



This Rulebook outlines the rules that should always be followed when participating in Crayzz Club. Failure to adhere to these rules may be penalized as outlined. It should be remembered that it is always the League Administration that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship. We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Applicability of External Rulebooks

Unless otherwise specified in this document, the **Crayzz Club Rulebook** follows the competitive standards and regulations outlined in the **Rainbow Six Siege European Tier 2 Circuit – Season 2025 Rulebook**.

In cases of ambiguity, conflict, or missing provisions within this rulebook, the **European Tier 2 Rulebook** will serve as the primary point of reference for rulings and interpretations, subject to approval by Tournament Officials.

All participating teams and players are expected to be familiar with the contents of both this rulebook and the European Tier 2 Rulebook. The most up-to-date version of the Tier 2 Rulebook can be found at:

https://staticctf.ubisoft.com/J3yJr34U2pZ2leem48Dwy9uqj5PNUQTn/1DMlpbZ11RwwF5MUwnqlzJ/f0effade809eae779b606453bdb8dcbc/EU_Competition_RULEBOOK_2024_05_27.pdf

1. General

- **1.1 Rule Changes**

Crayzz Club can change the rule book at any time, any changes will set in in the Crayzz Club Server, anything not covered by the rule book will come down to admin rulings • 1.2 Validity of Rules This is the only rulebook, which is valid for the Crayzz Cup. With his/her participation, the participant states that he/she understands and accepts all rules.

- **1.3 Confidentiality**

all discussion performed within match channels, support tickets and any other private methods are to be kept undisclosed to those not in relation, seek permission from management before attempting to disclose private material

- **1.4 Code of Conduct**

All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, casters, the Staff, and the league administration. Any sort of harassment should be reported to the league administrators immediately. Restrictions within this rule book apply not only to the Teams and Players, but every single person involved with or present at a stage of the R6 League. Anyone breaking this code of conduct may be punished including but not limited to expulsion.

Please note we are unable to control events outside of the official discord server. But we can monitor social media on breach of this rule. A list of all administrative staff (tournament admins, referees, community managers) will be provided to teams prior to the start of the tournament in our discord. This includes their roles and relevant contact details.

2. The Season

2.1 Season date/time

Stage 1 Qualifiers:

At the end of each of the 2 open qualifiers, teams will be awarded points in each qualifier:

Rank 1: 100 Points

Rank 2: 75 Points

Ranks 3-4: 50 Points

Ranks 5-8: 25 Points

Ranks 9-16: 15 Points

Ranks 17-32: 10 Points

Stage 2 Groupe Stage:

The format type Ladder
All matches are BO1

Rank 1: 100 Points

Rank 2: 75 Points

Ranks 3-4: 50 Points

Ranks 5-8: 25 Points

Ranks 9-16: 15 Points

Ranks 17-32: 10 Points

Stage 3 Playoff

Single Elimination all matches in stage 3 are b03 and grand final is b05 with unlimited overtime. top 6 teams advance to the playoffs the structure is as follows: Top 2 teams from the group stage advance directly to the semi-finals.

- Teams placed 3rd to 6th play in the quarter-finals, seeded as: Match A: 3rd place 6th place Match B: 4th place vs 5th place
- The winner of Match A plays against the 1st place team in the semi-final.
- The winner of Match B plays against the 2nd place team in the other semi-final.
- Winners of both semi-finals advance to the Grand Final.
- Every match the team that seeded higher than the opponent can begin with the coin toss

Server

The default server everyone must used is EU Central, however if not possible, north Europe/West-Europe may be used at the permission from a Crayzz Club server team, if the wrong server has been set, the lobby weill be recreated with the correct serve and same match continues.

Ping

The maximum ping permitted is 120ms. If this is exceeded, the observer must be notified and a protest be made, with up to 5 screenshot of the opponent exceeding the limit, as soon as possible within the dedicated team or match channel, for any reason associated with in-game server at fault, the match will be postponed to a more suitable date later in the same week or a time further in the day. if there are no server issues the Lobby has to be remade and the Player has to fix the issue. If the Player is not able to do so, the affected Team has to continue to play without him.

Administration verdict

League administrators are permitted to apply their final verdict during a protest or other method of inquiry. Should you disagree with the applied verdict, you may protest it by providing the proof listed below along with you reason through a ticket - Who applied the verdict - time of application of verdict - Extra proof you think appropriate to be viewed by management.

Temporary excusions

league admins are permitted to apply temporary exclusions which aren't supported by this rulebook provisions if agreed to both sides. Examples of possible exclusions may include rescheduling matches, operator bans or restricted skins which present to major effect (do not merge witch environment or make shooting the opponent obstructive)

Monitor system status (MOSS)

Players must run MOSS during the whole match. Issues with running MOSS must be rectified before the match. A Defective or incomplete MOSS file, along with incorrect MOSS settings will be a FF for the missing files. 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.-tempering with MOSS files before being provide to admins when requested will result in a in stand DQnomattethe circumstances- Refusing to provide Moss files will results in a instant DQ no matter the circumstances- every players must send there MOSS before 2:00 (next day) if there not sending this before this time or let the admins know that the be later (if admins agreed on it) then also a FF of the game you can download MOSS from here: <https://nohope.eu/>

In game chat

The in-game-chat will be used only to communicate regarding if its only "rh" "hf" "gh" "gg" "tp" "pause" & "skins". Any other communication can be performed within the dedicated match channel in our discord server. Any other form of communication in the game chat will cause you to receive a point reduction.

Map Pool

Ubisoft may change some of the maps in the map pool and/or modernize additional Maps part of the competitive map pool during the Season. Players and Teams will be notified at least 2 weeks prior to any changes.

The following maps we used to play are:

- Bank (Modernized)
- Border (Modernized)
- Chalet (Modernized)
- Club House (Modernized)
- Consulate -Kafe (Modernized)
- Nighthaven Labs (Modernized)
- Lair (Modernized)
- Skyscraper

Restricted Operator

If an operator is in Quarantine because of a bug or glitch we let the players before the match, If an operator not allowed to play and you use it in the match you have 45 sec to kill him otherwise it's the round for the enemy team

Cosmetical restrictions

Permitted Cosmetics

The only permitted in game cosmetics to be used within the matches are as listed below:

- Default skins
 - operator pro league (gold) sets
 - Pro teams branded cosmetics
 - Esports programs cosmetics Weapon skins/Charms and operator backgrounds
- Weapon skins, weapon charms and operator backgrounds are not subject to any restriction.

Operator gadgets and drone skins

Drone skins and operator skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skin, otherwise it is a round for the enemy team

Use of restricted cosmetics

Should you find a player that uses a restricted skin, create a protest in your team channel. Immediately after or as soon as possible for the process of the admins.

Match settings

- By default, the host of the game should be the observer, an admin or a commentator.

Tournament Organizers may specify otherwise in the Tournament Rules but the responsibility of hosting the game can never fall on one of the Players.

- A game must be hosted on a local server using the Pro League playlist or a local custom game with the following settings for the corresponding match format:

Game Mode	Bomb
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuser Carrier Selection	On
Preparation	45
Action	180
HUD settings	Pro League
Number of bans	4
Ban Timer	20
Number of rounds	12
Attack/Defense swap	6
Overtime Rounds	3 (or Infinite)
Overtime score difference	2
Overtime role swap	1
Objective rotation parameter	2

Objective type for rotation	Rounds played
Pick Phase timer	15
Operator HP	100
Friendly fire damage	100
Friendly fire in Prep Phase	Off
Reverse Friendly Fire	Off
Injured	20
Sprint	On
Lean	On
Death Replay	Off
Death Duration	2
Tactical Timeout Requests Available per Team	1
Allow Requests From	Everyone
Timeout Duration	45

REGULATIONS	
Team 1 ATK	Team 2 DEF
Ban 1 DEF	Ban 1 ATK
Ban 1 DEF	Ban 1 ATK
Round 1	
Round 2	
Round 3	
Ban 1 DEF	Ban 1 ATK
Round 4	
Round 5	
Round 6	
Bans Reset	
Side Swap	
Team 1 DEF	Team 2 ATK
Ban 1 ATK	Ban 1 DEF
Ban 1 ATK	Ban 1 DEF
Round 7	
Round 8	
Round 9	
Ban 1 ATK	Ban 1 DEF
Round 10	
Round 11	
Round 12	
OVERTIME	
Team 1 ATK	Team 2 DEF
Previous 3 DEF Bans	Previous 3 ATK Bans

- Before the start of round 1: both teams will simultaneously ban 1 operator of the opposite side they are playing (attackers ban a defender and vice-versa), twice. At the end of this ban sequence, 4 operators will be banned in total. During this entire ban sequence, coaches will be allowed to communicate with players.

Before the start of round 4: both teams get an additional ban bringing the total number of operators banned to 6. Coaches are not allowed to communicate with players during this ban sequence. Before the start of round 7: the operator bans are reset, and teams swap sides as they traditionally do. The ban sequence that took place before round 1 repeats itself and a total of 4 operators are banned once again. Coaches will be allowed to communicate with players for this ban sequence.

Note that this time for coaches to communicate with players doesn't count as a tactical timeout and each team will still have 1 tactical timeout to use at their discretion during a map.

Before the start of round 10: the ban sequence that took place before round 4 repeats itself bringing the total number of operators banned to 6 once again. Coaches are not allowed to communicate with players during this ban sequence.

- If the map goes to overtime: no new operator bans are done. The game will automatically replicate the 3 bans that each team had for any given side. 6 operators in total will be ban at all time during overtime rounds. For clarity, Coach will not be able to communicate with Players during this automated ban phase.

All ban timers in the above flow are set to 30 seconds. If both teams lock in their bans before the timer runs out, the timer will automatically be shortened

3.Match procedure

Line up

We used this format in stages 3. For each team, the line-up must be confirmed on Discord before 15:00 CEST. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 60 minutes of delay. The line-up must be confirmed in the dedicated Discord channel provided by the tournament referees.

Deadline mapban

We used this for stage 3. For every match, the map-bans must be completed 1 hours before your own match on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 30 minutes of delay. **THIS WILL ONLY COUNT FOR THE "GUILTY" PARTY, THIS MEANS THE TEAM STALLING WILL BE PUNISHED, NOT THE TEAM THAT WAS READY AND WAITING. WE ADVISE YOU TO CONTACT AN ADMIN AT LEAST 30 MINUTES BEFORE DEADLINE TO SHOW INITIATIVE** Map bans must be done through the map pick/ban feature on your match chat in OPL website.

No-show

Any team not ready in the lobby within 15 minutes of the allocated match time, will be forced to **forfeit** the match; this also applies to the qualifiers. If there any known issues which may cause a no show situation or occur, request a emergency reschedule and then the staff team go discuss this if that is possible

Map ban

Best of 1 Format

- team A bans
- team B bans
- team A bans
- team B bans
- team A bans
- team B bans
- team A bans
- team B bans
- Team A picks side
- Decider

Best of 3 Format

- team A bans
- team B bans
- team A bans
- team B bans
- team A pick

- team B pick
- team A bans
- team B bans
- Team A picks side
- team B pick side
- team a picks side
- decider

Best of 5 format (unlimited overtime)

- A Ban
- B Ban
- A Pick
- B Pick
- A Ban
- B Ban
- A Pick
- B Pick
- Decider

coin toss, winner chooses either “side selection” once a map is selected or “who bans a map first”.

“Side selection” goes to the other team for the second map.

New coin toss to determine who gets “side selection” for the decider map. In each of those ban sequences, should any map go to Overtime, the team that didn’t get “Side Selection” on said map, will get “Overtime Side Selection”

Rehost

rehost can occur in the following cases:

Prep-Phase

Before the start of the Preparation Phase.

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

Up to the first fifteen (15) seconds of the Preparation Phase. Any technical issues including the game and server, Player disconnect and or authorized software or hardware problems.

Action Phase

Up to the first thirty (30) seconds of the Action Phase and if no damage has been taken by any player. Player Observer-related issues. Player is unable to control or move the Operator Game mechanic issues (E.g. shooting, reloading, movement, gadgets, or equipment).

Any other rehosts need to be approved by the referees

If in need of a rehost, players should use the in-game chat to request a rehost followed by the reason. Players should continue the game until the observer confirms that a rehost is coming through.

After a rehost, the game will go on where it left off. Meaning the same score line will be used but also the same bomb site and operators have to be picked as were being used before the rehost. Different strategies or executions however are allowed.

Tactical time-out

A tactical time-out is allowed per map for each team. If the game is streamed by the official Crayzz Club twitch account, this has to be requested and accepted by the observer all of the time, if this is not the case this has to be requested in the in-game chat. Both teams are aware of the break. This time out is allowed but permitted to max, 45 seconds.

Break length

Matches of less than 2 maps will be permitted a max of 10 min unless otherwise indicated by the Crayzz Club admins. Break lengths for 2 maps or more is at the discretion of admins unless another agreed time scale is suitable by both sides.

Reporting results if there are no stream matches that are not streamed by the Crayzz Club stream team must provide screenshots of the final match results as well with every player in the game. As any other screenshots required.

Moss Turn in

MOSS files must be kept for a minimum of 14 days-your moss must always be uploaded to your match on OPL this must be done before 2:00 AM- If moss files are not shown in time, or the admin team has not been notified that a particular MOSS file may not work, this also will result in a FF loss.

4.Prohibition

Bugs glitches and exploits

The list of bug exploits or in-game exploits that are prohibited from being used in any competition of Crayzz Cup

- **Using equipment or defusing through a destructible surface**
- **Destroying a hatch with the defuser 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 R6 EU T2 Circuit and, at minimum, will carry an immediate round loss and/or further Sanction(s).
- 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
- Shield boosting onto undetected window ledge
- Using a Mira black Mirror to boost
- Placing a Maestro's Evil Eye on Alibi's decoy
- 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
- Vigil boosting that renders Vigil undetectable

Prohibited Programs

Prohibited programs , as listed below are not permitted throughout the Crayzz Cup for any reason. If you are found to be in use of the following, the most appropriate sanction will be applied to the player and if necessary, to the team in question, as identified in the previsions below.

Banning programs

The use of third-party software, any form of tampering with the game's code or servers or any gathering of information obtained from watching the match's broadcast while playing with the intention of, or potential to, create an unfair advantage for a Team or Player, is prohibited.

All programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list, will be cause for immediate disqualification for the entire Team:

- TeamViewer
- Parsec -RemotePC
- LogMeIn
- Remote Desktop Manager
- Chrome Remote Desktop
- Windows VPN -NordVPN
- ProtonVPN -OpenVPN
- Tor Network

Use of Marcos, Lua, Vpn

The use of marcos, lua, vpn is strictly forbidden throughout Crayzz Cup. If found to be in use of any of the above during a match in your MOss, the player in question will be banned from the remaining season while team sanctions will be discussed between admins and the team in question.

Use of cheating programs

The use of any cheating programs is strictly forbidden throughout Crayzz Cup. Cheating programs can include but are not limited to: aim hack, multihack, esp, sound enhancement, coloured models, no recoil and no flash. If found to be in use of any cheating program the player in question will be banned from play for the remaining season while team sanctions will be discussed between Crayzz Club admins and the team in question.

- if, at any time you feel unconfident in programs you wish to use during a match, confide with the league admins through a ticket or dm with the program in question and how you wish to use the program. If said program is of extreme advantage judge by admins, the program will instantly be banned with no further inquiry
- attempts to imitate hacking or cheating will result in temporary suspension or potential ban from Crayzz Cup from the remaining season with no further inquiry unless otherwise indicated by admins
- if any of the players accounts have been previously banned or suspended by battleeye, fair fight or any other anti cheat supported by the game, the player will be banned from Crayzz Cup for the remaining season with no further inquiry unless otherwise indicated by admins
- if any player's accounts have been previously banned or suspended by faceit esl or other official Ubisoft tournament organizers, the player will be banned from Crayzz Cup for the remaining season. With no further inquiry unless otherwise indicated by admins

5.Probation Sanction and penalties

Playing with an unregistered player any registered user who attempts to play the match has an unregistered uplay account under players slots in OPL and Discord. Exceptions may occur where a user account is under unauthorized possession where they may be able to use an unregistered uplay account by admins permission.

Playing under same uplay account as different user originally registered user who successfully logs into and plays under the account in question.

Playing with wrong game account any attempt made to play a match under an unregistered game account name

if it is active or not multiply forfeits in a time a team that's unable to play or get a full squad for multiple games in a row will be DQ from the league to reserve fairness in all games played for the other in the league

Matchfixing

any agreements made to alter the end results of a match so that a set team is either made to win, draw or lose by purpose, admins is permitted to apply their judgement on what is deemed match fixing

Fake results

any participant that incorrectly enter a matchup results

fake tampered match evidence/media (MOSS) any participant who provides admins with illegal evidence or media when requested

Use of banned programs

if it is active or not any use of the listed unauthorized programs

Forfeit

-if you FF a game you get a price reduction on the prize pool of 5% every time you FF

-receiving a DQ results is a 7-0 loss for each map and does not provide roster changes that a forfeit would allow

Disqualification

receiving a DQ results is a 7-0 loss for each map for every match they have played

Probation

When a player has been released from their appropriate sanction, they will be placed on probation where they will be closely monitored as to their behaviour, gameplay or other reasons depending on the situation at question. The length of probation is at the discretions of the admins

Penalties

common penalties include, but are not limited to: receiving a DQ and the players involved to receive playdays ban. This may also include the captain if it is assumed they had knowledge of the incident prior to investigation/decision.

Appeals

any and all parties are limited to 2 ban/sanction from appeals before being forbidden from any further formal appeals, for an indefinite period of time. The league may forfeit you right to a 2nd

Esport programs & Pro league battle dress uniforms and headgears permitted in comp play

During Crayzz Cup 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 R6Share teams branded cosmetics
- Six Major branded cosmetics
- Esports Programs cosmetics

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.