



ECLASH™

PBX PRO SERIES R6

Rule Book

Minraray	Steven
Owner	HEAD ADMIN

Head Administrator: Armin Sarabi / Minraray

Version 1.0.0

Property of PBX PRO SERIES @ 2024. Unauthorized use is prohibited. Do not copy or distribute. (Last Updated – July 2025)

MOSS Anticheat

- MOSS IS REQUIRED on a challenge-only system. Each team has the ability to dispute player performance if it's likely there is cheating and that they have opened a Ticket to open a protest within a half hour time-frame after the game concludes.
- MOSS files are not compulsory and they're only if a competitor challenges another competitor with sufficient evidence.
- MOSS files are to be kept for the entirety of the season to be called upon whenever.
- MOSS files must be submitted within an hour timeframe of when is asked.

Mandatory Livestream Requirement for Tournament Matches

- All players must livestream their gameplay environment during matches using a webcam or phone camera via Discord.
- The camera must be steadily pointed at the entire monitor setup and surrounding area — not just the player's face.
- The area must be well-lit, and the camera view must remain clear and unobstructed throughout the match.
- Players must join their assigned Discord voice channel before the match begins and start the camera livestream there.
- The livestream must remain active from the start of the match until it ends, without interruptions.

PC Scan Requirement

- Any player reported or flagged for suspicious behaviour such as cheating may be required to run a pc check using the detect.ac PC scan. Refusal will result in immediate disqualification.

Acceptance and Modification of the Rules

1.1 Acknowledgement and Acceptance of the Rules

1.1.1 Teams, Team Staff and Players

Each Team Representative/Organization, Player, and Team Staff must read, acknowledge, and accept these Rules, and agree to always abide by them to remain eligible to participate in PBX PRO SERIES R6. A definition of the term Team Representative/Organization, Player and Team Staff may be found in Section 4.1 of this Rulebook. By accepting these Rules, each of them consents to the Penalty Index and to PBX and/or the Tournament Organizer's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions ("**Sanction(s)**") in accordance with the Penalty Index. The Rules may be accepted either through the registration process of PBX PRO SERIES R6 competition or deemed accepted when a Player or its Team enter and participate into any match of the PBX PRO SERIES R6 Competition. Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

1.1.2 Tournament Organizers

Any and each Tournament Organizer contracted by PBX PRO SERIES for the operation of a competition part of PBX PRO SERIES R6 is responsible for abiding to these Rules and may issue Specific Rules when permitted under this Rulebook.

The term "**Tournament Organizer**" refers to the entity that organizes and produces the broadcast of a competition part of PBX PRO SERIES R6 via:

- Its "Administrative Staff", which refers to the Tournament Organizer's staff in charge of enforcing the Rules applicable to PBX PRO SERIES R6, as well as the Specific Rules of the competition taking place. Administrative staff also serves as a point of contact for Teams regarding any question related to PBX PRO SERIES R6 or the competition, and to report any breach of the Rules.
- Its "Production and Broadcasting Staff » which refers to the staff employed or contracted to operate, broadcast, or livestream PBX PRO SERIES R6 or any associated content.

1.2 Modification of the Rules.

1.2.1 Modification of the Rules and PBX PRO SERIES R6

Format.

To ensure that PBX PRO SERIES R6 is operated in the protection of an interest that PBX PRO SERIES considers material to preserve the values, legitimacy, and integrity of PBX PRO SERIES R6, or to comply with any applicable law, PBX may amend or supplement these Rules with or without prior notice. PBX may also change the format of the PBX PRO SERIES R6 defined in Section 2, a reasonable notice before the end of the Season. The Tournament Organizer may modify the Specific Rules in accordance with the same principles, subject to PBX PRO SERIES R6 prior review and approval of such modifications in each instance.

1.2.2 Notification.

Any modification of the Rules or PBX PRO SERIES R6 Format will be communicated or made available to the Teams either through the update of a revised version of the Rules, through a public blog post linking to a revised version of the Rules, or by sending a message directly to the Point of Contact designated by each Team.

By default, the Team Manager is the official Point of Contact of a team, i.e., the only person able to execute official communications for the Team unless in cases of emergency. The Point of Contact of a Team shall be limited to one person representing the Team,

Any change in the Specific Rules will be notified by the Tournament Organizer to the Teams in the manner described in said Specific Rules.

PBX PRO SERIES R6 Definition and Levels of Competition

2.1 PBX PRO SERIES Community Events and Tournaments

Outside of PBX PRO SERIES R6 And associated competitions, PBX PRO SERIES R6 will host community events and separate tournaments that will abide by terms and conditions of this rulebook. For each event or tournament, a separate ruleset may be adopted by the tournament organizer, and this information will be disseminated to teams prior to the competition's start.

2.2 Entry Fees

Entry Fees will be done through OPL as it will allow you to sign up and check in instantly for an easy registration process. More infos on the OPL Page at the info Tab

Conditions for Participation

3.1 Player and Team Staff Eligibility

Players and Staff participating in PBX PRO SERIES R6 and its associated competitive events are only eligible to compete for a single roster. To clarify, players or staff will be barred from competition if they are present on multiple rosters competing simultaneously in PBX PRO SERIES R6 Even if their participation would be in different leagues. Players and team staff will become eligible for competition once they have been removed from the additional rosters. Any matches in which an ineligible player participated will be reviewed by staff and may be subject to forfeiture of points/match result.

3.2 Compliance with the Rules

Players and Team Staff will be eligible and remain eligible to compete in PBX PRO SERIES R6 With their Team if they agree to be bound to and abide by the Rules and comply with the eligibility requirements set forth in this *Section 3.1 and 3.2*.

3.3 Age

Each Player and Team Staff must be 16 years old or older, as stated on their official government issued documentation, at the time of their first match in PBX PRO SERIES R6 to be eligible to participate.

3.4 Residence

Teams competing in PBX PRO SERIES R6 Are bound by residency requirements. All teams from Europe and MENA are welcome into PBX PRO SERIES R6 competitions. 3 out of 5 players have to be out of EU.

3.5 Username

Players IGN must be evident of which player is who. (Ex... If your R6 name is Juabol your IGN must be Juabol and not something such as Brufol)

3.6 Account Eligibility

- A player must play on an account over the level of 125.
- Players are not permitted to play on their “alternate” accounts.
- If a player has been banned for cheating on an alternate account during or before a PBX PRO SERIES R6 event, that player will receive a suspension by admins discretion.
- If a player has been banned for cheating on their designated main account, they will be no longer eligible for PBX PRO SERIES R6 events.

Team Composition & Transfers

4.1 Minimum Team composition

Each Team shall always have the following Team composition during the Season to remain eligible to participate in PBX PRO SERIES R6 (roles can be cumulated unless specified otherwise):

- One Team Manager who may serve as Point of Contact with the Tournament Organizer(s), And PBX PRO SERIES R6 for logistics and league operations purposes.
- Five Players set as the Starters of the team's roster.

4.2 Additional Team composition

A Team may have the following additional Team Players and/or Team Staff:

- Up to two additional Players set as the substitutes of the team's roster.
- Additional team staff such as a coach or analyst that are not considered for competition and will not be required to be registered as a member of a team's roster.
- Players are not allowed to be rostered on more than 1 team in PBX PRO SERIES R6.
- If an organization has more than 1 team in a PBX PRO SERIES R6 event, one must be designated as the "Main Team" the Main Team is able to designate 3 players from the "Academy" team as a sub for the Main
- Team. (This will not take away the extra 2 subs that the team already is eligible for) - This action must be communicated with PBX PRO SERIES R6 staff.

4.3 Insufficient Number of Players and Emergency Substitutes

If a Team is not able to have five players participating in a particular match of PBX PRO SERIES R6, including through calling a Substitute, the Team can exceptionally request to play with an Emergency Substitute. An “Emergency Substitute” is a person exceptionally authorized to compete with a Team that they are not registered with and will incur a penalty of no less than 1 round for every map played. Authorization for a Team to compete with an Emergency Substitute is always subject to PBX PRO SERIES R6 and to the Tournament Organizer’s approval and is subject to the following limitations:

- Emergency Substitutes must meet all eligibility requirements presented in Section 3
- An Emergency Substitute cannot have been registered with another Team that is participating in PBX PRO SERIES R6. This applies across all competitions offered by PBX PRO SERIES R6.

4.4 Player Transfers and Roster Lock

4.4.1 Transfer Rules

Following qualification for competition in the regular season of PBX PRO SERIES R6, players are allowed to be transferred, added, or substituted to a roster for competition up to 24 hours before the start time of their designated match or event start time.

4.4.2 Transfer Process

- Adding New Players: New players can be added to the roster freely using the OPL so long as the team does not currently have 7 members on its roster.
- Transferring Players: Transferred players can be added to the roster in the same manner as New Players, but the incoming player(s) will remain ineligible for competition until they are removed from their previous roster

Rainbow Six: Siege Competitions Operation and Administration

5.0. Technical Issues

If a player on either team crashes a Technical Pause is employed until the player is able to rejoin. A Technical Rehost is only used if a player is not able to rejoin back into the game. A Technical Rehost does not take away a rehost from either team

5.0.1 Ping Restrictions

- Ping Limit: Players must maintain a ping of under 130ms.
- Ping Rehost: A rehost is permitted to be called upon if a player sustains above a ping of 130ms for 10 seconds.
- High Ping Penalties: Continued high ping will result in map forfeiture and player replacement.

5.0.2 Match Delay Details

- Match Delay: Constant delays will result in forfeiture unless valid reasons are provided to staff.
- If a player crashes multiple occasions due to non server related issues, at staff's discretion that player may be forced to get replaced and resulting in map forfeit

5.1.3 Maps and Operators

5.1.3.1. Map Pool

The official map pool for competitive play in the PBX PRO SERIES R6 is constituted of 9 maps. At the end of the Season, PBX PRO SERIES R6 may change some of the maps in the map pool. Tournament Organizers and Teams competing in their programs will be notified at least 2 weeks prior to the start of the next Stage or Season.

The current map pool is constituted of the following maps:

- BANK
- BORDER
- CHALET
- CLUBHOUSE
- KAFE
- LAIR
- SKYSCRAPER
- NIGHTHAVEN
- CONSULATE

5.1.3.2. Operators, Gadgets, Equipment, or Attachments

PBX PRO SERIES R6 Reserves the right to ban specific operators, as well as gadgets, equipment, or attachments they may have, from time to time, to guarantee a fair competition, and if PBX PRO SERIES R6 Reckons that it contains a bug, creates imbalance, or has a game-breaking effect on competitive play. Tournament Organizers are responsible for notifying all Teams competing in their programs of such ban once notified by PBX PRO SERIES R6.

5.1.3.3 Cosmetics

During PBX PRO SERIES Competitions' official matches, players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are banned from use in competitive play:

- Operator's default skins
- Pro League skins (gold sets)
- Pro teams branded cosmetics
- Esports Programs' cosmetics

For sake of clarity, permitted operator battle dress uniforms and headgears that aren't operators' default skins or pro teams branded are listed in ANNEX C.

Weapon skins, weapon charms and operator background cards are not subject to any restriction.

PBX PRO SERIES R6 Reserves the right to update the list of prohibited cosmetics at any point during the Season and will inform teams of any such update through the relevant tournament organizer

5.1.3.4 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 the **PBX PRO SERIES R6 is available here and will be updated by PBX PRO SERIES R6 From time to time. Any bug exploits** or in-game exploits not currently indicated in this list shall be escalated to PBX PRO SERIES R6 and/or the Tournament Organizer so that PBX PRO SERIES R6 can investigate as to whether such bug exploits, or in-game exploits must be barred from usage in any competition of PBX PRO SERIES League.

These are known unintended mechanics that have been approved for use in the PBX PRO SERIES 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 (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

These are known unintended mechanics that have been banned for use in the R6C and, at minimum, will carry an immediate round loss and/or further Sanction(s).

- Any position that Players can get to, and out of, by passing through any object, wall or surface, and the Player cannot be seen or attacked/shot at as normal
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 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 normal
- 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 proneing to reach normally inaccessible spot

5.1.4 Tactical Timeouts

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Coach. To request a Tactical Timeout, the team needs to notify the observer or enemy team (self-scheduled matches) during the operator pick phase. Upon notification, the game will be paused and a 45 second timer will start during which the Coach will be allowed to communicate with Players of his or her Team. Once the 45 seconds have elapsed, the communication between the Coach and the Players must be discontinued, 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.

5.2 Good sportsmanship Rules

Additionally, to all rules and mechanics established in the game Rainbow Six: Siege, competitive play in PBX PRO SERIES R6 is subject to the following good sportsmanship rules:

- Teams and Players are expected to always perform and play at their best during any match, and to avoid any behavior inconsistent with principles of honesty, and fair play
- Intentional team killing is strictly forbidden

Game Schedule Compliance:

- A grace period of 15 minutes post the scheduled start time is allowed for late joiners.
- Teams failing to gather within this timeframe will face a Forced Forfeit, with the team having the fewest players present being disqualified.

Software Compliance:

- All participants must have the MOSS anti-cheat software active during gameplay.
- Be prepared for random MOSS checks. Inability to provide proof of MOSS running will lead to a temporary ban from play.

Administrative Oversight:

- Game administrators reserve the right to enter any team's VC at any given time for oversight purposes.

5.5.3 Moss File Requirement In Game

Effective immediately, random moss checks will be conducted throughout the season.

- All players must be ready to release their moss to staff upon request for any game
- You are required to keep your moss for the entire season
- Only at the conclusion of the season are you allowed to delete your moss.
- Moss files sent to administrators must remain closed and have never been opened. Opened moss files are constituted as tampered with, and will result in a no questions asked suspension.
- Failure to provide your moss when requested will result in potential suspension. It is crucial that everyone complies to maintain a level playing field.

Prize Payment

6.1. Recipient and release

All prize money will be paid within 10 business days after the end of any competition where such prize money has been won. In most cases, the prize money will be paid by the Tournament Organizer in charge of the PBX PRO_SERIES R6 Competition it operates. The Tournament Organizer will communicate to the Team Manager of each Team the applicable process and information required to operate the payment of the prize pool. Vendor forms and other documents may be needed to be completed in full by the winning entity 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, a valid invoice, and information requested (e.g. Fiscal ID, Fiscal ID Type, place of registration, legal entity name appearing on income tax return), as well as the issuing bank payment capabilities.

Note: Payments must be made to a team manager that resides in the EU **7.2**

Withholding Taxes

Prize's payment may be subject to applicable federal, state, and local income tax or withholding tax and it is the responsibility of the Team eligible to such payment to seek assistance of a local tax advisor to determine which taxes may apply to the receipt of a prize and ensure that any applicable taxes are reported and paid to the appropriate authority.

Miscellaneous

8.1.1. Exclusive Rights

PBX PRO SERIES R6 is the exclusive owner of the intellectual property and trademarks PBX PRO SERIES R6 And any tournament there of. These exploitations rights include the non-exhaustive exclusive rights to:

- **Use the trademark PBX PRO SERIES eSports League** in connection with a competition part of PBX PRO SERIES R6.
- **Grant to third parties the exploitation rights with regards to audiovisual content produced in any competition part of PBX PRO SERIES R6.**
- **Secure sponsorships and grant merchandising rights** in connection with PBX PRO SERIES R6 Or any competition thereof.
- **Consent to gambling or betting operations** on any element of a competition part of PBX PRO SERIES R6. For sake of clarity, PBX PRO SERIES R6 may decide at its sole discretion whether to grant access to its official league data for the purpose of allowing wagering on the outcome of any PBX PRO SERIES R6 Matches. PBX PRO SERIES R6 Expressly reserves any such rights, including without limitation any access to such data from PBX PRO SERIES R6 Private or public API gathering in-game statistics of Players and Team partaking in PBX PRO SERIES R6.

8.1.2. Tournament Organizer Rights

Each Tournament Organizer is mandated and instructed by PBX PRO SERIES R6 For the organization of a competition in PBX PRO SERIES R6 and is contracted by PBX PRO SERIES R6 to exploit or exercise any of the rights mentioned above.

8.1.3. PBX PRO SERIES R6 Live Streaming Policy

PBX PRO SERIES R6 is the sole owner of the broadcasting rights of any competition of PBX PRO SERIES R6, including online and offline competitions of PBX PRO SERIES R6, and may decide at its sole discretion to license these rights to a Tournament Organizer or to any third-party broadcaster. Any person interested in obtaining a license from PBX PRO SERIES R6 to broadcast any PBX PRO SERIES R6 Competition shall reach out to PBX PRO SERIES R6 Leadership to do so.

Matches that are not scheduled to be broadcasted by PBX PRO SERIES R6, a Tournament Organizer, or a Third-Party Broadcaster may be streamed on individual channels so long as the broadcast does not indicate in any way that the streamer is an official representative of PBX PRO SERIES R6 League or PBX PRO SERIES R6. Streams are required to have a minimum of a 3-minute delay, and failure to follow this guideline will result in penalties to be determined at PBX PRO SERIES R6's discretion.

8.2. Confidentiality

Any communication or discussion privately held and related to any confidential in nature components of PBX PRO SERIES R6 Or any competition thereof, made either through written instruments or verbal communication, made between PBX PRO SERIES R6 and/or the Tournament Organizer and/or any Team and/or Players and/or Team Staff shall be deemed strictly confidential and cannot be disclosed publicly without the prior written approval of PBX PRO SERIES R6.

In addition, Players and Team Staff attending in person a competition part of PBX PRO SERIES R6 May be exposed to content that has not yet been officially revealed by PBX PRO SERIES R6 to the public and which may be considered as confidential information (as for e.g. scenography, run of show, main stage design, content of a season or esports panel, and more generally any content or element of the competition that has not yet been disclosed by PBX PRO SERIES R6 to the general public). Any disclosure of such content by any means by a Team Staff and/or any Player, even accidentally, may constitute a breach of confidentiality likely to cause PBX PRO SERIES R6's material harm and expose the person involved to Sanction(s), in addition to any other remedy that PBX PRO SERIES R6 May have at law or otherwise".

8.3. Teams and Players Name, likeness, and logo

8.3.1. Teams and Players Name & Likeness

By accepting these Rules and in consideration of the exposure obtained through their participation in PBX PRO SERIES R6, and any other consideration otherwise provided by PBX PRO SERIES R6, Players and/or Team Staff authorize and grant to PBX PRO SERIES R6 and to any company part of the same economic group, the royalty free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to use their name and likeness in association with PBX PRO SERIES R6 Without restriction.

8.3.2. Teams Logos

As a material condition for its participation into PBX PRO SERIES R6, each Team grants PBX PRO SERIES R6 and/or its affiliates a worldwide, non-exclusive, free, irrevocable, for the maximum time permitted under applicable intellectual property law, right and license (including the right to grant sublicenses) to use the Team's name and/or trade name or mark used by the Team, as well as any texts, moto, visuals, symbols or any other elements whether protected by intellectual property or not, used to make reference or designate the Team (the "**Team Elements**") in the Records. The Team Elements shall be communicated by the Team to PBX PRO SERIES R6 Either during the registration process or at PBX PRO SERIES R6's request during PBX PRO SERIES R6 Exploited by PBX PRO SERIES R6 In the conditions set forth below.

8.5 Refund Policy

All entry money that is received will go to Prize Pool, Staff Payments, Production Team, and others. Keep note this is a non profit league, Knowing this all entry fees that are received are not allowed to be used as a personal benefit for the owner.

The refund policy is in effect once entry fees have been received. Once a team has paid we have a NO REFUND POLICY for all teams to keep the prize pool and fairness.