

Underground League
(UGL)

Rule Book



Don Creation

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GAME RULES

1.1 - Search and Destroy

Game

- Round Time Limit: 1 M : 30 S
- Round Win Limit: 6 Rounds
- Win by Two Rule: Off
- Win by Two Max Rounds: 8 Rounds
- Round Switch: Every Round
- Match Start Time: 30 Seconds
- Round Start Time: 10 Seconds
- Skip Infil: On
- Practice Round: Off
- Input Swap Allowed: Off
- Codcaster: On
- Allow Callout Pings: Off

Advanced

- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Multi Bomb: Off
- Silent Plant: On
- Reset Plant/Defuse Progress: On
- Manual Drop Carry Object: On

Player

- Number of Lives: 1 Life
- Max Health: 150 (Normal)
- Health Regeneration: Normal
- Third Person View: Off
- Tactical Sprint: On
- Weapon Mounting: Off
- Allow Revives: Off
- Downed Health: 40 Points
- Downed Revived Health: Half (50)

Team

- Spectating: Team Only
- 3rd Person Spectating: Off
- Killcam: Off
- Final Killcam: Final Kill
- Enable Minimap: Yes
- Radar Always On: Off
- Weapon Pings on Minimap: Off
- Weapon Pings on Compass: On
- Enemy on Compass: Off
- Respawn Delay: None

- Wave Spawn Delay: None
- Suicide Spawn Delay: None
- Force Respawn: On
- Team Assignment: On
- Friendly Fire: On
- Team Kill Punish Limit: Off
- Downed Bleedout Timer: 10 Seconds
- Downed Revived Time: 2 Seconds
- Downed Give Up Time: 1 Second
- Team Revive Timeout: Unlimited
- Team Revive Time: 5 Seconds
- Team Revive Health: 30 (Hardcore)
- Show Enemy Death Location: Off

Gameplay

- Force Same Loadouts: Off
- Care Package Drop Time: Off
- Spawn Camera: Off
- Tier 1 Mode: Off
- Spawn Ammo Mags: Normal
- Headshots Only: Off
- Health Steal: Off
- Allow Field Upgrades: On
- Field Upgrade Charge Rate: Normal
- Field Upgrade Score Modifier: Normal
- Perks: On

1.2 - Control

Game

- Round Time Limit: 1 M : 30 S
- Round Time Limit: 1 M : 30 S
- Match Start Time: 30 Seconds
- Round Start Time: 10 Seconds
- Skip Infil: On
- Input Swap Allowed: Off
- Codcaster: On
- Allow Callout Pings: Off

Advanced

- Time To Capture Zone: 45 Seconds
- Extra Time On Capture: 1 Minute
- Disable Majority Capture Progress: On
- Maximum Capture Rate Multiplier: x4
- Suicide Lowers Team Lives: On
- Number Of Lives: 30 Lives
- Overtime Defenders: Most Captures

- Pause Time On Zone Captured: On

Player

- Number of Lives: 1 Life
- Max Health: 150 (Normal)
- Health Regeneration: Normal
- Third Person View: Off
- Tactical Sprint: On
- Weapon Mounting: Off
- Allow Revives: Off
- Downed Health: 40 Points
- Downed Revived Health: Half (50)
- Downed Bleedout Timer: 10 Seconds
- Downed Revived Time: 2 Seconds
- Downed Give Up Time: 1 Second
- Team Revive Timeout: Unlimited
- Team Revive Time: 5 Seconds
- Team Revive Health: 30 (Hardcore)
- Show Enemy Death Location: Off

Team

- Spectating: Team Only
- 3rd Person Spectating: Off
- Killcam: Off
- Final Killcam: PotG
- Enable Minimap: Yes
- Radar Always On: Off
- Weapon Pings on Minimap: Off
- Weapon Pings on Compass: On
- Enemy on Compass: Off
- Respawn Delay: 3.5 Seconds
- Wave Spawn Delay: None
- Suicide Spawn Delay: 1 Second
- Force Respawn: On
- Team Assignment: On
- Friendly Fire: On
- Team Kill Punish Limit: Off

Gameplay

- Force Same Loadouts: Off
- Care Package Drop Time: Off
- Spawn Camera: Off
- Tier 1 Mode: Off
- Spawn Ammo Mags: Normal
- Headshots Only: Off
- Health Steal: Off

- Allow Field Upgrades: On
- Field Upgrade Charge Rate: Normal
- Field Upgrade Score Modifier: Normal
- Perks: On
- Killstreaks: On
- Round Retain Streaks: On
- Retain Streaks on Death: On
- Killstreak Delay: 10 Seconds
- Persistent Streak Progress: Off
- Wrap Killstreaks: Off
- Killstreak Lottery: Off
- Equipment Delay: Off
- Equipment Protection: Off
- Battle Chatter: Off
- Announcer Dialog: On
- Dynamic Map Elements: On

1.4 - Maps

- Babylon
- Derelict
- Lowtown
- Payback
- Protocol
- Redcard
- Rewind
- Scud
- Skyline
- Subsonic
- Vault
- Vorkuta

Maps will go through a ban phase before play. This opens **60 minutes** before the match starts. In Season 1 all maps will be options for play, if Season 2 starts we will remove the most popular maps.

Restrictions

2.1- Lethal Equipment

- Impact Grenades
- Blast Trap

2.2- Tactical Equipment

- Spy Cam
- Shock Charge

2.3- Weapon Restrictions

- 1 Under Barrel Grenade Launcher Per Team
- 1 Sniper PER team

Banned Weapons

LMGS (ALL)

MARKSMAN (ALL)

SHOTGUNS (ALL)

ROCKET LAUNCHERS (ALL)

Banned Attachments

THERMAL SCOPES (ALL)

EXTENDED MAG III (ALL GUNS)

2.4 - Perks

- All specialties allowed (RECON SUBJECT TO CHANGE)
- **Dispatcher** Perk and **Bankroll** Perk are both **BANNED**. (Ninja and Flak Jacket subject to change)

2.5 - Wildcards

- Both **Prepper** and **Overkill** are **NOT** allowed in play.

2.6 - Field Upgrades and Scorestreak

- Field upgrade Restrictions

No Sleeper Agent

No Springmine

- Scorestreak Restrictions

No Care package

No Napalm

No Sentry turret

No Watchdog Helo

No AGR MK1

Scoring

3.1 - System

All teams must play each other once.

If you need to rearrange a play time please contact a "Game Admin" in the discord.

Finals will be played by top 6 teams, in a knockout bracket.

Winning Pay for S1:

1st = £25

2nd = £15

3rd = £10

ALL PAYMENTS MUST BE DONE VIA PAYPAL

Scoring System

Match Win = 3 Points

Surrender Win = 2 Point

Match Loss= 1 Point

Surrender Loss= 0 Point

Surrender is a NO show, or early match end. This CANNOT be protested.

Disputes

4.1 - M.O.S.S

- All players are required to be running MOSS any failure to do so can result in benching and match forfeit.
- Moss is an anti cheat program that will randomly take photos of your game whilst playing to prevent cheats.
- We understand people are wary about this program, however it has been used for years within the Rainbow Six: Siege community and deemed safe.
- Link to MOSS
[MOSS](#)

4.2 - Players

- All players must match the league ⁽¹³⁾ minimum age.
- All players must be signed up to [OPL](#) and in the [Discord](#) server
- Any players found playing not linked to the OPL or in the discord, they have 24 hours to amend this, on a 1 strike per team basis.
- As an-anti toxicity policy, all players must have matching Discord and game names this includes, Clan tag.
- Players must match residency as set by the league (Europe). Any players caught using VPN get disqualified.

4.3 - Toxicity

- Jokes about Protected characteristics are not tolerated and will immediately result in a ban.
 - 1) Sex / Gender
 - 2) Race / Creed
 - 3) Religion
 - 4) Disability
 - 5) Sexuality
- No politics are to be brought into the game or league, anyone caught doing so, no matter what opinion, will receive a 48 hour time out for first offence and a week for second offence, and finally a ban for third offence.
- Light trash talk is ok, but be a good sportsman. HOWEVER, please do not make family jokes. Things such as "Get gud" "u blow" "prepare" "shit on" are acceptable but DO not take it too far, this will be strongly monitored by the admin team.

4.4 - Match Disputes

- If you have a dispute due to a circumstance within the match, please call for an admin or DM one, *HOWEVER* make sure you finish the game and do not quit.
- If the opposing team is found guilty of breaking rules they will receive appropriate punishment and depending on level of violation match may be forfeited to you.
- Abusing the dispute feature, and disputing every game no matter what will result in penalties against your team, only dispute if you can gather evidence or strongly suspect.
- Leaving a game even if the other team has broken rules, still forfeits that match to them and the score can NO longer be reverted.
- Extenuating circumstances for leaving matches as individuals, can allow for a rehost (Blackout, power cut, Uncharacteristic PC crash, Game crash) however a maximum of 3 rehost and team winning at the time of rehost have advantage in next rehost.

(Advantage is they only have to score less round to win, if they were on 5 rounds and the rehost occurs, they only have to win 1 round)

Punishments

5- Punishments

Teams who are found to be cheating are immediately rejected from the league, and players are blacklisted.

Using banned items first 2 times will result in a warning after the warning it becomes match bans and eventually disqualification.

Toxicity Punishments

Level 1 - Warning (Bad joke, inconsiderate, trash talk gone to far)

Level 2 - 24 Hour Timeout (this includes playing matches, if you repeat a level 1 offence)

Level 3 - Week match ban (Talking about politics in an offensive manor)

Level 4 - Ban (Breaking protected characteristics, sensitive subjects, repeat offender)

