

## Devil Royal Cup Championship

OFFICIAL RULEBOOK R6S – Based on the ELC Rulebook

THIS IS THE ONLY OFFICIAL DOCUMENT VALID FOR THE DEVIL ROYAL CUP CHAMPIONSHIP



This rulebook covers the main rules and regulations that must be followed in the **Devil Royal Cup Championship** and which are not covered in the Rainbow Six Circuit Global Rulebook and Code of Conduct. Teams must ensure to have a full understanding of the Rainbow Six Circuit Global Rulebook and Code of Conduct as they will apply for any situation not detailed in this document.

## **Global Rulebook:**

<https://staticctf.ubisoft.com/J3yJr34U2pZ2leem48Dwy9uqj5PNUQTn/4hi1IT9xTIZWKibTKIzFul/f98593>

[bd3f6cc8bd66db7316fc8973ec/BLASTR6\\_GLOBALRULEBOOK\\_FINAL\\_April6thUpdated.pdf](https://staticctf.ubisoft.com/J3yJr34U2pZ2leem48Dwy9uqj5PNUQTn/4hi1IT9xTIZWKibTKIzFul/f98593) **Ubisoft Code of**

**Conduct:** <https://rainbow6.com/esports/codeofconduct>

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## 1. Code of Conduct

### 1.1 Behaviour

Breaches of the code of conduct before and during the match must be reported immediately to the Devil Royal Cup Championship staff. Any post game reports may not be taken into account as they may constitute acceptance of the team to overlook the problem.

### 1.2 General Behaviour

- All teams and players agree to conduct themselves in an appropriate and respectful manner towards other teams and players, spectators, the broadcast team and Devil Royal Cup Championship staff.
- Any form of harassment must be reported immediately to the Devil Royal Cup Championship Staff.  
Harassment includes, but is not limited to, offensive statements or actions related to sex, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion.
- Harassment is also considered sexual imagery in public spaces, deliberate intimidation, stalking, stalking by following, photographing or recording, sustained interruption of discussions or other events.
- Similar restrictions apply not only to teams and players, but to every person involved or present at an Devil Royal Cup Championship stadium. Anyone who violates this code of conduct may be punished, including but not limited to expulsion.

### 1.3 Spam

- Sending messages to the point of annoyance, whether in-game or out-of-game, is considered spam.
- Spamming will result in a warning, and continued spamming after a warning has been given could result in a Ban.

### 1.4 Names and Logos

- Specific teams or players may be asked to change their name or logo if this is deemed offensive or inappropriate by Devil Royal Cup Championship Staff as highlighted in section 6.4.
- If a team or player does not comply with the request for a name or logo change, they may be disqualified.
- Names / Avatars must not contain any offensive or racist content. If you encounter a player who violates this rule, please submit relevant evidence (screenshot/recording) to the ELC Staff so that action can be taken against the player in question.

## 1.5 Confidentiality

- The content of protests, support tickets, emails, discussions or other correspondence with ELC Staff is considered strictly confidential. Publication of such content is prohibited without the written consent of the administrative team.

## 2. Tournament format

### 2.1 Current format

The tournament format will be a double elimination bracket. All games will be played in best-of-one (BO1) except the small final and grand final which will be played in best-of-three (BO3).

### 2.2 Map pool

- Bank
- Chalet
- Clubhouse
- Kafe Dostoyevski
- Lair
- Consulat
- Border
- Skyscraper
- Labo

### 2.3 Map Selection

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 that varies depending on the match format; in order to determine which map is (are) played throughout the match. Here are the mapban sequences:

**BO1** : A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map Played

**BO3** : A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider

### 2.4 Match settings

The following match settings are applied consistently across all competitions of the Rainbow Six Circuit:

- By default, the host of the game should be the observer or a commentator. Tournament Organisers may specify otherwise in the Specific Rules but the responsibility of hosting the game can never fall on one of the Players.
- A game must be hosted on a local server with the following settings for the corresponding match format:

Server Settings	
Playlist Type	Normal
Server Type	Dedicated
Server Location	EUW
Voice Chat	Team
Time of Day	Day
HUD Settings	Pro League
Game Mode	Bomb
Online Match Settings	
Exclusion	
Number of Bans	4
Ban Time	20
Rounds	
Number of Rounds	12
Attacker/Defender role swap	6
Overtime Rounds	3
Overtime Score Difference	2
Overtime Role Change	1
Objective Rotation Parameter	2
Objective Type Rotation	Rounds Played
Pick Phase Timer	15
Health and Damage	
Damage Handicap	100

Friendly Fire Damage	100
Friendly Fire during the preparation phase	NO
Injured	20
<b>Player Commands</b>	
Sprint	ON
Lean	ON
<b>Death</b>	
Duration of Death	2
Death Replay	NO
<b>Tactical Pause</b>	
Requests per team	1
Accept request from	Everyone
Tactical Pause Duration	45
<b>Game Mode Settings</b>	
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuse Carrier Selection	Yes
Prep Phase Duration	45
Action Phase Duration	180
Match Replay	Yes

## 2.5 Match Procedure

**2.5.1 Hosting:** The team above on OPL (or on the left when in the match) must host the game. Match settings are displayed in section 2.4. The map veto sequence is displayed in section 2.3.

**2.5.2 Late Player:** If a player is delayed beyond fifteen (15) minutes, they will have to forfeit the match (in BO1) or the map (in BO3). Above 30 min, the match will be forfeit (in BO3).

**2.5.3 Eligible Players:** A match can only be played with players registered on OPL. Otherwise, the team will be subject to sanctions.

**2.5.4 In-game chat:** In-game chat may only be used for match related topics as highlighted in section 8.2.2. Violation of this rule will result in sanctions.

**2.5.5 Ping:** Players are responsible for their own connection and the maximum ping allowed is 130 ms constant. To be classified as a constant high ping, players' ping must remain above 130 ms and the necessary photo/video evidence must be provided. When opening a protest due to high ping, this must be done whilst the game is still in progress (using the pause option). The team must submit at least three screenshots of the scoreboard which were taken at different times over two rounds with the high ping visible from the same player (in the action phase!).

If a player's ping exceeds the limits, a rehost (RH) will be attempted. If the player still has a high ping, the NEU server location can be tried. And if the ping is still high, the team will have to replace the player in question (except BO1), or play in inferiority or forfeit the match (if a player does not join 10 min after a crash).

**2.5.6 Unexpected interruption:** If a match is accidentally interrupted for any reason (e.g. player crashes, server crashes, network outages), the Devil Royal Cup Championship staff MAY decide to restart the match with the score of the game before the problem occurred in order to ensure the competitive integrity of the match.

**2.5.7 Pausing the game:** The rehosts are replaced by the pause function, **except in these two cases (Crash or Bug)** :

- During the preparation phase,
- If no player has been killed in the first 30 seconds of the Action Phase.

Beyond that, the round will have to go to an end then the match is paused (if the pause lasts more than 10 min, then a rehost will be necessary). If a team leaves the game because of a support ticket, it will not count as a rehost. The Devil Royal Cup Championship Staff may decide that several rehosts are appropriate depending on the circumstances, for example Ubisoft servers have problems.

**2.5.8 During the match:**

- If a match is interrupted, it must be continued where it left off.
- If a round has to be replayed due to a new hosting, players must choose the same operators, the same bomb sites and the same equipment.
- If a team does not resume play 10 minutes after a new host, the Devil Royal Cup Championship Staff must be informed. Additional time can be granted by the Staff depending on the circumstances.
- Teams have the right to 2 substitutions per game (between the Maps).
- A pause of 5 minutes is allowed between each map.
- Spectators are allowed only if both teams agree.

- If a Devil Royal Cup Championship Referee wants to spectate the game, the teams will not be able to deny them hosting the game.

**2.5.9 After the match:** After the game, whether it has been casted, observed or not, the teams must do the following:

- One of the Two Team managers/captains must take a screenshot of each map in the match room to avoid any dispute when posting the scores.
- The Staff reserves the right to intervene on the score in case of non-compliance with the rules.
- In the event of a dispute, the score of the match may be changed, reversed or maps may be replayed.
- Please bring evidence (images, screenshots, video...) to facilitate the risk of false claims. Claims will be made in the match room by opening a protest. ● Each complaint will be studied by the staff as soon as possible, the sanctions will be applied after the vote of the staff taking into account the seriousness of the facts but also the history of the team or the player concerned.
- The host is responsible for the conduct of the game and the observance of the in-game rules, in case of misconduct he will be subject to a probable sanction (warning, banning from the host or banishment).
- The player who does not respect the in-game rules may be warned, banned or other sanctions depending on the seriousness of the error.
- A score entered in a match that has not been played is considered a false score and will be punished according to our rules and could result in the disqualification of the team.

**2.5.10 Match Related files:** All files related to the match, such as screenshots of the results, MOSS files must be kept at least 2 days after the end of the competition. Falsifying or manipulating such files is prohibited and may result in disqualification or other sanctions.

## **2.6 Rehosts and Tactical Pauses**

Before Teams will be allowed a Re-host, a Technical Pause will be issued to allow any affected Players to rejoin the Match Lobby. If the affected Players cannot rejoin, then a re-host may take place under the following conditions:

- A. Any issue before the Preparation Phase begins (e.g. game, software or hardware related)
- B. If a Player cannot move: Re-host in the first thirty (30) seconds of the Action Phase, if no Player has taken damage
- C. A game mechanic is not working as intended (e.g. shooting, reloading, moving, gadgets, equipment): Re-host up to the first thirty (30) seconds of the Action Phase, if no Player has taken damage
- D. Observer issue: Re-host up to the first thirty (30) seconds of the Action Phase, if no Player has taken damage

Each Team may receive up to one (1) Re-host per Map

## **3. Prize pool**

1<sup>st</sup> Place: EUR 75 –

## **4. Team requirements**

### **4.1 Age requirement / Players restrictions**



**4.1.1 Age requirement:** All participants must be over 16 years of age (for competitions without cash prize), over 18 years of age (for competitions with cash prize) with mature behaviour, otherwise they will be sanctioned.

**4.1.2 Player restrictions:** Players who have been permanently banned (by the ELC and the Devil Royal Cup Championship but also by Ubisoft) are not allowed to play in this competition.

- A player must not be registered on another team to avoid mercenarism. The player is not allowed to play with multiple teams.
- The use of Pick up is allowed but the player must be registered in the team, Prohibition to have a Pick up T1 & T2 (FL (or national league), CL, EUL).
- A player must be registered on the team in order to participate in the competition and use the account he provided.

## **4.2 Team Roster**

Teams must consist of a minimum of 5 players and a maximum of 7 players for the Devil Royal Cup Championship. All players must be registered with the team on OPL and Discord.

## **5. Match officials and Processes**

### **5.1 Official Communication Channels**

Every announcement and important piece of information (e.g. rule changes, scheduling, penalties) will be communicated to Teams via the tournament channels on discord, first and foremost.

### **5.2 Finality of Decision Making**

Decisions made by Match Officials are final and binding on all Players, Teams, Team Officials and other Participants. These are the only rules deemed valid for the Devil Royal Cup Championship competitions. By taking part in the competitions, the participant declares they understand and accept all the rules.

### **5.3 Rule Changes**

The Devil Royal Cup Championship reserves the right at all times to modify, delete or otherwise change any content described in this rulebook. The Devil Royal Cup Championship also reserves the right to pass judgement on cases not specifically covered or detailed in these rules, or to pass judgement against these rules in extreme cases, to preserve fair play and good sportsmanship of the competition.

## **6. Rules and Violations**

## 6.1 Unintended Mechanics

An unintended mechanic is a condition or action that may allow a Player or Team to act or receive an advantage in a way that was not specifically designed, commonly referred to terms include, but limited to, exploit, glitch, bug, gimmick and hack. At times, unintended mechanics may create an unfavourable result for a Player or Team. The Tournament Organiser will determine if the use of unintended mechanics influences the outcome of a Match and award or penalise activities accordingly.

**6.1.1 Currently Known Unintended Mechanics:** The following lists include both currently permitted and banned unintended mechanics. As the list of unknown or non-addressed unintended mechanics increases past this list, the Tournament Organiser, on a case by case basis, will determine the final ruling and impact of items not specified below.

It is in a Teams' best interest to surface any unintended mechanics not listed here and await Tournament Organiser approval before implementing their use, understanding that there is time needed to review and provide feedback on such items.

**6.1.2 Permitted Mechanics:** These are known unintended mechanics that have been approved for use and, unless a new variation or change impacts these, Teams may implement them.

- I. Any position that Players can get to, and out of, by passing through any object, wall, floor, ceiling or surface and the Player can be both seen and attacked/shot at as normal.
- II. Shield boosting, including on to a detected window ledge
- III. Utilising a Teammate to boost iv. Standing on a window ledge and being detected v. Using equipment or diffusing through a destructible surface
- IV. Long-arming
- V. Destroying the whole floor of a bomb site so the opposing Team can not plant the defuser
- VI. Smoke through wall
- VII. Hibana and Thermite charges are permitted to be placed anywhere
- VIII. Boosting on toilets on Consulate

**6.1.3 Banned Mechanics:** These are known unintended mechanics that have been banned for use and, at minimum, will carry an immediate round loss and or further infractions. This list may be updated by the Tournament Organiser at any time and will inform Teams via Email of any such change(s).

- I. Any position that Players can get to, and out of, by passing through any object, wall or surface and the Player cannot be both seen and attacked/shot at as normal
- II. Shield boosting on to undetected window ledge
- III. Using a Mira shield to boost
- IV. Standing on a window ledge undetected
- V. Blocking window vaulting with a destructible shield
- VI. Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces
- VII. Placing a Maestro's Evil Eye on Alibi's decoy
- VIII. One-way shots
- IX. Placing any equipment or gadget in a place where it cannot be destroyed
- X. Any Team or Player action in which results in the kill of an attacker during the first two (2) seconds of an Action Phase, normally referred to as Spawn Killing
- XI. Parkour/Ledge exploit
- XII. Vigil boosting that renders Vigil undetectable

## **6.2 Banned Operators**

No operators are banned unless specified by Ubisoft for a temporary period.

## **6.3 Cosmetics**

During Rainbow Six Circuit competitions' 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:

- I. Operator's default skins
- II. Pro League skins (gold sets)
- III. Pro Teams branded cosmetics
- IV. Esports Programs' cosmetics

Six Invitational Battlepass cosmetics are not permitted.

Skin Gadget and drone are not allowed.

Weapon skins and charms are not subject to any restrictions.

If a player on a team uses a cosmetic currently listed as prohibited, they shall be subject to the following sanctions:

- 1 Use : Warning + The player must be TK or he leaves the game to remove the Skin.
- 2 or + Uses: Rounds given to the opposing team in the event of a protest. The details on how to make a protest are highlighted in section 6.7.

#### **6.4. In-Game Name/Avatars**

In-Game Names/Avatars should not contain any offensive or racist content. If you come across a Player breaking this Rule then please submit a ticket with relevant evidence (Screenshot/Recording) so action can be taken against the Player in question.

#### **6.5 Other Violations**

A Player may receive a penalty in accordance with the Penalty Index of the Global Rulebook if the Player and/or Team commits any of the following offences:

- I. Refusing to follow instructions from the Organiser
- II. Showing dissent by word or action towards other Players
- III. Using insulting language and/or gestures towards other Players, Casters and Devil Royal Cup Championship Staff members
- IV. Showing unsporting behaviour in a Match v. Griefing and/or trolling
- V. Ghosting
- VI. Spamming
- VII. Misleading or duping any Devil Royal Cup Championship Match Official
- VIII. Placing Valkyrie cameras in a spot where they cannot be destroyed

#### **6.6 Game Penalties**

**6.6.1 Round or Game Penalty:** If the rule violation(s) mentioned in points 6.1 to 6.4 takes place before, during, or after the fixture, the following sanctions will be awarded:

**6.6.1.1 DURING** - The current round will be given to the opponent and the match will resume after validation of the protest by the administrative team.

**6.6.1.2 BEFORE / AFTER** – Default win for the team which is not at fault, after validation of the protest by the Devil Royal Cup Championship staff. This rule applies to the following violations:

Unexpected delay exceeding fifteen (15) minutes (before the match or between maps)

No-show from one of the teams

Last player from one (1) team, taking over fifteen (15) minutes to join the lobby

**6.6.2 Disqualification or Ban:** A player may be banned from the competition for serious incidents such as the use of cheating, macros or other prohibited software as highlighted in section 7.3 and 7.4. The team leader will be informed by Discord message. Serious misconduct by a team or an accumulation of offside rule violations may result in a complete disqualification of the team. If the player is the manager and/or coach of a team, the latter may also be sanctioned, thus penalizing all its members.

**6.6.3 Team Ban (During a Tournament):** An entire team may be banned from competition for the entire tournament for an accumulation of violations of team management rules.

**6.6.4 Combination of Penalties:** The penalty methods listed are not mutually exclusive and may be combined as required by tournament administration. In this extremely rare case, the player or team will be contacted in advance by the Devil Royal Cup Championship staff.

**6.6.5 Additional Penalties:** In special cases, the Devil Royal Cup Championship Staff can define and find other methods of punishment. All penalties described in this rulebook are applicable for first offences. Repeated offences will be punished more severely than those listed in the appropriate section of these rules, in proportion to the penalty indicated therein.

#### **6.6 Game Protests:**

- Problems that affect the outcome of the match should be discussed in the OPL match protest system with Devil Royal Cup Championship Staff.
- Problems that affect the current match must be discussed in the OPL match protest system with the Devil Royal Cup Championship Staff and the match can be stopped (prohibited during the action phase).
- A complaint concerns problems that affect the match, a complaint can even be filed during a match for things like incorrect server settings, cheating, non-compliance with ingame rules and other settlement issues.

A protest is the official communication between the parties and the tournament administration. You will have to provide proofs (screenshots, videos, etc...). All complaints for Skins problems must be posted during the match (no complaints will be accepted after a match for skins): pause after the current round while the complaint is posted and validated or not by the Manager Devil Royal Cup Championship).

## **7. Anti Cheat**

### **7.1 BattleEye**

All Players must use BattleEye at all times during official Matches.

### **7.2 MOSS**

All Players must run MOSS at all times during all matches. Failure to do so will see the player not being allowed to participate in the match. The latest version of MOSS can be downloaded here: <https://nohope.eu/down/Moss.zip>. Players are required to upload directly their MOSS files onto the OPL match. In case of technical issues, the Team's Point of Contact must notify the Match Officials within this time.

If a Player does not provide the MOSS files within the allotted time period, even if it is due to technical issues with the software, a Player and/or Team may receive sanctions according to the Global Rulebook, specifically the “Breach of competition protocol”:

- I. One (1) upload failure: Official warning
- II. Further upload failures: Global Rulebook “Breach of competition protocol” applies

**7.2.1 MOSS Configuration:** Software Configuration is as follows:

File > Settings > Rainbow Six Seat > OK > Capture > Start. After the game, click Capture > Stop.

### **7.3 Third Party Software**

The use of third-party software, any form of tampering with the game’s code or servers or any gathering of information obtained from watching the Match’s broadcast while playing with the intention of, or potential to, create an unfair advantage for a Team or Player, is prohibited.

### **7.4 Banned Software**

Any and all programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list, will be cause for immediate disqualification for the player or team depending on the seriousness of the offence:

- I. TeamViewer
- II. Parsec
- III. RemotePC
- IV. LogMeIn
- V. Remote Desktop Manager
- VI. Chrome Remote Desktop
- VII. Windows VPN
- VIII. NordVPN
- IX. ProtonVPN
- X. OpenVPN
- XI. Tor Network

## **8. Other**

### **8.1 Team Communications**

**8.1.1** Coaches and other Support Staff of a Team may not communicate with their Players during Tournament Matches, other than what is stipulated in Regulation 8.2

**8.1.2** In-game chat may only be used for match related topics such as "GG", "GL", "WP", "GR" or "NT"

### **8.2 Tactical Timeouts**

**8.2.1** Tactical Timeouts are short pauses in the flow of a Match that can be requested by a Team’s Coach (or Players if no Coach is available). In order to request a Tactical Timeout, the Coach must notify the Caster/OBS or opponent via the game chat at the end of a Round, or during the first fifteen (15) seconds of the Operator Pick Phase. The Match will be paused and a forty-five (45)

seconds timer will start during which the Coach will be allowed to communicate with its Players. A Tournament Official may request to listen to the communications between the Players and their Coach for the entire duration of the Tactical Timeout. Once the forty-five (45) seconds have passed, the Coach will be notified to cut off all communication with the Players and the match will resume.

**8.2.2** Each Team may request one (1) Tactical Timeout per map during any given BO1 or BO3 Match. Timeouts which are not used do not carry over to the next Map and are lost.

**8.2.3** When one Team requests a Tactical Timeout, the other Team also benefits from having their Coach allowed to communicate with their Players.

### **8.3 Collusion/Match-Fixing**

Any form of match fixing in order to manipulate the results in our competitions will result in disqualification and potentially a permanent ban from the Devil Royal Cup Championship. To report an allegation of match-fixing, please open a protest ticket on the discord with evidence.

### **8.4 Casting and Livestreams**

- The Devil Royal Cup Championship Staff can contact the teams to have Devil Royal Cup Championship Casters join your game to broadcast it. Teams cannot reject the Devil Royal Cup Championship Staff's request and may be disqualified if they ignore this rule.
- Players can Stream their POV if the delay is **180 seconds** (either 1 Round).
- A Spectator can stream the match if both teams agree. If a team does not want an external caster, the Spectator will not be allowed to be in the game. (Rules not valid if it is a Streamer/Caster from the Devil Royal Cup Championship).

### **8.5 Finality over Decision Making**

The Devil Royal Cup Championship Staff and Devil Royal Cup Championship Admins reserve the right to make all final decisions regarding any problems or issues during competitions.