

Rainbow Six Siege Swiss Stage Qualifier Rule Book

Version 1.0

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Table of Contents

1. Overview
 2. Eligibility
 3. Tournament Format
 4. Match Procedures
 5. Game Settings
 6. Code of Conduct
 7. Disputes & Penalties
 8. Technical Issues
 9. Admin Rights & Final Say
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1. Overview

- **Name:** R6 Swiss Qualifier
- **Platform:** PC
- **Region:** [North America]

- **Organizer:** [ICHOR Esports]
- **Game:** Tom Clancy's Rainbow Six Siege

This tournament will follow a **Swiss Stage format**, where teams play multiple rounds without elimination until seeding or cut-off is reached for playoffs or qualification.

2. Eligibility

- Players must be **15 years or older** at the time of registration.
 - Each team must consist of **5 players**, with **2 optional substitutes**.
 - Teams must provide **accurate rosters** before the first round.
 - Smurfing, account sharing, or falsified information will result in **disqualification**.
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3. Tournament Format

3.1 Swiss System Basics

- All teams play a **set number of rounds** (typically 5-7), regardless of wins/losses.
- Teams are matched each round based on **win-loss record**.
- No team plays the same opponent more than once.
- After all Swiss rounds, top [X] teams advance to playoffs or qualifiers.

3.2 Tie-breakers

If teams are tied on record at the end of the Swiss Stage:

4. **Buchholz Score** (strength of schedule)

5. **Round Differential**
6. **Head-to-head**
7. **Tiebreaker BO1/BO3 Match (if needed)**

3.3 Match Format

- Swiss Rounds: Best-of-One (BO1)
 - Playoffs (if applicable): Best-of-Three (BO3)
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4. Match Procedures

4.1 Lobby Setup

- Match lobbies must be created by an **admin or designated team captain**.
- Match settings will follow **R6 official esports rules** (see Section 5).
- Teams must be ready to play within **15 minutes** of match time.

4.2 Map Veto (BO1)

- Done through in-game or Discord (or platform-integrated system).
Example (BO1):
 - Team A bans 1
 - Team B bans 2
 - Team A bans 1
 - Team B picks from remaining map
 - Team A chooses starting side
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5. Game Settings

- **Playlist Type:** Ranked or Custom Tournament
- **Time of Day:** Day
- **HUD Settings:** Pro League
- **Number of Bans:** 2 per team
- **Ban Timer:** 20 seconds
- **Round Time:** 3 minutes
- **Overtime Rounds:** ON (if applicable in BO3s)

Other settings follow the **R6 Esports Global Rulebook** unless otherwise stated.

6. Code of Conduct

- **No toxic behavior**, griefing, hate speech, or harassment.
 - Players must maintain **sportsmanship** at all times.
 - **Stream sniping**, use of cheats or exploits is strictly prohibited.
 - All players must **record their matches or stream** (if requested by admin for review).
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7. Disputes & Penalties

- All disputes must be filed **within 10 minutes** of match completion.
- Teams must submit **video or screenshot evidence** of the incident.
- Possible infractions and punishments:

- No-show: **1-round or match forfeit**
 - Smurfing: **Team disqualification**
 - Match fixing/cheating: **Permanent ban from future events**
 - Toxicity: **Warnings, suspensions, or bans**
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8. Technical Issues

- Disconnects in the first 30 seconds of a round may result in a **rehost**.
 - Teams are allowed **1 rehost per map** (unless otherwise approved).
 - If server issues impact gameplay, admins may reschedule or restart.
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9. Admin Rights

- Admins may override any rule for fairness or game integrity.
 - Admin decisions are **final**.
 - Rule book may be updated during the tournament; teams will be notified.
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Good Luck, Have Fun!

Respect your opponents, the game, and the community. Let's make it a fair and competitive event for all.