration of the season.
- 10.1.4. If a player is seen to be in the league's official broadcast at any point during the match, the match will immediately end, both teams will be required to submit MoSS files and the offending team will forfeit the match
  - 10.1.4.1. In the case that a match is pre-recorded this rule does not apply.

### 10.2. Casters

- 10.2.1. Casters may not be affiliated with the teams playing the match. If a caster is affiliated in any way with either team they must switch out for the match.
- 10.2.2. Casters may not be discriminatory towards players for any reason

### 10.3. Observers

- 10.3.1. In the event that an observer disconnects from the game after the pick phase the round must be played out. Both teams must provide a screenshot of the scoreboard to confirm the round outcome to league staff. After the round ends the match must be paused so the observer can reconnect to the lobby
- 10.3.2. In the event the observer cannot reconnect to the match a rehost will be called and both teams will be notified via their teams designated Discord channel