EU VIVID LEAGUE RULEBOOK

The Rulebook of Vivid league the rules that should be followed when participating in Vivid League. Failing to follow the rules may be punished.

Please remember that VIVID Staff has the last words.

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General

1.1 Rule changes

Vivid Staff can change the rule book at any time. Any changes will be @everyone in our discord server, Anything not covered in the rule book will come down to staff ruling/commonsense.

1.2 Code of conduct

All teams and players agree to behave in a professional way and respectful way towards everyone in the Altura community, including casters and staff. Any sort of toxicity harassment or anything that is not professional please contact staff immediately.

1.3 Region

All players must have <130 ping
All players must be from the following list: Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, England, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland (Northern), Ireland (Republic of), Israel, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia (Former Yugoslav Republic of), Malta, Republic of Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, Russia, San Marino, Scotland, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, Vatican City, Wales.

1.4 Player Conduct

Offensive behaviour will not be tolerated! This includes racism/hate speech/threats/sexual harassment/graphic Images. Any of this behavior will be punished. If any of the following behavior happens please report it to staff immediately. If any player is banned on battle-eye or on R6 tab they cannot play for the rest of the season and this will have to forfeit any games they have already played. This could be handled with a warning. Player ban or a team ban.

1.5 Players

All players nicknames and avatars should be kept to PG. Refusing to do so can result in a ban/warning. All players must be in our Discord server, All players will have to change their discord nicknames to their team name and their own name EG [Vivid] Smoky.

1.6 Technical Issues

All players are responsible for their own hardware, software, and internet connection, Matches will not be rescheduled, Each team can pause the game once due to Technical Issues, but they will only have 120 seconds to join back if they are not back in the game after the 120 seconds the game will continue. After that round, if the player is still not in the game it will be counted as a forfeit.

1.7 Matches

All matches are presented in BST/GMT
All matches must have a 180 seconds stream delay.
If a team doesn't have all 5 players in the lobby 15 minutes after the agreed time, the opponent team can protest.

2.1 in-game chat

Everything in-game chat must be kept in English only.
Everything in-game chat must be kept professional

2.2 Midgame substitutes

When the map has started and if an issue arises, substitutes will not be allowed to replace any member of the team till the game has fully finished.

2.3 Leaving the lobby

All matches must be played to the end, failing to do so may result in a penalty. A match is considered complete when the final score screen is shown on the screen and a screenshot is taken

2.4 Match Result

A screenshot of the final scoreboard must be uploaded at the end of the game to Discord channel "scoreboard" All players must stay in the lobby until the screenshot of the end result is taken.

2.5 Match Protests

If any reason you would like to fill out a protest please use our protest channel in our discord server, Protest can be made 24 hours after the match has started. Protests will be dealt with by an admin of Vivid League,

2.5.1 High ping

Protest due to high ping (>=130) must be made in the game. Please make sure a member of staff is aware of this situation if it happens please rehost the match. After re-hosting the player(es) have 10 minutes to store our their ping, if their ping after 3 round is still over (>=130) the team with the player over (>=130) ping must forfeit the game.

2.5.2 Cosmetics

When spectated, protests due to banned cosmetics must be made in game, to do this please make your host/caster aware of the situation and rehost at the end of the current round. The team must TK the operator using the banned cosmetic, if refused the game will be rehosted and a loss of round will be awarded to that team. Protests after the game due to banned cosmetic use (unless not spectated) will be ignored, as the completion of the game shows you have accepted the circumstances.

    - Operator's default skins
    - Pro League skins (gold sets)
    - Esports cosmetics (Pilot Program and All Cosmetics under the R6Share Program, -
    including Regional Esports Cosmetics)
    - Esports Pack Skins

2.5.3 Suspicion of Cheating

If you suspect a player of cheating please inform a member of staff by using modmail, and please provide us evidence why they are cheating (E:G a clip) Their MOSS files will be checked

In-Game Rules

3.1 Game Settings

3.1.1 General Details
  Playlist Type: Normal Mode
  Server Type: Dedicated Server
  Voice Chat: Team Only
  Time of the Day: Day
  HUD Settings: Pro League
  Game Mode: BOMB
  Plant Duration: 7
  Defuse Duration: 7
  Fuse Time: 45
  Defuse Carrier Selection: On
  Preparation Phase Duration: 45
  Action Phase Duration: 180

3.1.2 BO1 – Playlist Settings - Normal Season
  Number of Bans: 4
  Ban Timer: 20
  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
  Attacker Unique Spawn: On
  Reveal Phase Timer: 5
  Damage Handicap: 100
  Friendly Fire Damage: 100
  Injured: 20
  Sprint: On
  Lean: On
  Death Replay: Off

3.1.3 BO3 - Playlist Settings
        Number of Bans: 4
        Ban Timer: 20
        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

Attacker Unique Spawn: On
Pick Phase Timer: 15
Reveal Phase Timer: 5
Damage Handicap: 100
Friendly Fire Damage: 100
Injured: 20
Sprint: On
Lean: On
Death Replay: Off

3.2 Banned Operators

If a team fails to switch off a banned operator before the start of the preparation phase, the team which picked the banned operator will be forced to **Team Kill** the operator before any utility is used to assure the operator in no way affects the round, and the team are forced to play the round 4 vs 5. If a team refuses to terminate the operator or fail to do so before the operator in question influences the round with their utility. The offending team will lose the round and a rehost is forced to add the won round to the enemy team. This rehost does not affect the rehost count of either team.

Operators currently banned:
- AZAMI

3.3 Whitelisted Cosmetics

The cosmetic items/bundles listed below are the only cosmetic items allowed.
- Default skins
- Pilot Program Skins (Phase 1, 2 and future 3, including regional)
- Pro League 'Gold' Sets

All weapon skins and charms are permitted

If any team spots their opponent using any other cosmetic items not listed above, they should notify a staff member by opening a modmail ticket as fast as possible to rehost before the start of the next action phase to apply a penalty.

3.4 Rehosting

Each team is allowed one rehost per map, whether a team's rehost count is affected by a rehost will be stated.

The procedure for requesting a rehost is as follows: In case the conditions below are met, players should instantly request a rehost by writing in the in-game chat "rehost" or "rh", followed by the reason. Players should continue playing until confirmed. Once confirmed, everyone should instantly leave the game.

3.4.1 Rehost Requests

Rehost rules are specified below, including the conditions in which they will be allowed:

All rehost requests must be done before 30 seconds into the Action phase with no damage taken by anyone.
- Any issue before the preparation phase starts (game, software or hardware related)
- Player cannot move (unless it is done on purpose)
- Game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc)
- Disconnect/hardware problem/software problem.
- Observer issue

3.4.2 Player Drops

If a player disconnects after 30 seconds into the action phase with no damage taken the round will continue. If a player cannot reconnect before the end of a round, the lobby will be remade. This remake of the lobby does not count as a rehost that is requested by the team.

3.4.3 Game Interruptions

If a match is rehosted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same operators, same sixth pick, same starting sites, same bombsites, same equipment, and same gadgets.

3.4.4 Incorrect Game Settings

If a game is hosted or rehosted with incorrect lobby settings, then the host is solely responsible, and the lobby must be rehosted to restore the appropriate settings to the game, this includes map selection, game mode, game mode settings, match settings, HUD settings and match options. Neither team's rehost count is affected by a rehost caused by host error.

3.4.5 In-Game Bugs

As covered in 3.4.1 any game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc) - rehost up to the first 30 seconds of the action phase, no damage taken by anyone.

3.4.6 Server Lag

In the event of severe server lag in the form of rubber banding, inability to place utility or reinforcements, extremely high ping >300ms, multiple consecutive shots not able to register within a large time frame, or other severe issues with the servers. The game will be rehosted if a rehost is called by either team before any player has taken any damage. If both teams agree to rehost due to the severe server lag it can be called at any point in the round. If the server issues persist the game should be hosted in another region which both teams must agree upon. Rehosts due to severe server lag do not affect a team's rehost count if both teams agree that the lag was too severe.
If a player has taken damage the following round will be the next
available rehost opportunity.

3.5 Switching Players

Players are only allowed to be switched between maps, not during maps.

If a team has used their rehost and their player is unable to reconnect to the lobby the team must play a 4v5.
If the other team then calls a rehost the disconnected player is allowed to re-join if possible.

3.6 Spawn Killing

Spawn killing which results in a defender killing an attacker within the first 2 seconds of the action phase is not allowed.
Doing so will result in a loss for the defending team.
Any kills after the 2 seconds are considered legal.

3.7 Use of Bugs/Glitches

This is not allowed at all, if you consider someone is using a bug or glitch please report it as soon as possible with the correct evidence.

3.7.1 Unintentional

If a glitch is unintentionally used during a round, and the team that used the glitch won the round, the round will be replayed immediately, even if the glitch didn't impact the round.
When a glitch is used unintentionally it is either the first time the glitch was discovered, or the player/players did the glitch not knowing it was a glitch and was used with no malicious intent.

3.7.2 Intentional

If any glitch is intentionally used during a game the team that used the glitch will be forced to forfeit that map. If a team has however used the glitch intentionally and loses the map, they will be given a warning for this act.
Known Glitches include but are not limited to:
•   Shield and castle barricade glitch
•   Shield vault glitch
•   Glitching into objects, like stairs, etc.
•   Use of the gap in Clubhouse's armoury box

3.8 Cheating Software

The use of any cheating software and/or macros is strictly not aloud. The use of any type of cheating software will result in an immediate and permanent ban from Vivid League. Pretending to hack or trying to make people believe you use hacks may result in a warning/suspension or even a ban in some cases from the league. Our staff have permission to remove you from the tournament if they believe that you have/are an active hacker/hacked/cheater/cheated within the siege community at any time before.
If a player has been banned by ESL/ Faceit for the use of cheats and/or macros, that player will not be allowed to participate in Vivid League for the remainder of their ESL/Faceit ban. If a player has been banned by Battleye or FairFight, the team that player is on will forfeit all the wins that they have received where that player has played in and the banned player shall be permanently banned from Vivid League. This rule is subject to change due to the situation at hand.

MOSS

4.1 Running MOSS

All teams must run MOSS in EVERY game.

Please check to make sure you MOSS is working in advance of your game to prevent any

Delays. MOSS can be downloaded from: https://nohope.eu/

You must give MOSS to a member of staff in the team channels within 30 mins of the game finishing. Failure to do so within this time frame may well result in a punishment. This will be reviewed on an individual basis by head staff.

Defected or incomplete MOSS files, along with incorrect MOSS-settings will be treated as above and may well result in similar punishment.

MOSS files must contain all game evidence, if 2 in-game rounds or more are missing this is classed as being incomplete and can result in a penalty. This also applies to files with more than 50% black or not visible screenshots.
Casters who are also part of a team should use moss during the entirety of the casted game.

Rule Violation and Punishments

5.1 Use of Banned Cosmetics
Protests due to banned cosmetics must be made during the game, in order to do this please make your host/caster aware of the situation and rehost at the end of the current round. The team must 'Team Kill' the operator who is using the banned cosmetic, if you refuse to do so, the game will be rehosted and a loss will be awarded to that team.
Protests after the game due to banned cosmetic use will be ignored.

5.2 Use of Banned Operators
The team with the banned operator in their line up must 'Team Kill' the unallowed operator immediately before their utility can be used, failure to Team Kill will result in a rehost and an automatic round loss for the team at fault.

5.3 Use of Bugs/Glitches
The purposeful use of a bug or glitch will lead to an instant loss of the round to the team that uses it. If the same team breaks this rule again during the same match, they will lose the map and get a warning strike against them.

5.4 Leaving the Lobby Early

All matches must be played to the end, failure to do so will result in a penalty. A match is only considered complete when the final scoreboard is shown on screen. If it happens for a second time it happens in a season, the team will be punished and issued with a warning strike against them.

5.5 High Ping

Protests due to high ping must be made during the game, to do this please make your host/caster aware of the situation and rehost at the end of the current round. When rehosting the player in question has 10 minutes to improve their player connection. If their connection does not improve that team will have to play the match with just the remaining 4 players. Protests after the game due to high ping will be ignored, the completion of the game shows you have accepted the circumstances.

5.6 Rehosts

If you give an invalid reason for a rehost or leave the match before being given approval to do so will lead to instant loss to that team that. If the same team breaks this rule again in the same match, they will lose the map and be punished with a warning strike against them.

5.7 Discord Punishments

Staff can mute chat, /Kick/Ban anyone in the discord who appears to be breaking the discords rules

5.8. Unsportsmanlike Behaviour

For an enjoyable and pleasant game, it is important that all players have a sportsmanship and fair attitude. Breaches of this rule will be punished with Warnings.

5.9 Discord Rules

1. Be respectful
2. Respect all admins, their decisions are final.
3. Listen to what Staff members say at all times.
4. Post content in the correct channels
5. Act civil in Voice Chat. This is a siege league; sportsmanship is required from all participants.
6. Usage of excessive extreme inappropriate language is prohibited.
7. Don't post someone's personal information without permission.
8. Do not post NSFW pictures
9. Sending/Linking any harmful material such as viruses, IP grabbers or hardware results in an immediate and permanent ban.
10. No politics

Offence Systems (Match Orientated)

6.1 Player Offence System

The system for player offences goes as followed:

•   Match Warning
•   Match Warning
•   1 Match Ban
•   3 Match Ban
•   Seasonal Ban

Player offenses will be changed/reset each season unless we decide differently
These offenses will be given out for any of the Rule violations in the book.

6.2 Team Offence System

The system for team offenses goes as followed:

•   Match Warning
•   Match Warning
•   1 Match Ban
•   3 Match Ban
•   Seasonal Ban

Teams can get warnings/bans for **some** of the following.

-   Players/teams being disrespectful towards another member of Vivid League
-   Cheating
-   Breaking any of the **5.8 Rules**

Teams offenses will be changed/reset each season unless we decide differently
These offenses will be given out for any of the Rule violations in the book.