



CCLR6 Season 2: Official Rules and Regulations

THE COMPETITION IS OPEN TO STUDENTS THAT ARE ENROLLED AT AN ACCREDITED HIGHER LEARNING INSTITUTION WITH A PHYSICAL ADDRESS IN CANADA. PLEASE REVIEW [SECTION 3](#) BELOW FOR FURTHER ELIGIBILITY REQUIREMENTS BEFORE ENTERING THE COMPETITION. UNLESS SPECIFICALLY PROVIDED AN EXCEPTION BY LEAGUE OPERATIONS, IF ANY STUDENT IS FOUND TO BE INELIGIBLE OR DISQUALIFIED AT ANY STAGE OF THE COMPETITION, THEY AND/OR THEIR ROSTER WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE COMPETITION AND IF APPLICABLE WILL BE REQUIRED TO RETURN ANY PRIZES THAT MAY BE AWARDED

By entering and participating in the Competition, each Student-athlete, as defined below, and any associated staff of the team (coach / manager / trainers / etc), unconditionally accept and agree to comply with and abide by these Official Rules and Regulations. All decisions regarding the interpretation of these Competition Rules lie solely with League Operations, the decisions of which are final and binding in all respects.

This competition is NOT affiliated with or sponsored by Ubisoft Entertainment SA or Tom Clancy's Rainbow Six Siege Esports.



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Introduction

CCLR6 is a competitive league for Canadian universities and colleges to compete against one another in the PC version of Tom Clancy's Rainbow Six Siege, a tactical first person shooter from ubisoft. What follows is the collection of rules for the league.

Any questions regarding the content of this rulebook should be delivered via the [CCL discord](#). Make sure to open a ticket.

1. In – Season Updates

CCL may update the rulebook during the season to correct errors, handle edge cases that were not considered when writing the rules, or to incorporate new information or necessary rulings. Such updates will be published before the first match of the week. This is usually Sunday evening or Monday morning. If and only if an issue requires an immediate rule change, the rulebook might be updated during the play week.

The specific changes will be announced in the appropriate CCL discord announcement channels.

2. Definition of Common Terms

Game: A single game in a match

Match: Synonymous terms for a set of games played by two teams

Bo3: A match consisting of up to 3 games, where the first team to win the majority of games (2 games) wins the series



Bo5: A match consisting of up to 5 games, where the first team to win the majority of games (3 games) wins the series

3. Player Eligibility

In order to compete, all Players MUST:

- Be able to prove they are enrolled full time at an accredited higher learning institution in Canada for the Winter 2025 semester (or equivalent)
 - Players who are graduating at the conclusion of the Winter 2025 semester may be enrolled part time (or equivalent) and still be eligible to play.
- Be at least 18 years of age (when added to the roster). If an athlete is under the age of 18, they MUST have a parent / guardian signature indicating consent to participate in the tournament.
- Be in possession of a Ubisoft Connect account that is in good standing and own a copy of Tom Clancy's Rainbow Six Siege. This same account MUST be used for the duration of the competition and is expected to have 2FA enabled.
- Not be in possession of ANY Ubisoft Connect account that is currently banned by Ubisoft

Official documents demonstrating each Player's eligibility will be requested for Teams upon registration.

Furthermore, CCL reserves the right to request a University / College transcript at any moment to prove any Player's attendance at the accredited higher learning institution they are registered to.



FAILURE TO PROVIDE CCL WITH THE DOCUMENTS MENTIONED ABOVE, OR FAILURE TO MEET THE ABOVE CRITERIA WILL RESULT IN THE PLAYER NOT BEING ADDED TO A ROSTER, OR THEIR IMMEDIATE SUSPENSION IF THEY WERE ALREADY REGISTERED TO A ROSTER.

4. Team Management and Rules

Every Team is required to have at least TWO points of contact for their Team who can be reached to coordinate scheduling and communications between Teams and / or CCL Staff. These can be Team Representatives, Coaches, Directors, or Team Captains. Points of Contact must be designated upon registration with a League Operative

4.1. Rosters Size

Teams are required to have at least 5 eligible Players on its roster at all times, and may have up to a maximum of 9 Players on the roster.

Teams may have any number of non-playing members, who will be considered "Staff" and be given the Team Representative role in the CCL discord. This will allow managers, coaches, etc. the ability to reschedule the Team's matches.

Note: Being a Team Representative is independent of the person's eligibility for that roster.

IF A TEAM DOES NOT MEET THE REQUIRED ROSTER SIZE, THE TEAM WILL NOT BE ALLOWED TO PLAY UNTIL THE SITUATION IS RESOLVED



4.2. Acquisitions

For a Team to acquire a new Player, the following must be true:

- The new Player must be FULLY eligible as defined in [3. Player Eligibility](#)
- The player must also:
 - Be on the roster for 24 hours before being able to play in any games
 - Not have played any part of a Match for another Team in a CCL Rainbow Six Siege League in the same season
 - Not be on a roster for another Team in a CCL Rainbow Six Siege league in the same season.
 - Not have been previously removed from this Team in the same season
- The acquisition of the Player must not make the Team's roster of active Players exceed 10, as noted in [4.1 Roster Size](#).
- Any acquisitions must be added to the Team's roster of active Players on the OPL Website. If there are questions or concerns about this process, please open a ticket.
- Any acquisition must happen before the Monday of the first week in the Playoffs.

Note: When acquiring a new Player, the Player MUST first get approved by a League Operative. Please open a ticket to accelerate this process.

IF THE PLAYER BEING ACQUIRED IS CONSIDERED INELIGIBLE, THEY WILL NOT BE ALLOWED TO PLAY. PLAYING A SERIES WITH THE INELIGIBLE PLAYER WILL RESULT IN AN AUTOMATIC FORFEIT OF EVERY MAP THE PLAYER OR ACCOUNT IN QUESTION HAVE PLAYED, ALONG WITH A MAJOR WARNING FOR THE TEAM



4.2.1. Emergency Substitution

Teams have 1 emergency substitution to use per season, which will allow them to waive the 24 hour requirement. All other requirements in [4.2. Acquisitions](#) cannot be waived.

4.3. TEAM Consolidation

In general, Teams may only represent one learning institution. However, CCL does acknowledge that some schools do not have enough students to sustain a Rainbow Six Team. Therefore schools that have less than 5,000 full time students, MIGHT be allowed to join a nearby school's Team. Every such case is evaluated case-by-case by CCL Operations and is not guaranteed.

To request permission to join another school's Team, the Team Representative must open a ticket with the following information:

- The name of the school that does not have enough Players, along with a link to the school's official website.
- The name of the school that they want to merge with, along with a link to the school's official website.
- A link demonstrating the number of students enrolled in each school in the current year.
- Links to any documents demonstrating connections between the two schools.
- Documentation of the attempts and subsequent failure to make a Team.

Note that requests may be denied for failing to meet any of the following criteria:



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- The relevance and connection between the schools in question.
 - The demonstrated effort put into assembling a Team before asking to join another school's Team.
 - The schools being physically close to each other.
 - The skill of the Players trying to join the established Team, and potential for abuse of the exception.
 - The ability of the accepting school to maintain a starting five of at least 3 Players

Rejections of request are final and may not be appealed.

4.4. Team Registration Restrictions

For the Winter 2025 season, any single learning institution may have a max of two Teams registered in the CCL; however, B Teams will be waitlisted until the end of registration. Any additional Teams will not be recognized by CCL Operations.

4.5. Main Accounts

Players MUST connect their "Main" Ubisoft Connect account to compete in the tournament. Players found actively hiding their main accounts, may face repercussions and penalties at the discretion of League Operations.



4.5.1. Naming Restrictions

Team names, as well as account names, must be appropriate and free of vulgar and obscene profanities and derivatives that may confuse fans and other Players. The CCL has the right to ask a Player to change their name for any reason. Name changes during the season may only occur if they are necessary to remain eligible for play.

Players or Teams may not change their Usernames, in-game names, or Team Names without approval from the CCL. Name changes without prior notification to League Operations may result in disciplinary action. All such names MUST comply with these rules and the CCL may request that they be changed at any time.

5. Tournament Structure

5.1. League Play

Teams will be placed into one of three groups. During the season each Team will play other Teams within their group.

All scheduled matches for the season must be completed by the last day of the week (Sunday). Teams who fail to complete a match without permission from League Operations will receive a double-forfeit of that match.

5.2. Playoffs



Each individual group will have its top three Teams move on to the national playoffs, against the other groups top three Teams. Teams placing 4th and 5th in their groups will be placed into a single elimination playoff bracket with cross - seeding being done based on regular season finish, and tiebreakers as applicable. The winner of this bracket will move onto the playoffs.

Playoff Teams will be placed into a single elimination playoff bracket with cross - seeding being done based on regular season finish, and tiebreakers as applicable.

Each Team will be given a time and date in which they need to complete their match. For each round, the winning Team will move onto the next, until one Team remains, and is declared the playoff champion. The number of Teams advancing to the playoffs can change based on participation and scheduling needs.

5.3. Tiebreakers

Rankings Leading into the Postseason will follow this tiebreaker method:

1. Points
2. Match Wins
3. Overall Round Differential (Total rounds won - total rounds lost)
4. Head - to - Head Record (Record against a tying Team)
5. Coin Flip

If any steps resolve the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tie breaking procedure.



6. Match Setup & Procedures

These settings will be used for every map played in CCL in both the main season and the playoffs

6.1. Server

The game must be held on the default server unless another server has been agreed on by both parties. The default server is CUS (Central United States).

6.2. Map Pool

Map rotation will follow the BLASTR6 map rotation:

- Bank
- Border
- Chalet
- Clubhouse
- Kafe
- Lair
- Skyscraper
- Consulate
- Nighthaven Labs



6.3. Match Settings

Game Mode: Team Deathmatch Bomb

Plant Duration: 7

Fuse Time: 45

Preparation: 45

Action: 180

Time of Day: Day

HUD Settings: Pro League

Number of Bans: 4

Ban Timer: 20

Number of Rounds: 12

Attack / Defense Swap: 6

Overtime Rounds: 3

Overtime Score Difference: 2

Overtime Change: 1

Objective Rotation Parameter: 2

Objective Type For Rotation: Rounds Played

Pick Phase Timer: 15

Operator HP: 100

Friendly Fire Damage: 100

Friendly Fire In Prep Phase: Off

Reverse Friendly Fire: Off

Injured: 20

Sprint: On

Lean: On

Death Replay: Off

Death Duration: 2



6.4. 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.

Please conduct the map bans on OPL as they have a built-in Pick & Ban system. If OPL is down for any reason, please follow the format below:

The following presents the sequence of bans prior to a match between Team "A" and Team "B".

The winner of the coin toss will choose 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. A new coin toss will commence to determine who gets "side selection" for the decider map.

The ban / picking format goes as follows:

A Ban

B Ban

A Ban

B Ban

A Pick

B Pick

A Ban

B Ban

Decider

In this ban sequence, should any map go to Overtime, the Team that did not get "Side Selection" on said map, will get "Overtime Side Selection".



6.5. Operators, Gadgets, Equipment or Attachments

Every new operator released in Rainbow Six: Siege is available for competitive play in CCL upon release.

CCL reserves the right to ban specific operators, as well as gadgets, equipment, or attachments they may have, from time to time, in order to guarantee a fair competition, and if CCL reckons that it contains a bug, creates imbalance, or has a game-breaking effect on competitive play. If any of this happens, a League Operative will notify all Teams competing of such ban.

6.6. Cosmetics

During CCL official matches, Players can ONLY use the battle dress uniforms and headgears listed below. All other battle dress uniforms and headgears are banned from use in competitive play:

- Operator's default skins
- Pro League skins (gold sets)
- Pro R6Share Teams branded cosmetics
- Six Major branded cosmetics
- Six Invitational branded cosmetics
- Esports Programs cosmetics'
- Montagne & Blitz Shield Skins

Using any battle dress uniforms and / or headgears that are not permitted will result in a warning for first offense and a round loss for any additional offenses. Weapon skins, weapon charms and operator background cards are not subject to any restriction.



Drone skins and operator gadget skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skins.

CCL reserves the right to update the list of prohibited cosmetics at any point during the Season and will inform Teams of any such update.

6.7. 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 CCL is indicated below and will be updated by the CCL from time to time. Any bug exploits or in-game exploits not currently indicated in this list shall be escalated to CCL so that CCL can investigate as to whether such bug exploits, or in-game exploits must be barred from usage in any competition of CCL.

These are known unintended mechanics that have been approved for use in the CCL 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
- 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 CCL and, at minimum, will carry an immediate round loss and / or further Sanction(s).



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- 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 gadget to, and out of, only through the help of one or multiple of their teammates clustering around them.
 - Any behavior or action that Players can perform to create a situation where they can see or shoot at any 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 normal inaccessible spots
 - Vaulting onto skylight windows

6.8. Tactical Timeouts

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Coach or Player. In order to request a Tactical Timeout, The Coach or Player needs to notify the host of the part at the end of a round, or 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 if the Team has a Coach, they will be allowed to communicate with the Players of their Team. Once the 45 seconds have elapsed, the communication between Coach and the Player will be cut off, 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.

6.9. Technical Timeouts

Technical Timeouts are pauses in the flow of a game made by the CCL or Host at their sole discretion due to any reason they deem reasonable. There is no predetermined duration for Technical Timeouts.

Teams are not permitted to communicate amongst their coach during the entire duration of a Technical Timeout unless explicitly allowed by the CCL. Failure to comply will be sanctioned.

6.10. Team Rehosts

During the course of a Match, a Team is entitled to TWO rehosts for the entire Match. Teams may use a Team Rehost for any reason.

If a Team Rehost is called after the preparation phase, the round in progress will finish before the rehost can occur.

6.11. Administrative Rehosts



Administrative Rehosts are meant to be used by the Host to deal with a bug or glitch that occurred and was deemed to adversely affect a round.

If the Match is being hosted by the CCL, a League Operative will determine whether a given issue may require an Administrative Rehost.

If the Match is not being hosted by the CCL, the Teams may agree among themselves to use an Administrative Rehost. If the Teams cannot come to an agreement, one Team may call for an Administrative Rehost without the agreement of the other Team, but must prove to League Operations that it qualified after the fact. If League Operations disagrees, the rehost will be considered as if the Team used a Team Rehost, and may be punished accordingly.

There is no limit to the number of Administrative Rehosts that could be called during a Match however if Teams are suspected of abusing Administrative Rehosts, they may be investigated and penalized for such abuse.

6.12. Standard Rehost Procedure

If the rehost was called during the action phase, the current round must be finished, and the rehost may only initiate once the round is over. Once a rehost is confirmed, the following should happen, in this order:

- The Host will take a screenshot of the scoreboard
- The Host will tell one or both Teams to leave. Neither Team will leave until instructed to do so
- The Host will have 5 minutes to make any corrections to the playlist and create a new lobby
- The Host has 2 minutes after loading into the lobby to invite at least one member from each missing Team



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- After inviting the Players, the Host will input the round history and operator bans
 - The Host should be ready to resume play by 5 minutes after resuming the lobby

Teams have 5 minutes after the Host invites them to be in the lobby and ready to play.

If the rehost was called during the reveal or prep phase or if the round is being replayed, the following is required to happen:

- Defenders must pick the same objective location
- All Players must choose the same operators

If the Host takes longer than 2 minutes to invite the Players after loading into the lobby, they will receive a Warning. If this continues, the Host may lose their Hosting rights.

If the invited Team takes longer than 5 minutes to join the lobby and be ready, they will receive a Warning. If the Team is still not in the lobby 5 minutes after the Warning has been given, the Team will be forced to forfeit the remaining rounds in the map. If the map result is a tie, the score will be set to 7-5 against the offending Team. If the map is continued, the offending Team cannot be forced to retroactively forfeit.

To report an infraction, open a ticket immediately with League Operations.

6.13. Standard Pause Procedure



If the pause was called during the action phase, the Teams must finish the current round, and only then may the pause be initiated. Once a pause is confirmed the following must happen, in this order:

- The Host will write in chat a message that indicates that the pause has begun
- The Host will initiate the pause via the options menu
- Once the timer is up, the Host will confirm that both Teams are ready to continue to play
- The Host will end the pause via the options menu

For pauses that last longer than the allocated time, the offending Team will receive a Warning. For repeated infractions, the Team will be forced to forfeit the remaining rounds in the map. If the map result is a tie, the score will be set to 7-5 against the offending Team. If the map is continued, the offending Team cannot be forced to retroactively forfeit.

6.14. Host Responsibilities

The host is responsible for ensuring all Teams and Production Staff are ready for the start of the match. The Host is also expected to keep track of match history and operator bans to facilitate Rehosting. If the Host is a spectator and is recording the match, both Teams and the CCL must be given access to the recording.

The Host must be able to receive rehost requests from both Teams.

If the Host is a spectator in the match, they are forbidden from talking to or showing their viewpoint to Players in that match without at least a 3 minute delay.

Failure to host a match in accordance with the expectations will result in a Warning and if the Host repeatedly fails to host a match correctly, the Host and / or their organization may be banned from being a Host in the future. Furthermore, if the Host



is a spectator and does talk to a Team or show their viewpoint without the appropriate delay, the Host's organization will be banned from hosting a match for the remainder of the season in addition to forfeiting any rounds where this infraction took place.

Furthermore, should the lobby be started with the incorrect settings, the Host must initiate a rehost as soon as possible. Failure to do so will be considered a "failure to host a match in accordance with the expectations".

6.14.1. Streamed Matches

If your match is scheduled to be broadcasted and / or recorded by the league a Production Staff member will be assigned as your Host.

6.14.2. Off Air Matches

If the Teams cannot agree on a Host, the Team that bans the first map will have the right to pick one of their Players as the Host.

As part of the agreement on the Host, Teams are encouraged to discuss and agree whether the Host should be in a public CCL Discord channel, along with anything else that the Team or Host may consider an issue.



6.14.3. Observers and Streaming Procedure

Streams:

- Players can stream their perspectives without CCL approval
- Teams cannot refuse streams on institutional platforms or if requested by the CCL
- Stream titles must include "CCL", "CCLR6" or "Canadian Collegiate League"
- Streams must have a 180 second delay

Observers:

- For streams that are not on institutional platforms, both teams must agree for an observer to join the match
- Teams cannot have contact with observers during a map

6.15. Punctuality

Teams must be in the lobby and ready to play their match no later than 15 minutes after the scheduled match start time. Teams must also be in the lobby and ready to play each subsequent map no later than 10 minutes after the previous map ended.

Being "ready to play" includes, but is not limited to:

- Having picked their map(s)
- Having the lobby set for the current map
- Having 5 eligible Players present

Teams that are 15 minutes late will be forced to forfeit the match. However their opponents must inform them that they will be enforcing the lateness penalty before



starting to play. If a match was started, neither Team can be forced to retroactively FF the match.

To successfully enforce the lateness penalty, a Team Representative must open a ticket and provide the following information:

- A screenshot of the lobby showing one Team is “ready to play” and showing the opposing Team is not “ready to play”
 - This screenshot must also show the current date / time
- A screenshot of the opposing Team being informed that the lateness penalty is being enforced

If a Team successfully enforces the lateness penalty, the match result is final and cannot be replayed / rescheduled

Teams that are 10 minutes late to any subsequent map will be forced to forfeit the remainder of the match. However the opponent must follow the same procedure as stated above. If a map was started, neither Team can be forced to retroactively FF due to punctuality for that map.

6.16. Starting Five

Teams must start every map with 5 Players each. Furthermore, Teams are only required to start every map with 5 Players. If, for example, a Player disconnects during a match, that Player’s Team is permitted to do any of the following, without incurring a penalty as a result of this rule:

- Continue playing that map without rehosting or pausing and hoping the missing Player reconnects



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- Continue playing that map without rehosting or pausing, with no intention of the missing Player reconnecting
 - Using one of their rehosts to minimize the time they have to play with a missing Player, and get the disconnected Player back in
 - Using one of their rehosts and then resuming that map without 5 Players

Teams who attempt to play a map with less than 3 Players from the representing university will receive a Warning and will be an automatic forfeit for every map.

6.17. Substitutions

Teams are allowed to substitute Players in between maps. The substitutes must be eligible Players on the Team's roster.

Teams are also encouraged, but not required, to state to their opponents and the Host that they are switching out their Players, up to 2 at a time between maps.

Teams are expected to be aware of who the eligible Players on their Team are, as substituting an ineligible Player may result in a full match forfeiture.

6.18. Player Equipment

All Players are responsible for ensuring the performance of their equipment, including, but not limited to: computer hardware and peripherals, internet connection, and power.



A problem with Player equipment will not be considered by the CCL as a reason to extend any of the time limits listed in this Rulebook, nor will be considered as a reason to allow additional Team Rehosts or call for an Administrative Rehost.

6.18.1. Input Devices

The only accepted input devices for the CCL are keyboards and mice. The use of controllers is prohibited, as they may be used to circumvent cheat detection.

The use of macros (on input devices or otherwise) is considered cheating and will be handled.

The use of Snap Tap or any similar tools is also considered cheating and will be handled as such.

Players found to be using a controller as an input device will receive a warning and will be strictly monitored for the rest of the season.

6.19. Player Ping

All Players are responsible for ensuring that their ping / latency is below 150ms consistently. For a Player's ping to not be considered "below 150ms consistently", they must be shown to have over 150ms ping in 3 separate instances, across 2 separate rounds.

If a Player fails to have a ping below 150ms consistently, they will receive a warning for the first offense. Any further instances will result in a suspension in accordance with the Penalty Index.



6.20. Moss

All Players are expected to run MOSS while playing a match. Team Representatives are expected to have access to their Player's MOSS logs for the entirety of the Season. Each Team is also expected to submit their Team's MOSS files after each Match to the CCL.

League Operations will not provide MOSS files to anyone with the permission of the Player, except for members of the Player's Team, or that Player's learning institution. Exceptions may be made in extenuating circumstances.

For a Player's MOSS to pass as valid, it must, at minimum:

- Pass the MOSS integrity check
- Span the duration of the Player's play time in the Match
- Have little to no pure black screenshots

Players that are having difficulty running MOSS are encouraged to ask League Operations for help with getting MOSS to run correctly and to check out the [Moss Support Server](#).

Any Player found not running MOSS during a Match will receive a Warning and will be strictly monitored for the rest of the Season.

6.21. Host Disconnection

If the Host disconnects in the lobby, Players should wait for the Host to return, unless instructed otherwise by the Host or League Operations



If the Host disconnects during the course of a map, Teams are to continue playing unless instructed otherwise by League Operations.

7. Match Rescheduling

Teams will be allowed to reschedule their Match in the event that the assigned Match time is unfavourable and / or will not allow a Team to have a full roster present.

7.1. Reschedule Confirmation

League Operations must be provided confirmation that the reschedule had been agreed upon by both Teams. The proof must be submitted and dated from before both the originally assigned Match time and the rescheduled Match time.

Acceptable methods for providing League Operations with reschedule confirmation include:

- One Team stating in the assigned reschedule chat that the match had been rescheduled and the other Team agreeing
- One Team submitting a screenshot of DMs showing the other Team agreeing to the rescheduled time.

We recommend that Teams confirm their reschedule 24 hours in advance. Failure to inform League Operations will result in the reschedule being voided.



7.2. Reschedule Restrictions

Matches may not be rescheduled to start less than 5 hours before the latest score reporting time. We recommend Teams play their match no later than Saturday of the assigned match week at 11:59pm EST.

7.3. Default Time

Should the Teams not be able to agree on a time to reschedule to, the match time will remain the last time the Teams had rescheduled to. If there is no such time, the match time will default to the time listed on the public schedule, which for this season is;

- Monday at 8pm EST of the play week

7.4. Score Reporting

All matches are expected to have their scores reported by the Teams. This includes streamed matches.

At least one Team must submit a report for their Match before the following:

- 48 hours after the officially recognized time
- The first Sunday after the default date at 5pm EST



If neither Team submits a score report before the reporting deadline, both Teams will get a forfeit loss for the Match.

8. Good Sportsmanship Rules

Additionally, to all rules and mechanics established in Rainbow Six: Siege, competitive play in the CCL is subject to the following good sportsmanship rules:

- Teams and Players are expected to perform and play at their best at all times during any match, and to avoid any behaviour inconsistent with principles of honesty, and fair play
- Intentional team killing is strictly forbidden
- Spawn Killing (defined by killing an opponent within the first two seconds of the action phase of around) is strictly forbidden and will result in a penalty.

9. Sanction(s) & Penalties

Infringement of any of the rules, requirements and obligations presented in the **Rulebook**, may trigger competitive Sanction(s) and penalties. These Sanction(s) and penalties may be in addition to any other sanctions and penalties which may be applied on the Ubisoft account of the Player.

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 the CCL may penalize other behaviour 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.

PENALTY TYPE	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 CCL competition or in exceptional cases, banned from the CCL 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 CCL competition while the CCL conducts an investigation.
Competitive Penalties	Certain infractions prepared 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.
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The CCL reserves the right to proceed with any other penalty method in relation to the infraction and to issue sanction(s) going beyond the maximum Sanction(s) indicated in the Penalty Index if justified by the severity of the infraction. All aforementioned infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

9.1. Notification and Enforcement

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 CCL officials to the Team's Point of Contact.
- Sanction(s) for infractions of category 2 may be discussed between CCL Officials and the Sanction(s) will be notified by CCL officials to the Team's Point of Contact. CCL 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, all communication related to an infraction will take place between the Team's Point of Contact and CCL officials.



9.2. Investigation Process

Upon notification of a breach of any of the Rules, CCL officials may trigger an investigation process to gather evidence and bring to light facts that support or contradict the breach that was notified.

Within a timeframe of 5 days following the notification of the breach, CCL officials will make reasonable commercial efforts to reach out to the school representing the person or people involved in such breach and inform them of the ongoing investigation. For sake of clarity, CCL officials are not bound to this timeframe of 5 days as the complexity of certain investigations may require additional time to be invested by the CCI in order to be performed. From this moment, the person or people involved in such breach will have 3 days to come forward with any supporting elements or information contradicting the claims that triggered the investigation.

Any elements found during an investigation that is indicative of an investigated player purposefully taking measures to impede an ongoing investigation, by means of example through tampering and destruction of evidence, may result in Sanction(s) which may go up to the maximum Sanction(s) permitted for the offense under investigation.

9.3. Duty to Cooperate

All Teams, Players, Coach and Team Staff, are required to fully cooperate with CCL staff in connection with any internal or external investigation that is conducted relating to a suspected violation of the Rules, as well as comply with any request for



information made by the CCL throughout an investigation. All Teams, Players, Coach and Team Staff in the CCL have a duty to tell the truth in connection with any such investigation, and a duty not to obstruct any such investigation, mislead investigators, or withhold evidence. The CCL are likely to draw an adverse inference in an investigation due to a failure to cooperate. Any Team, Player, Coach and / or Team Staff who fail, by action or omission, to cooperate with an investigation, including through producing the requested documents or other information requested, or failure to comply with any instructions or request for information issued by the CCL during an ongoing investigation, may, in addition to other remedies, be subject to Sanction(s) for violation of this Section.

9.4. Round Forfeiture Procedure

If a Team violates a rule which results in them being forced to forfeit a round, the round loss will be applied as follows:

- The round in which the violation occurred
- A subsequent round in the map being played, if it would be played when all previous losses were awarded
- The reversal of a round won by the offending Team in the map being played

Any further round forfeitures will simply be ignored, and the offending Team will end up with an effective forfeiture of the map being played.

If the round forfeiture is assessed after the match, the round losses will be applied as described above, as they were applied during the match, However, a Team will not end up with a score that is impossible to achieve during a real match. Furthermore, the Teams will not be called back to complete a map, nor would the score be modified to match a possible final score for the map.



If the round forfeiture is assessed during a match, and the assessment of the round forfeiture does not determine the winner of the map, the Host will conduct a Team Rehost on the behalf of the offending Team with the following expectations:

- The Host will put losses for the offending Team where appropriate in the round history
- Neither Team is required to repeat their setup from the last round played

If the round forfeiture is assessed during a match, and the assessment of the round forfeitures does determine the winner of the match, the score for the map will be recorded, and the host will continue to the next map, or end the Match if there is no subsequent map.

10. Prize Payment

All prize money will be paid within 45 to 90 days after the end of the CCL Season. The CCL will communicate to the Team's Representative the applicable process and information required to receive the payment of the prize pool. Forms and other documents may be needed to be completed in full by the winning entity in order 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.

11. Confidentiality

Any communication or discussion privately hold and related to any confidential in nature components of the CCL, made either through written instruments or verbal



communication which is made between CCL Staff and any Team, their Players and / or Team Staff shall be deemed strictly confidential and cannot be disclosed publicly without the prior written approval of the CCL.

12. No Gambling

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

13. Penalty Index

Type of Infraction	Definition	Category	Minimum	Maximum	Limitation Period
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 Months	Lifetime	24 Months
Match Throwing	Match throwing may be the action of purposely avoiding 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	2	6 Months	12 Months	12 Months



	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 the CCL.				
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.	2	12 Months	Lifetime	24 Months
Evidence Tampering	Evidence tampering is defined as elements or findings indicative of substantial and purposeful measures to impede an investigation, through the tampering and destruction of evidence.	2	12 Months	Lifetime	24 Months
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 in the roster of said Team	2	6 Months (Team)	12 Months (Team)	12 Months
Betting On Matches	Placing any bets on any aspect of the CCL competition, whether using money , virtual currency, or anything with monetary value. This type of infraction often culminates with the infraction of match-fixing	2	6 Months (Team)	12 Months (Team)	12 Months
Bug Exploit	A bug exploit may occur when a bug or in-game exploit known and flagged by the CCL,	1	Warning	6 Months	6 Months



	or commonly known as a bug exploit, is used during the competition				
Breach of Competition Protocol	Breach of competition protocol is defined as any breach of a match and competition process of a match. This may include: requesting or causing unjustified pauses or delay to a match, noncompliance with the uniform policy, not sharing online competition results with LEAGUE OPERATIONS in a timely manner when requested	1	Warning	Map Forfeit	N/A
Unauthorized Communication During a Match	Unauthorized communications may include any communications between Players and / or Team Staff outside of authorized timeframes.	1	Warning	Map Forfeit	N/A
Noncompliance With CCL Instructions	Self-explanatory type of infraction	1	Warning	Match forfeit	N/A
Inability to Show Up to Match	Self-explanatory type of infraction	1	Match Forfeit	6 Months	N/A
Breach of Eligibility Requirements	Shall mean any breach of the Eligibility Section of the Rulebook	2	Impacted Player suspended as long as necessary	Lifetime	12 Months
Player Addition Outside of Transfer Windows	Self-explanatory type of infraction	2	3 Months	12 Months	12 Months
Breach of Confidentiality	Shall mean any breach of the confidentiality section of the Rulebook	2	Depending on the nature of the confidential information shared	Lifetime	N/A
Minor Misconduct	May include any of the	2	Warning	6 Months	12 Months



	following prohibited behaviour - Any actions or statements which may be found offensive and related to age, physical appearance, social origin, political or other opinions - Any language or content deemed illegal, dangerous or threatening - Any negative comments towards CCL sponsors - Any conduct which interrupts the general flow of the tournament, sustained disruption of discussion, or continued one-on-one communication after requests to cease - Lack of respect and provocation, including verbal insults or insulting gesture or defamation Depending on the nature of the prohibited conduct, a minor may qualify as a Major misconduct.				
Major Misconduct	Any of the following prohibited behaviour qualifies as Major misconduct: Any action or statement which may be found offensive and related to gender identity and expression, sexual orientation, disability, or mental illness,	2	12 Months	Lifetime	36 Months



	ethnicity, nationality, skin colour, religion • Impersonation of any team players, managers, admins, or other CCL staff. • Deliberate intimidation, actual or threatened physical violence against another person • Stalking, harassment, inappropriate physical contact, unsolicited sexual attention				
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