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Blitz Queens Rulebook

1. Terms and Conditions

1.1. Blitz 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 during an event, the league will notify all members of the change.

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

1.3. Blitz admins reserve the right to make executive calls on anything that may or may not be stated within this rulebook.

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

1.5. By signing up for Blitz 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 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 Blitz Events.

1.8. Any form of verbal or textual toxicity will not be tolerated, such as: match throwing, racism, sexism, any form of discrimination or harassment, and/or any communication that can be misconstrued, misinterpreted, or misrepresented to imply from the aforementioned offenses will result in removal from the event.

1.8.1 Order of punishment for rule 1.8

Warning **->** Map FF **->** Match FF **->** DQ **->** Ban

2. Match Scheduling, Dates, and Rehosts.

2.1. The following match conditions will determine which game server a match will be played on.

2.1.1 If all players are from NA, US Central will be the default server.

2.1.2 If a majority of players are NA, US East will be the default server.

2.1.3 If a majority of players are EU, EU North will be the default server.

2.1.4 If all players are from EU, EU West will be the default server.

2.1.5 If there is a 50/50 split of players, a coin toss winner will determine who gets to pick the server(US EAST, OR EU NORTH). Whoever picks server, the opposing team gets to pick the map ban order.

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.

2.2.1. 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 map forfeit which will count as a 3-0.

2.3. Round Dates:

Upper Bracket Round 1

4 Games Rolling Schedule January 25, 2025 12:00 PM EST

Upper Bracket Round 2 & Lower Bracket Round 1

4 Games Scheduled By teams January 26, 2025 - January 31, 2025

Upper Bracket Round 3 & Lower Bracket Rounds 2 & 3

4 Game Rolling Schedule February 1, 2025 12:00 PM EST

Lower Bracket Finals

Bo3 Format Scheduled By Teams February 2, 2025 - February 7, 2025

Grand Finals

Bo3 Infinite OT Format February 8, 2025. Time TBD

2.3. Rehosts.

2.3.1. Each team may call for 1 rehost per map. Each Team may also get 10 minutes of tech pause per map. If the pause timer automatically resumes, the team in which requested the pause must continue the match, and may not pause again for the remainder of the 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 or tech pause may be called by the team with a missing player(s). 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 of a rehost, each team must have the same 5 players in the lobby within 10 minutes of the start of the rh. Rehost timer starts when the new lobby is created.

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

2.3.6. In the event of a rehost after the operator pick phase, the defending team must play the exact site and operators again. If the rehost is called after the prep phase has ended, the attacking team must also pick their exact same operators. Violation will result in Round FF. The only case in which a defender is allowed to choose a different operator, is if that player was disconnected prior to the end of pick phase and the match was unable to be paused in time.

3. Format

3.1 The format for this event is 8 team double elimination.

4. Match Settings

4.1. Universal Settings

8.1.1. Server: Determined by Admin

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 Finals ONLY(infinite OT)

-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

-Lair

-Skyscraper

-Nighthaven Labs

-Consulate

5. Rosters

5.1. All players participating must be located in the North American and European region.

5.2. Rosters

5.2.1. Rosters may consist of up to 8 players. (excluding staff)

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 games. Initial roster lock for all teams is when the first game of the event starts.

5.2.4.1. Teams will be allowed 3 roster changes.

5.2.4.2. A roster change is defined as adding a player or sub to the roster. Roster changes are on a per player basis: 1 player added and one player dropped equals one change.

5.2.4.3. If a team wishes to just drop a player without adding a new one, that will not consume a roster change if the team still meets the minimum roster requirements.

5.2.5. Players may only be signed up for one team in Blitz. If a player leaves a team they may not rejoin or sub for their original team in any capacity for the duration of the ongoing event.

5.2.5.1. If a team is eliminated/disqualified the players on said team are ineligible to join another team still participating in the current event.

5.2.6. Every player must be signed up on the OPL website and registered with their team (i.e. in the discord) at the start of the event 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 Blitz 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 Blitz 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 are permitted however they will consume one use of a roster change(5.2.4.1.).

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 event.

6.1.4. If a player is seen to be in the league's official broadcast at any point during the match (EXCLUDING: breaks between maps and rehosts), 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. 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. Both teams will still retain their rehosts if they have not previously been used.

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 Blitz. This includes all standalone events, 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 Blitz 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 normally be destroyed .

○ Vaulting on ledges and proning to reach normally inaccessible spots

○ Vaulting onto skylight windows

● Allowed

○ 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

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 Blitz.

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 Blitz staff via:

8.1.1.1. OPL protest on the match page 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 for an overturn of results will not be heard.

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 Blitz 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, or through the team's locker room.

8.7. Any contact of any admin regarding rules, protests, and anything other than general questions will be IGNORED. If you have any issue please use official blitz communication methods: Tickets, match chats, team hubs etc.

9. Prize Distribution

9.1. The Blitz Queens prize pool will consist of the total sum of entry fees(subtracting opl/paypal fees) in USD distributed to the qualifying teams up to 30 days after the conclusion of the grand final.

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: Blitz is not responsible for any rule violations as a result of player negligence.

-Blitz Admin Team