

BLITZ

GAMING SERIES

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Blitz Gaming Series Season 1 Rulebook

1. Terms and Conditions

1.1. BGS reserves the right to update, amend, and/or change the rulebook in any way seen fit.

1.1.1. If the rulebook is changed in any way, the league will notify all members of the change.

1.2. BGS admins have final say on any ruling of a match as well as any allowance of rule exclusions.

1.3. BGS admins reserve the right to make executive calls on anything that may or may not be stated in the BGS Rulebook.

1.4. Anything not outlined here will utilize the official Blast R6 Global Rulebook

1.5. By signing up for BGS all teams and players are accepting they will follow all guidelines listed in this rulebook

1.6. All members must act in a respectable manner towards all other teams, players, staff members, and community members

1.7. If it is found that a team, or community member violates the league's code of conduct policy in Blitz Series or any other league that team/player/member may risk punishment determined by the severity and situation of the violation. Including but not limited to match forfeit, round forfeit, or permanent expulsion from all BGS Events.

1.8. 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 will result in removal from the event.

2. Match Scheduling, Dates, and Rehosts.

2.1. Matches will be played on Central Servers on a playday listed in section 2.2. All Players should be in the lobby at least 5 minutes before the scheduled start time to allow the match to start on time.

2.1.1. Should a match not start on time due to a player not being present, there will be a 15 minute grace period for all players to arrive in the lobby. After 15 minutes if one team has all 5 players present the opposing team receives a forfeit which will count as a 7-0.

2.2. Round Dates:

BGS Season one will begin July 15th, 2024 with our group stage. The group stage will conclude August 2nd, 2024. Season 1 Playoffs begin August 5th 2024, and conclude August 10th 2024 with our Grand Final.

Each Round will have 2 playdays with 4 matches per playday.

The first match of each playday will begin at 6pm EST.

Group Stage Round 1: Monday July 15th and Tuesday July 16th

Group Stage Round 2: Thursday July 18th and Friday July 19th

Group Stage Round 3: Monday July 22nd and Tuesday July 23rd

Group Stage Round 4: Thursday July 25th and Friday July 26th

Group Stage Round 5: Monday July 29th and Tuesday July 30th

Group Stage Round 6: Thursday August 1st and Friday August 2nd

Playoffs Round 1: August 5th and August 6th

Quarterfinals: August 7th and August 8th

Semifinals: August 9th

Grandfinals: August 10th

2.3. Rehosts.

2.3.1. Each team may call for 1 rehost per map

2.3.2. Rehosts may be called up to 30 seconds into the action phase unless damage has been dealt between the two teams (Excluding Twitch drones and Zero Cameras)

2.3.3. Disconnects after the first 30 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)

2.3.4. 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 last until the player reconnects or the pause timer runs out, during which coaches must remain in a separate vc. If the pause timer runs out play will continue.

2.3.5. In the event of a rehost, each team must have the same 5 players in the lobby within 10 minutes of receiving an invite

2.3.6. If a team is requesting a second rehost, a league administrator will determine if the rehost is to be allowed

3. Format

3.0. Voice Chat Rules. For the Qualifier there is no restriction on Voice Chats. However as mentioned in section 8, if a player chooses to stream their pov then a 180 second delay must be used.

3.0.1. During regular season and playoffs all players must use their designated team vc with the coach in the designated coach vc. Coaches may be in the team vc, but are only allowed to talk during tac timeouts and between maps. Coaches may not speak during rehosts and tech pauses. Anyone that is not a BGS admin or an active player/coach may not be in a team vc during a match.

3.1. Qualifiers Format: (July 5th-7th and July 12th-14th) The BGS Qualifiers will be 10 rounds of Swiss played out over 3 days, 4/4/2. Teams will have 5 lives “loses” before they are eliminated from participation in the quals. After 10 rounds of swiss the top 6 teams will qualify for the league. All matches are best of 1.

3.2. League format: The BGS Season 1 Regular Season will consist of 16 total teams, 4 invited and 12 from qualifiers, and will feature 4 groups of 4 teams with 1 invited team per group. The format will consist of a double round robin for 6 total games played over three weeks. Points: 3 points for a regulation win, 2 for an OT win, 1 for an OT loss, and 0 for a regulation Loss. All matches are best of 1. The top 3 teams from each group will make playoffs with the top seed getting a bye and the bottom seed eliminated.

3.3. Playoff Format: 12 Teams, Single Elimination Bracket. Round One will feature the two seeds from each group against the three seeds from a different group. The #1 seed from each group will get byes to the quarterfinal round. All matches prior to the Grand Final are Bo3 with the Final being a Best of 5 with infinite overtime on all maps.

4. Match Settings

4.1. Universal Settings

8.1.1. Server: CUS

8.1.2. Time of day: Day

8.1.3. Voice Chat: Team Only

4.2. Match Settings

-HUD Settings: Pro League

-Number of Bans: 4

-Ban Timer: 15

-Number of rounds: 12

-Attacker/Defender role swap: 3

-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
- Diffuser 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

4.3. Grand Final Only

- HUD Settings: Pro League
- Number of Bans: 4
- Ban Timer: 15
- Number of rounds: 12
- Attacker/Defender role swap: 3

- Overtime
- Overtime Rounds: INFINITE OVERTIME
- 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
- Diffuser 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

4.4. Map Pool

-Bank

-Chalet

-Clubhouse

-Border

-Kafe Dostoyevsky

-Oregon

-Skyscraper

-Nighthaven Labs

-Consulate

5. Rosters

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 may consist of up to 8 players/staff total.

5.2.3. Coaches may only talk to their teams during a tactical timeout or in between each map.

5.2.4. Teams Will be allowed 8 players total. Any combination of these 8 players may be used in game.

5.2.4.1. Teams will be allowed 2 roster changes during regular season and playoffs.

5.2.4.2. Rosters must be updated 12 hours prior to match time.

5.2.5. Players may only be signed up for one team in BGS

5.2.6. Every main roster player must be signed up on the OPL website and registered with their team at the start of the season to compete.

5.2.7. All players Uplay usernames must be recognizable to the name they are registered as and their Discord username.

5.2.8. All players must use the Uplay that they are registered under on OPL

5.2.9. All accounts played on in BGS must be at least level 100 in game

5.2.10. Any player with an active ban from a tier 3 or higher tournament will be ineligible to participate in any BGS event.

5.2.10.1. Tier 3 is determined by Liquipedia classification "C-Tier"

5.2.10.2. Bans from lesser leagues will be decided on a case by case basis.

5.2.11: Esubs will only be permitted in the main season and playoffs as long as notice is given to both admin staff and to the opposing team. Max 2 emergency subs per team total for the total season including playoffs.

6. Broadcast Guidelines

6.1. General Broadcast Information

6.1.1. Every stream will have at least a 180 second delay

6.1.2. Each game must be setup in accordance with Section 4

6.1.3. 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.

6.1.4. 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

6.1.4.1. In the case that a match is pre-recorded this rule does not apply.

6.2. Casters may not be discriminatory towards players for any reason

6.3. 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. 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

7. Match Integrity

7.1. Cheating

7.1.1. Cheating is defined as a team or player attempting or accomplishing gaining an unfair advantage over another player or team

7.2. Anti-Cheat

7.2.1. MoSS Anti-Cheat software must be run in the "Tom Clancy's: Rainbow Six Siege" setting during all matches of BGS. This includes all qualifiers, regular season matches, playoff matches, and finals matches

7.2.2. 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.

7.2.3. If a player or caster is suspect of a player(s) cheating with sufficient evidence, staff will first review the player's MoSS files. If the player is found to be violating our rules on illegal applications the player will be removed from the event and the offending team will forfeit the match

7.2.4. After every match all players on both teams must submit their MoSS files on their match page on OPL, or emailed to the official BGS moss gmail. files must be submitted within 24 hours of match end. Late MoSS files will first result in a warning, followed by disciplinary action.

7.2.5. A team or player that refuses to submit their MoSS files to staff will have the match forfeited. Any file name changes in MoSS will be considered as MoSS file tampering.

7.2.6. Any and all cheating software and/or macros are strictly prohibited

7.2.7. Any player found to be hacking, DDOSing, stream sniping, or any other form of manipulation will be permanently banned from the league

7.3. Glitches

7.3.1. Game breaking glitch use is not permitted

7.3.2. This includes but is not limited to: wall clipping, wall glitches, invincibility glitches, invincibility glitches, and game crash glitches

7.3.3. 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

7.3.4. With provided evidence the offending player(s) will first be issued a 1 game suspension, after the first offense the player(s) will be removed from the event

3.4. Skins

7.4.1. 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

7.4.2. All drone skins are forbidden in official matches

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

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

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

7.4.5. 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.

7.5. Spawn Peeks

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

7.6. Other

7.6.1. Players must play on their own PC and cannot be shared with team members.

7.6.2. Any player that has an account in their possession that is currently under a BattleEye ban within the last 12 months is ineligible to play in BGS.

7.6.2. Teams found with players attempting to circumvent a ban, will be immediately disqualified.

8. Protesting

8.1. A protest may be opened before a match, during a match, or no later than 24 hours after the matches conclusion

8.1.1. If a protest is to be opened during a match the protesting team must call for a protest and contact BGS staff via:

8.1.1.1. OPL protest on the match page during qualifiers or Discord Ticket

8.1.1.2. A Discord message in the match chat or the team chat

8.1.2. Both teams must submit their MoSS files during a match protest

8.1.3. In the case that the leagues Production/Admins do not catch any glitch use, or other cheat use, please submit any clips/screenshots of the offense through a match protest.

8.2. In the event of an illegal skin protest only the round that is protested will be considered.

8.3. MoSS checks in a league qualifier must have valid evidence provided, screenshots, clip, etc.

8.3.1. Requests that are a blatant attempt to fish

8.4. 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 BGS events.

8.5. Any and all communication between captains, members, and league staff involved in a protest is to be kept confidential

8.6. 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

9. Prize Distribution

9.1. The BGS season 1 prize pool will consist of \$2500 USD distributed to the qualifying teams up to 30 days after the conclusion of the grand final.

9.1.1. First place receives \$1250 USD. Second Place Receives \$750 USD.

9.1.2. 3rd and 4th placed teams will receive \$250 USD.

9.2. Teams will be contacted within the 30 day window about who to send the prize money to. Teams may nominate 1 person to receive the money, and it is up to that player to ensure money is evenly distributed.

Final Note: BGS is not responsible for any rule violations as a result of player negligence.

-BGS Admin Team

