

7DAYS Series Competitive Rulebook

Scroll Down For TOC

<https://discord.gg/cgkAhXZQ7F>

Amended by SiNO & Astapasta

Table Of Contents

1. Rules
2. Competitive Conduct
3. Match Fairness
4. Team Roster Rules
5. Match Scheduling
6. Match Settings
7. Rehost and TTO Policy
8. Prizes
9. Streaming Policy
10. Qualifiers & Main Event Format

1. Soundness of Rules

1.1 Rule Amendments

7DAYS reserve the right to amend, update, or change the rules at any time to ensure fair and competitive gameplay.

1.2 Final Authority

Admins have the final say on all rulings and interpretations of the rules. Their decisions are binding and not open to appeal.

1.3 Rulebook Flexibility

In situations not explicitly covered by the rulebook, 7DAYS are authorized to make fair and impartial judgments based on the spirit of competition and fairness.

1.4 Agreement to Rules

By signing your team up for 7DAYS SERIES, you acknowledge that you have read, understood, and agreed to follow all rules and guidelines, including any future updates.

1.5 Protests

Teams may protest a match if they feel that a rule has been broken by the other team. A player **MUST** create a ticket in the 7Day Discord server and may **NOT** DM any staff members regarding the protest

2. Competitive Conduct

2.1 After Sign up Closure Protocols

Once signups have officially closed, no refunds will be issued under any circumstances. Teams that choose to withdraw after this point forfeit their entry fee.

2.2 Respectful Behavior

All participants must conduct themselves in a respectful and professional manner toward league admins, community members, and opposing teams at all times.

2.3 Compliance with League Staff

Failure to comply with instructions or requests from 7DAYS admins may result in disciplinary action. Penalties will be applied based on the severity and context of the situation.

2.4 Zero Tolerance for Toxicity

Toxic behavior—including, but not limited to, racism, sexism, homophobia, or any other form of discrimination—will not be tolerated and will result in immediate action.

2.5 No Harassment or Threats

Any form of harassment, doxxing, or threatening behavior is strictly prohibited and will lead to severe penalties, including potential removal from the league.

3. Match Fairness

3.1 Definition of Cheating

Cheating is defined as any act—intentional or otherwise—that gives a player or team an unfair advantage over others. This includes exploiting glitches, using unauthorized third-party software, and tampering with game files or settings outside of what the game officially allows.

3.3.1 Handcam

All players must be able to provide handcams if called on by the other team, failure to comply will lead to punishment decided by the admin.
m, depending on the context.

3.3.4 Strict Ban on Cheating Tools

The use of any **cheating hardware, macros, or automated scripts** is strictly forbidden. This includes tools that manipulate aim, recoil, or movement.

3.3.5 Severe Violations

Any player found guilty of **DDoSing, stream sniping, or cheating** will face an immediate and **permanent ban** from all 7DAYS activities and events. The team will also receive a warning, if a team reaches three warnings they will be banned from all 7DAYS R6 Events.

3.4 Glitches

Glitches that are game breaking are not permitted, for example glitches that crash games, glitches that make you invincible, glitches that make you invisible.

3.4.1 Usage of Glitches

Usage of a banned glitch will result in a round loss. If used more than once it can result in an immediate disqualification.

3.4.2 Glitches Allowed/Banned

Allowed:

- Using equipment or diffusing through a destructible surface
- Destroying a hatch with the diffuser on it to cause it to fall and deactivate (resulting in a win for the defending team)
- Smoking through walls
- Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed Anywhere

Banned:

- Any position that Players can get their operator, drones or gadgets to, and out of, by passing through any object, wall or surface, resulting in the operator, drone or gadget not being seen as they normally should.
- Any position that Players can get their operator, drones or gadgets to, and out of, only through the help of one or multiple of their teammates clustering around them (through 3D models collisions)
- Any behavior or action that Players can perform to create a situation where they can see or shoot at an opponent without the opponent being able to see them or attack/shoot at them as they normally should.
- Standing on a window ledge undetected
- Blocking window vaulting with a destructible shield
- Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces.

- Placing any equipment or gadget in a place where it cannot be destroyed
- Vaulting on ledges and proning to reach normally inaccessible spots
- Vaulting onto skylight windows

3.4.3 Spawn Peaks

Spawn Killing (defined by killing an opponent within the first 2 seconds of the action phase of a round) is strictly forbidden and will result in a penalty of a round being lost.

3.4.4 Cosmetics

During 7DAYS events the ONLY permitted battle dress uniforms and headgears listed below

- Operator's default skins
- Pro R6Share teams branded cosmetics
- Six Major branded cosmetics
- Esports Programs cosmetics'

All others battle dress uniforms and headgears are banned from use in competitive play.

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.

Illegal skin protests will only have an effect on the round they were called on.

3.5 Banned Players

Players that have been banned by Ubisoft for cheating within three months of the event are forbidden to play in the R6 event.

4. Team Roster Rules

4.1 Roster Slots

Each team roster is allowed 5 starting players and up to 3 substitutes, Coaches/Staff do NOT count as a roster slot unless they are clearly listed as a substitute.

4.1.1 Substitutions During Games

Teams are allowed to substitute one person in between games. Teams cannot substitute players mid game.

4.1.2 Team Hopping

A player is NOT allowed to switch from one team to another then back to their original team in a 7DAYS event. During Tournaments a player CANNOT play for two teams. Each player competing may only be rostered to ONE team.

4.2 Rosters Locked Before Games

One hour before a scheduled event for 7DAYS the rosters will remain locked.

4.3 Players names

Players' names may not have usernames that suggest racism, sexism or any discriminatory context. Names must also be recognizable meaning no random letters/numbers and no barcodes.

4.1.5 Coaches and Team Staff Rules

Coaches and Team Staff are not permitted to speak during games, the only exception is if a timeout is called.

4.2 Spectators

ONLY Casters are allowed to spectate games played between teams.

5. Scheduling Games

5.2 Time Between Games

Between games teams are given 5 minutes as a cool down period. If one team is not ready 5 minutes after the cooldown period a round will be forfeited. Every 2 minutes an additional round will be forfeited.

6. Match Settings

6.1 Map Pool

- **OREGON**
- **COASTLINE**
- **CHALET**
- **VILLA**
- **CONSULATE**
- **KAFE**
- **NIGHTHAVEN LABS**
- **LAIR**
- **SKYSCRAPER**

6.2 Map Bans

Mapbans are to be done by the team owners/captains using the site OPL following the given format.

6.3 Settings

Server: MAP 1 TEAM A SERVER/MAP 2 TEAM B SERVER/ DECIDER WILL BE WHOEVER HAS A BETTER RD FOR SERVER CHOICE

Time of day: Day

Voice Chat: Team Only

6.4 Match Settings

-HUD Settings: Pro League

-Number of Bans: 4

- Ban Timer: 15
- Number of rounds: 12
- Attacker/Defender role swap: 6
- Overtime
- Overtime Rounds: 3
- Overtime Score Difference: 2
- Overtime role change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 15
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death Duration: 2
- Death replay: Off
- Plant duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Defuser Carrier Selection: On
- Prep Phase Duration: 45
- Action Phase Duration: 180
- Tactical Timeouts
- Requests Available per Team: 1
- Allow Requests From: Everyone
- Timeout Duration: 45 Seconds

7. Rehost & TTO Policy

7.1 Rehosts/TTO Allowed per match

1 Rehost and 1 tactical timeout are allowed per map. These are not transferable through maps.

7.2 RH In Prep Phase

Times teams are allowed to RH (Allowed up to the first 15 seconds of the preparation phase):

- Before the start of prep phase

-Any technical issues including the game and server, Player disconnect and or authorized software or hardware problems.

-Any technical issues including the game and server, Player disconnect and or authorized software or hardware problems

8. Prizes

8.1 Prizes

Prizes will be given out to the teams that placed 1st, Teams should expect the prize money to be sent 1-7 Days after the event has concluded. Team owners must **DM ASTAPASTA (KUROK) their paypal to receive the payment.**

9. Streaming Policy

9.1 Discord or Streaming platform

7DAYS requires at least one person per team to stream on either discord or a streaming platform while playing in 7DAYS R6 events. If your team decides to have one person stream on a streaming platform there **MUST** be at least a 180 second delay.

10. Qualifiers & Main Event Format

10.1 Regional Qualifiers

The 7DAYS Series will host two separate regional qualifiers to determine which teams advance to the Main Event:

- **EU Qualifier:** Held on **Saturday**
- **NA Qualifier:** Held on **Sunday**

Each qualifier will operate as its own bracket. The **Top 4 Teams** from each region will earn a slot in the Main Event.

10.2 Invited Teams

To complete the 12-team Main Event bracket, **4 additional teams will be directly invited** by 7DAYS staff. These teams will be revealed prior to the Main Event.

10.3 Main Event Structure

- **Total Teams: 12**
 - 4 EU Qualifier Teams
 - 4 NA Qualifier Teams
 - 4 Invited Teams
- **Bracket Format:** To be announced (e.g., group stage → single/double elimination playoffs)
- **Seeding:** Seeding will be based on qualifier performance and/or staff discretion

10.4 Prize Pool Adjustment

The total **prize pool may scale** depending on the number of participating teams in qualifiers. Final prize distribution will be announced before the start of the Main Event.