



MULTISTREAK LEAGUE

R6SX

Official Partner: **BLIND OWLS**

1. INTRODUCTION: INFORMATION & PLATFORM

This regulation applies to all competitions organized by Multistreak during Season 1 of MSL Siege X.

Any updates or changes to these rules will be promptly communicated by the staff.

All relevant information regarding the competitions—such as the updated format, match results, and more—will be available both on the official Multistreak Discord server and on the tournament platform: OPL.

For any questions or concerns, participants can open a support ticket in the designated section on the official Discord channel of Multistreak.

2. PLAYER REQUIREMENTS AND RESPONSIBILITIES

2.1 VALID GAME ACCOUNT

A player is not authorized to participate using any game account other than their personal account provided to the Admins during registration. Furthermore, players are strictly forbidden from using accounts that have been banned in-game or disqualified from the competition.

Any sanction imposed by Ubisoft on a player or staff member's account may be mirrored and enforced within Multistreak competitions as well.

An account is considered valid only if it has reached at least level 50 on Rainbow Six Siege. Matches played with accounts clearly below this threshold will not be allowed.

Admins may, in certain specific cases, consider an account change if it is communicated at least 12 hours prior to the match and only if valid reasons are provided.

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2.2 TECHNICAL ISSUES

Players are responsible for their own hardware, software, and internet connection. Matches will not be postponed or paused in the event of temporary technical issues affecting an individual player.

2.3 CONFIDENTIALITY

Any discussion or communication from the Admins and competition organizers, whether before, during, or after the competition, is considered private information and must not be shared outside of official communication channels without the express written consent of the Admins and organizers. Any violation of this rule will be severely penalized.

3. TEAM'S COMPOSITION

3.1 ROSTER

Each team must consist of at least 5 main players and no more than 3 substitute players.

All players (including substitutes) must be registered during the registration phase; otherwise, the team will have to wait for the transfer window to make any further roster changes.

It is required that all players are in the Multistreak's Discord server and have joined the role of their respective team to stay updated on all match-related information. A player cannot be registered in multiple rosters, even if using different accounts.

3.2 ELIGIBILITY TO PARTICIPATE

There are no age limits to participate in Multistreak competitions, as long as the player has a valid Ubisoft account and an official copy of the game "Rainbow Six Siege." In order to maintain good ping during competition matches, non-Italian players must be from one of the following European countries to be eligible for the competition:

Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Kazakhstan, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, and Vatican City.

ALL PLAYERS PARTICIPATING IN MULTISTREAK COMPETITIONS MUST BE REGISTERED WITH A MULTISTREAK MEMBERSHIP.





3.3 ROSTER CHANGE

Some competitions that span over a longer period may include a limited number of market windows to allow teams to make changes to their roster. To make changes to the roster, the team representative must submit a request in the designated Discord channel for this purpose.

The dates for the market windows will be continuously updated on the Multistreak's Discord server.

3.4 EXTRA SUB

Competitions organized by Multistreak do not allow E-SUB (Electronic Substitutes). Therefore, it is the responsibility of the team to make the best use of the registered player slots and the market windows provided by the organizer.

4. MATCH PREPARATION

4.1 MATCH ORGANIZATION

The match between the two teams must be organized on the match channel created in the Multistreak Discord server. Both teams are required to be sufficiently flexible in finding a day and time to play the match.

If an agreement cannot be reached, the two teams will be forced to play the match on the default day scheduled by the organizers.

4.2 MAP VETO

The map ban must be completed before the match and finished at least 10 minutes before the start of the game to avoid delays in the lobby creation. To decide which team will start the banning process, the Multistreak Discord server uses a Bot that flips a coin and determines which team will be assigned the decision. The winning team will then have the option to choose whether TEAM A or TEAM B will begin the banning process.

Example Best of 1:

*A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map Played
Team A sceglie il side di partenza mentre il Team B sceglie il side agli OT*

In caso di Best of 3:

*A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider
Il Team B sceglie il side di partenza in mappa 1 mentre il Team A sceglie il side agli OT in mappa*





Team A will choose the starting side on map 2, while Team B will choose the overtime side on the map.

In the event that a map 3 is required, the team with the best round difference will choose the starting side, while the remaining team will choose the overtime side. In the case of a tie in round difference, a coin flip will be conducted again.

4.3 MAP POOL

- Bank
- Chalet
- Club House
- Kafe Dostoyevski
- Lair
- Consulate
- Border
- Skyscraper
- Nighthaven Labs

4.4 LOBBY MANAGER

The team on the left side of the match channel will be responsible for creating the game lobby, following the game settings outlined in section 4.6 of the official rules. In the event that the match requires an observer, the responsibility for the lobby will be transferred to the observer, who will be in charge of inviting players to the lobby and ensuring the proper conduct of the match.

4.5 SERVER

The default game server must be set to EU Central. The server selection can also be agreed upon by both teams.





4.6 LOBBY SETTINGS

Time: Day

HUD settings: Pro League

Number of operator bans: 4

Operator ban time: 20 seconds

Number of rounds: 12

Role swap: 6

Overtime rounds: 3

Overtime score difference: 2

Role change in overtime: 1

Objective rotation parameter: 2

Objective type rotation: Played rounds

Attacker respawn: Yes

Operator selection time: 15 seconds

Damage handicap: 100

Friendly fire damage: 100

Friendly fire in preparation phase: No

Friendly fire reverse: No

Knockdown: 20

Sprint: Yes

Crouch: Yes

Death duration: 3

Death replay: No

Plant duration: 7

Defuse duration: 7

Bomb explosion time: 45

Preparation phase: 45

Action phase: 180

Regarding the Tactical Timeout:

Requests available per team: 1

Allow requests from: All

Timeout duration: 45 seconds





5. GAME PROCEDURE

5.1 LOBBY COMPOSITION

The match can only begin when both teams have all five players available. Only five players per team are allowed in the game lobby.

No other spectators are permitted for any reason unless expressly indicated by the tournament officials (Caster, Observer, Admin, etc.).

In exceptional cases, the staff may allow a team to play a match with only four players. If the team is unable to guarantee at least four players, they will be forced to forfeit.

5.2 ALLOWED PLAYERS

All players must join the game lobby using the account with the official username registered at the time of registration.

Teams are fully responsible for ensuring that all players are correctly registered in their respective team rosters before the start of the game. If a player who is not registered in the roster is identified through post-match screenshots, the responsible team may be required to replay the match, and in the worst cases, may lose the map or match by default, incurring a penalty.

The staff reserves the right to evaluate any request to allow unregistered players to participate in a match based on the situation and only if agreed upon by both teams involved.

5.3 NO SHOW

If your opponent is not ready to play after 15 minutes (e.g., no map has been banned and no communication has occurred), it is necessary to promptly notify an Admin. Depending on the circumstances, the Admin may grant additional time if the delay is sufficiently justified.

Any further delay will result in a default loss of the match or map for the team that failed to show up ("no show").





6. IN-GAME

6.1 CHANGE LINEUP

A team cannot make player changes during a map, for example, following a rehost. However, each team is allowed to make player changes between maps, as long as the substitute player is officially registered in the roster.

6.2 TACTICAL TIMEOUT

Each team is allowed to call one tactical timeout per map using the functionality provided by the game. The timeout will last 45 seconds.

6.3 REHOST

A rehost can only be called during the preparation phase. The rehost can be requested by either team and does not require the opposing team's agreement.

The number of allowed rehosts depends on the match format:

Bo1: max. 2 rehosts (1 per team)

Bo3: max. 6 rehosts (1 per team per map)

All players from the team requesting the rehost must leave the match before the action phase begins. If any players from the team requesting the rehost fail to leave the match within the specified time, the round will continue without the rehost being granted. Admins may decide if more rehosts are necessary depending on the circumstances, such as issues with Ubisoft servers.

If a team does not resume the match within 10 minutes of the rehost, the admins must be immediately informed, and the match will continue with the available players.

Players will be required to select the same operators as in the rehosted round, as well as the same site to defend and the same banned operators for the played map.

The team that initially created the lobby will be responsible for the correct execution of the rehost.





6.4 GAME INTERRUPTION

If a player crashes during the operator selection phase, the lobby host must stop the timer to investigate the cause of the crash and determine if a rehost is necessary to allow the player to rejoin the game. If the delay is prolonged, the team affected by the player's crash will be required to either request a rehost (if possible) or continue playing with one less player.

In case of proven server issues or continuous crashes and lobby problems, the admins reserve the right to evaluate, on a case-by-case basis, the need to postpone the match or extend the match time, depending on the situation and the severity of the issue.

6.5 MAP BREAK

A five-minute break is allowed between maps for each team before continuing the match (unless additional time is provided by the Admins). It is advised not to leave the lobby to avoid delays and to ensure both teams can resume the game within the scheduled time frame.

7. COMPLETED MATCH

7.1 REPORT SCORE

To confirm the result, a screenshot of the completed match must be sent in the match channel, with the name of the winning team attached to facilitate the confirmation and result entry process.

7.2 CONFIRM RESULT

Both teams lose the right to contest the result once the match has been closed. A closed match will remain final unless a tournament official determines it should be reopened. In the event of an incorrect result being entered and later accepted by both participants, the tournament administration reserves the right to take no action.





8. ALLOWED ACTIONS AND MECHANISMS

8.1 OPERATOR QUARANTINE

All operators in the game are available for use, except those declared in quarantine by Ubisoft.

Any operators declared in quarantine by Ubisoft are not allowed to be used in any match of the tournament for an indefinite period until further notice from Ubisoft. Any changes will be promptly communicated by the Tournament Officials in the Multistreak Discord server.

8.2 GADGET QUARANTINE

All gadgets and equipment in the game are available for use, except those declared in quarantine by Ubisoft.

Any gadgets or equipment declared in quarantine by Ubisoft are not allowed to be used in any match of the tournament for an indefinite period until further notice from Ubisoft. Any changes will be promptly communicated by the Tournament Officials in the Multistreak Discord server.

8.3 SKIN

All weapon skins, accessories, and operator backgrounds are allowed.

As for operator skins, only the following are allowed:

- The base operator uniforms and headgear
- Pro League Skins (gold sets)
- R6Share branded cosmetics from Pro teams
- Six Major or Six Invitational branded cosmetics
- Esports Program cosmetics

All gadget and drone skins are not allowed.

If there are any doubts, players may request clarification from the Tournament Admins via the match channel in the Discord server of Multistreak.





9. PROTEST

9.1 PROTEST PROCEDURE

In case of controversial situations, such as when the opposing team does not comply with the rules, a representative from the team has the right to call a protest in the match channel.

To call a protest, the team wishing to use this mechanism must immediately stop the game and contact the admins in the match channel, providing clear evidence (screenshots or videos of the violation) to support their request.

If the team does not stop the match and decides to continue with the next round, the admin will interpret this as an acceptance of the violation, and the protest will no longer be valid.

The staff will evaluate each protest individually and reserve the right to make the decision and take the necessary action, such as a round replay, round loss, map loss, etc., depending on the circumstances.

9.2 PROTEST FOR SKIN

In the specific case of violations regarding cosmetics, it is not allowed to use the victory screen or the match VOD to check for the use of prohibited skins. The violation must be identified during the round and immediately reported to the staff, halting the match temporarily to allow the staff to validate or dismiss the protest.

The first violation will result in a round replay, the second violation will result in a round loss, and further reports will lead to round losses or even a map loss in the case of more serious situations.

9.3 PROTEST FOR PING PROBLEM

If a player has a ping higher than 140 ms, it is possible to file a protest by contacting an Admin. The elevated ping counts only if the player's ping is consistently above 130+ ms. When contacting an Admin about high ping, the match must not be over, and the team must provide at least 3 screenshots of the scoreboard taken during the action phase of two different rounds.

Players in this condition will not be allowed to continue playing the match (unless there are issues related to Ubisoft servers), and the admins reserve the right to take appropriate actions regarding the match.





10. MATCH STREAMING

Streaming your own POV on Twitch or other platforms is allowed, but with a recommended delay of 180 seconds. The staff takes no responsibility for any instances of stream sniping.

11. USE OF CHEAT, BUG OR GLITCH

11.1 BUG AND GLITCH

Any action that results in an unfair advantage for a team is prohibited. This includes the use of bugs or glitches present in the game. When a team is caught using a bug or glitch for the first time, it will be penalized with the loss of the current round.

Starting from the second violation of this rule, the team will be disqualified.

Below is a list of examples of actions that are not allowed:

Placing a player in a position that can only be reached by using glitches through walls/objects/surfaces or in a location where they cannot be seen or hit normally;

Placing a player on the edge of a window without being detected;

Shooting through walls/floors/ceilings/objects that should not be destructible;

Glitching through walls/objects/surfaces of any kind at any time;

Placing a Valkyrie camera in a spot where it cannot be seen or destroyed.

Other situations of this kind, which are not listed as bugs or glitches, will be handled on a case-by-case basis at the discretion of the Admins.





11.2 INSTANT SPAWNKILLING

Killing an attacker within the first two seconds of the action phase is prohibited. The first violation will result in the round being replayed, and the second violation will result in the round being lost by the team that commits the spawnkill.

11.3 CHEAT USE

Any form of cheating in matches is prohibited and will be penalized by tournament officials. If an admin becomes aware that any form of cheating has been used to the advantage of a player or team during a match, the tournament reserves the right to penalize them to the fullest extent according to the available rules. This action will also involve the team in question.

Penalties may include: disqualification from the tournament, match result cancellation, forfeiture of prize money, and bans ranging from a few days to a lifetime ban depending on the severity of the violation, the type of tournament, and how the player cheated.

11.4 HANDCAM REQUEST

A team has the possibility to request from the admins (at least 24 hours before a match) the option to have a player undergo an handcam during the match in case of suspicions.

If the admins approve the request, all players from both teams will be required to play the entire match with an handcam in the channels provided on the Multistreak Discord server, following the procedures outlined in the match channel after the request has been made by one of the teams.

12. CODE OF CONDUCT

12.1 ANTI-SPORTSMANLIKE BEHAVIOR

To ensure a pleasant and organized experience, it is essential that all players maintain a sporting attitude during matches. Every player should participate, representing their team to the best of their abilities.

Any behavior that damages the spirit of fair play will be considered unsportsmanlike and will be penalized by the Admins according to the severity of the incident.

This includes, but is not limited to, spam, insults, trolling, and general unsportsmanlike behavior towards other players, teams, casters, or staff.





12.2 RESPONSIBILITY UNDER THE CODE"

Regarding the provisions of point 12.1 of this regulation, please note that for all competitions organized by Multistreak, it is strictly forbidden to violate the rules of the "Rainbow Six Siege Code of Conduct."

Any inappropriate or harmful behavior will also be punished by the Admins based on the severity of the incident.

Tournament officials reserve the right to evaluate each case individually in order to enforce these regulations.

12.3 PENALTY

Any person found to have attempted to be involved in any act that the Admins deem, at their sole and absolute discretion, constitutes unfair play, will be subject to penalties. The nature and extent of the penalty imposed due to these acts will be at the sole and absolute discretion of the Admins.

Once a member of a team is found to have violated this regulation, the Tournament Officials may impose the following penalties:

- Verbal warning
- Loss of matches or match series
- Suspension
- Disqualification
- Other

Repeated violations will be subject to increased penalties, up to and including disqualification and the inability to participate in future Multistreak projects. It is noted that these penalties do not necessarily have to be imposed sequentially.

At their sole discretion, the Admins may disqualify a team or a member for a first offense if the team's or member's actions are deemed offensive enough to warrant disqualification by the Admins.

12.4 STATEMENT OF MEASURES

Tournament Officials have the right to issue a statement regarding the penalty of a team member. Any team member named in this statement hereby waives the right to take legal action against Multistreak, and/or any parent company, subsidiary, affiliate, employees, agents, or freelancers due to the publication of said statement.





13. PRIZEPOOL

Some tournaments may offer a prize pool. In the event of winning a prize pool, the tournament organizer will refer to the representative of the organization (ORG) or, if unavailable, to the team representative designated during the registration phase, in order to obtain all the necessary information to process the payment.

14. FINAL DISPOSITION

14.1 ACCEPTANCE OF THE REGULATIONS

By participating in tournaments organized by Multistreak, the team and all of its players declare that they have read the entire regulations and agree to abide by its contents. The teams are aware that all final decisions are at the complete discretion of the Admins, including the interpretation of the regulations and the related penalties implemented to ensure an orderly and fair environment.

14.2 MODIFICATIONS AND COMPLETENESS OF THE REGULATIONS

This regulation may be corrected, modified, or supplemented by the Tournament Officials in order to ensure fair play and the integrity of the official competition.

The Admins reserve the right, with little or no prior notice, to add, remove, or modify any of the rules described in this regulation.

The staff also reserves the right to make judgments on cases that are not supported or detailed in this regulation, or to make rulings that may even go against this regulation in exceptional cases in order to preserve the integrity, fairness, or sportsmanship of the event.

In some cases, the Tournament Admins may refer to the BLASTR6 Circuit Global Rulebook to decide on specific cases. Additionally, all terms of the "Rainbow Six Siege Code of Conduct" apply.

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