



Rainbow Six Siege

Rulebook

This Rulebook outlines the rules that should always be followed when participating in Eagle Empire's League. Failure to adhere to these rules may be penalized as outlined.



| Eagle Empire's Official R6 League Rule Book |
<https://discord.gg/e8sX2Vx6Qk>



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.

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1. General

1.1 Rule Changes

- Eagle Empire's League can change the rule book at any time, any changes will result in a new @everyone within the EAGLE EMPIRE'S LEAGUE R6 Discord Server, anything not covered by the rule book will come down to admin rulings

1.2 Validity of the Rules

- This is the only rulebook, which is valid for the Eagle Empire's League With his/her participation, the participant states that he/she understands and accepts all rules.

1.3 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.



1.4 The Season

- The season is approximately 6-8 weeks long, which includes the qualifiers, the regular league.
- **qualifiers:** each round you win is 1 point.
30 teams can sign up with 10 euros registration money then they play 4 matches within 2 weeks. The best 20 teams will then proceed to the group stage
- **Group stage** each group consists of 5 teams so A,B,C,D group stage: every team in the same bracket that plays against each other once. Bracket: Best OF 3
- **Playoffs** Then when everyone has played against each other then the last team in each section is eliminated the second last goes straight to loser bracket.
- the number 1 of each group goes straight to round 2 of the Upper bracket the numbers 2 and 3 start in round 1 of the Upper bracket
- Everyone plays 2 maps 2 map win : 3 points both 1 map win: both teams 1 points both maps lost: 0 points semi-final : best of 5 Final : best of 5

1.5 Time Zone

- All times communicated are in BST/GMT, unless stated otherwise

1.6 Player Conduct

- All teams and players are subject to and held to the same standards regardless of their circumstances. Player conduction includes:

1.7 Offensive Behaviour

- This includes but is not limited to Racism/Hate speech/Threats/Sexual Harassment/Graphic Images. Any of this behaviour will be punished at the discretion of our staff team. This could be a warning; player ban or team ban.

1.8 Spamming

- Spamming within the discord server is not tolerated or accepted. Any of this behaviour will be punished at the discretion of our staff team.
 - 1st Offence = Warning to stop spamming
 - 2nd Offence = 1 day Chat Mute
 - 3rd Offence = Last Warning + Chat Mute + Match Suspension

1.9 Staff

- Impersonation of any staff member is not tolerated.



- If you wish to contact staff, please use our ticket system unless specifically asked.

2 Language

- All communications in the server should be in English. Anyone not following this will be subject to a chat mute.

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2.1 Discord Accounts

- All players must change their discord nicknames to represent their team. In the format of Player |Name.
- Names and Avatars should be PG not abiding by this rule run the risk of being removed from the league.
- All players must be in the discord server to compete

2.2 Game Accounts

- Every player must have their game account registered with the league; each player must use the game account they provided
- a banned account may not participate into the league

2.3 In Game Nickname

- All players in-game nicknames and avatars should be appropriate and pg., anyone not abiding by this rule run the risk of being removed from the league. This could be temporary or permanent.
- All players are responsible for updating Staff through designated team channels about IGN changes

2.4 Organisations

2.5 Sponsor Requirements

- Suitable name with an appropriate professional logo.

2.6 Mature Content

- Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to the League.

2.7 Unbanning of Members

- If you would like to request the unbanning of a member of your team then please create a ticket.



2.8 Regional Limitations

- All players must have no more than 120ms
- All players must be EU, servers used for all games will be West Europe.
- All players must be from: 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.

2.1 Coaches

- Coaches are the only exception to the region restriction; however, they cannot be registered as a sub if they are not from EU.

2.2 Age Restrictions

- All players must be 13+ to participate in the league
 - Proof of age must be provided if requested

2.3 Match Broadcasting

2.4 Player Streaming

- If a match is being broadcasted by an official league caster then players are not allowed to stream to their personal channels. If the game is not being streamed by Eagle Empire then players can stream with a 180 second delay

2.5 Community Casting

- All community casts must be approved by the admin team, community casters must have filled out our online application form to get approved alternatively you can make a ticket in our Discord server.

2.6 Player Responsibility

- Players cannot refuse to have their matches broadcasted, nor can they choose in what manner the match will be broadcasted. The broadcast can only be rejected by an admin.

2.7 Communication

2.8 Discord

- The main official communication method of EAGLE EMPIRE'S LEAGUE R6 is discord. The discord will be mandatory for all



participants to keep up to date on the day to day running of EAGLE EMPIRE'S LEAGUE R6. Discord is also used for communication during live matches. If in need of assistance you can contact all staff through the designated match channel. All decisions made by staff are final.

- Staff reserve the right to not reply to direct messages as this isn't an official form of contact, please don't rely on direct messages.

3 Confidentiality

- The content of protests, support tickets, emails, discussions or any other correspondence with tournament officials and tournament administration are deemed strictly confidential. The publication of such material is prohibited without a written consent from the EAGLE EMPIRE'S LEAGUE R6 League administration.

3.1 Punishments

3.2 Player Warnings (Individual)

- Player warnings are given for minor incidences such as not uploading match media, use of banned cosmetics, discord server chat violations etc... 2 Player warnings will result in a match suspension regardless of the situation. (After 3 weeks they reset).
- Team warnings are given to a whole team, often they are issued for failure to hand in moss for the whole team or 3 or more of them using skins etc.

3.3 Chat Mutes

- Chat mutes can be given to individual players that fail to remain civil in our community chat. Mass @ will instantly receive a chat mute.
 - Chat mutes can be temporary or permanent
 - Attempts to avoid Chat mutes will result in a temp. ban from play / a ban from the league

3.4 Bans

- Any Racism, hate speech, Threats, Sexual Harassment and Graphic Images will result in an instant ban from our discord server and league play.

3.5 Failure to provide Moss Files

- Warnings can be given to players which do hand in moss files. Two warnings will lead to a match suspension.

3.6 Repeated Offences

- All punishments outlined can be given for first-time offences increasing in severity if repeated.

3.7 Combination of Punishments



- All punishments outlined in this rule book are not mutually exclusive and can be given in combination as seen by EAGLE EMPIRE'S LEAGUE R6 Staff.

4 PLAYERS AND TEAM ROSTERS

4.1 Teams

4.2 Changing Team Representatives

- Each team will nominate one team representative, this representative is the only member of the team allowed to contact staff regarding roster changes and protests.
- A team representative may be changed at any moment by
 - A request from the current team representative
 - A request from the majority of the main players and coach in the team
 - In teams without coaches, 3 out of 5 main players
 - In teams with coaches, 4 out of 6 individuals

4.3 Standards

- When requested teams are required to send us all needed information including but not limited to logo, social media accounts and any other requested information.
- An EAGLE EMPIRE'S LEAGUE R6 team must abide by certain standards of quality. The following information must be provided at the start of the season:
 - Appropriate Team Name
 - Appropriate Team Logo (PNG File under 1MB, at least 150x150 pixels)
 - Organisation Social Media Account (if applicable)

4.4 Team Names

- The EAGLE EMPIRE'S LEAGUE R6 team name may not have any extensions such as "R6 team" or "LFO" (not limited to). It may only consist of the team name and/or a potential name sponsor. To prevent confusion, only names that are not already being used by another team are allowed, Academy Team is allowed.

4.5 Team Composition

- Teams which have been invited to the EAGLE EMPIRE'S LEAGUE R6 League due to their final placement in the qualifier event or the



previous season must consist of at least five players and up to 8 players, and up to one coach + one analyst.

4.6 Changes in Teams

- All changes must be requested by midnight the night before the start of the next match in which the team is participating in. Any changes in the team should be approved by the league administration before the changes can take place. This includes but is not limited to:
 - Adding or removing players (roster changes)
 - Changing the team name
 - Changing the team logo

4.7 Roster Changes

4.8 Formal Requirements

- Before a player can be officially added to the roster, the administrators of the EAGLE EMPIRE'S LEAGUE R6 must be formally informed via the discord channel, either in your team channel or #support.
 - Please read the sticky message and provide all information
- Failure to notify the EAGLE EMPIRE'S LEAGUE R6 League Administration with the necessary information 24 hours before a match may be penalised with up to two (2) minor penalty points.

4.9 Player Addition Deadline

- During the season, a player needs to be added to the roster at the latest 2 hours before a match is scheduled to start.
- Players CANNOT be added during Final Playoffs, an announcement will be made each season indicating the final addition date
- Exceptional Circumstances will result in players being able to be added after the player addition deadline, providing Admin approval.

5 Insufficient Players

- If a team for any reason does not have the sufficient number of players to participate in an EAGLE EMPIRE'S LEAGUE R6 match, the team will be awarded a loss with the worst possible result. Therefore, it is suggested that every team has substitutes added in the roster to compensate for any player losses during the season.

5.1 LEAGUE PROGRESSION



5.2 Qualifiers Matches

- **qualifiers:** each round you win is 1 point.
30 teams can sign up with 10 euros registration money then they play 4 matches within 2 weeks. The best 20 teams will then proceed to the group stage

5.3 In-Season Games

- **Group stage** each group consists of 5 teams so A,B,C,D group stage: every team in the same bracket that plays against each other once. Bracket: Best OF 3
- **Playoffs** Then when everyone has played against each other then the last team in each section is eliminated the second last goes straight to loser bracket.
- the number 1 of each group goes straight to round 2 of the Upper bracket the numbers 2 and 3 start in round 1 of the Upper bracket
- Everyone plays 2 maps, 2 map win : 3 points both 1 map win: both teams 1 points both maps lost: 0 points semi-final : best of 5 Final : best of 5

5.4 Ties in Standings

- In the case of a tie in points, the following will be applied:
 - Head to Head
 - Round Difference
 - most game wins



6 LEAGUE MATCHES

6.1 Schedule

- Full league schedule will be released at the beginning of every season

6.2 Matches

- All times regarding matches will be communicated in GMT/BST
- All matches will have a 180 second stream delay

6.3 Start Times

- All matches in the EAGLE EMPIRE'S LEAGUE R6 League should start as stated in the official communication or as soon as the previous match is over. Any changes in the starting time must be approved by the tournament administration.
- Teams must submit their match roster by 18:00 CEST on match day. This can be submitted as far in advance of the match as possible, but no later than the stated time above. Failure to submit a valid match roster may result in penalties being levied against the team. All mapbans must be completed 15 minutes before each game.
 - Mapbans will be provided by a league admin & if there not then please create them yourselves on <https://mapban.gg>. If a game is being streamed/casted by the league then mapbans are to be done 5 minutes prior to the agreed starting time for ease of access for the stream.

6.4 No-Shows

- If a participant is not ready to play until 15 minutes after the scheduled start of the match, it is considered a no show. In that case, the participant will be penalized and lose the match with the worst score possible.

6.5 Forfeiting

- Only a team captain or EAGLE EMPIRE'S LEAGUE | R6 Admin can call a forfeit
- If the match has not begun 15 minutes after the time set a forfeit will be given against the late team
 - If during a series the team defaults a map, they will be given an additional ten (10) minutes to fix the issue. If the problem is not resolved that the team will forfeit the series with the worst possible score.



6.6 Operator Bans

- The operator bans will follow in order of the defending team bans one attack operator, the attacking team bans one attacking operator, the attacking team bans one defender operator, and finally, the defending team bans one defender.
- Each Map requires a new set of bans

6.7 Map Pool

- Theme park
- Villa
- Bank
- Border
- Chalet
- Club house
- Kafe
- Oregon
- Skyscraper

6.8 Map Veto

- Admins will provide the Map Veto in the match channel, it is expected for 1 player to complete these bans (ideally the team representative).
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Best of 1 - Until 1 map left

- 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 2 - Ignore

- Team A bans
- Team B bans
- Team A bans
- Team B bans
- Team A bans
- Team B bans
- Team A picks
- Team B picks
- Team A picks side
- Team B picks side
- Ignore

Best of 3 - Until 3 maps left

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

Best of 5 - Until 5 maps left

1. Team A bans
2. Team B bans
3. Team A picks
4. Team B picks
5. Team A picks
6. Team B picks
7. Team A bans
8. Team B bans
9. Team B picks side
10. Team A picks side
11. Team B picks side
12. Team A picks side
13. Decider



14. Team to Ban first

- The highest seed team (highest in the standings) is the team

6.9 Mid Game Substitutes

- If a map has started and an issue does arise a substitute will not be allowed to replace any member of the team
 - However, you can continue the map as a 4v5
 - You CANNOT start a map 4v5

7 Breaks Between Maps

- After each map a player may take a maximum of five minutes to join the next game. Longer breaks will be given after every two maps.

7.1 Leaving the Lobby

- All players must stay in the game lobby until the end game scoreboard has been displayed on stream. If any player leaves the lobby before this point, on the first occasion they will be warned by the tournament officials. On the second occasion, the player will be punished with one Player Warning.

7.2 Match Results

- A screenshot of the final scoreboard must be uploaded at the end of a game this is the responsibility of the team representatives of the winning team. Please post this in your designated match channel.
- All players must stay in the lobby until the screenshot has been taken.
 - A rehost scoreboards must be provided this will be useful to allow accurate track of stats.
- The max score that can be reached is 7-5 or 8-7, in an in-season game

7.3 Match Protests

7.4 Each team is entitled to one (1) re-host per game. Re-hosts are only permitted up until the first 30 seconds of the action phase, as long as no players have been killed or taken damage. For a re-host to be legal, all players of the affected team must leave the match during the aforementioned 30 seconds and communicate the reason for requesting the re-host to tournament officials. If the tournament officials do not deem the reason worthy of a re-host, the team that left the game will forfeit that



round and the game will continue. If the re-host is approved, the game will continue from the round in question. The same operators, loadouts and bomb locations chosen before the re-host must be used after the re-host. Protests must be filed in the designated team channel.

7.5 Deadline

- The latest time that participants are allowed to issue a match protest is 72 hours after the scheduled starting time of the match

7.6 Contents

- The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple “they are cheaters” will not do.

7.7 People Involved

- In team matches, only one representative per team is supposed to be writing in the protest. This should be the team representative.

7.8 Invalid protests

- If the tournament officials do not deem the reason worthy of a re-host, the team that left the game will forfeit that round and the game will continue.

7.9 Reasons for protests

7.10 High Ping

- Protests due to high ping 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.
- Upon rehosting the player in question has 10 minutes to attempt to improve their player connection
- If their connection does not improve the team will have to play the match as a 4v5.
- Protests after the game due to high ping will be ignored, the completion of the game shows you have accepted the circumstances.

7.11 Cosmetics.

- 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
- Follow the normal Protest procedure by communicating events with an EAGLE EMPIRE’S LEAGUE admin in your designated match channel.
- Protests after the game due to banned cosmetic use will be ignored, the completion of the game shows you have accepted the circumstances.

7.12 Suspicion of Cheating

- If you suspect a player of cheating please file a protest through the website or by creating a ticket in the discord server. Please provide sufficient evidence, a simple “they



are cheaters” will not do. Their MOSS files will be checked.

7.13 Interviews

- Post-match interviews may be done with the winning team, it is up to the discretion of the production team.

8 IN-GAME SPECIFIC RULES

8.1 Gaming Hosting

- Only the Administrator / Observer / Commentator is allowed to create a server unless specifically told otherwise by a member of EAGLE EMPIRE'S LEAGUE Staff (Admins/Management). The game must be hosted on WEU with the correct Settings.
- If any of the Teams face connectivity issues with the standard Data Centres (based on the lowest ping), the Tournament Administration can choose a different Datacentre which the Lobby gets hosted on.

8.2 Game Settings

8.3 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

8.4 In season matches – BO2 + Qualifiers (Bo1) – Playlist Settings

Number of Bans: 4
Ban Timer: 20
Number of Rounds: 12
Attacker/Defender Role swap: 6
Overtime on
Objective Rotation Parameter: 2
Objective Type Rotation: Rounds Played
Attacker Unique Spawn: On
Pick Phase Timer: 15
6TH Pick Phase: On
6TH Pick Phase Timer: 15
Reveal Phase Timer: 5
Damage Handicap: 100
Friendly Fire Damage: 100
Injured: 20
Sprint: On
Lean: On
Death Replay: Off

8.5 In Playoff matches – BO2 – 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
6TH Pick Phase: On
6TH Pick Phase Timer: 15
Reveal Phase Timer: 5
Damage Handicap: 100
Friendly Fire Damage: 100
Injured: 20
Sprint: On
Lean: On



Death Replay: Off

8.6 Finals matches – BO5 – Playlist Setting

Number of Bans: 4
Ban Timer: 20
Number of Rounds: 12
Attacker/Defender Role swap: 6
Overtime Rounds: Infinite
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
6TH Pick Phase: On
6TH Pick Phase Timer: 15
Reveal Phase Timer: 5
Damage Handicap: 100
Friendly Fire Damage: 100
Injured: 20
Sprint: On
Lean: On
Death Replay: Off

8.7 Operators, Gadgets, Equipment, Attachments

- Certain features/items within Rainbow Six: Siege are unavailable for use in EAGLE EMPIRE'S LEAGUE R6, this includes certain operators and cosmetic items, use of prohibited game features/items may result in minor or major penalty points being awarded to the team in question or forced forfeit of matches.

8.7 Quarantined Operators

- EAGLE EMPIRE'S LEAGUE reserves the right to quarantine operators if their abilities are determined to hamper the competitive nature of the league and or other competitions run by EAGLE EMPIRE'S LEAGUE R6.
- Current list of quarantined operators is as follows:
 - **Azami**
- If a team fails to switch off a quarantined operator before the start of the preparation phase, the team which picked the quarantined operator will be forced to TK the operator before any utility is used as 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 TK 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.

8.8 Evaluation Period

- Evaluation Period is a period within which the operators of any new season are unavailable to pick in competitive play within E R6.
- Operators currently in Evaluation Period:
- **Azami** If a team fails to switch off an operator in Evaluation Period before the start of the preparation phase, the team which picked the operator in Evaluation Period will be forced to terminate the operator before any utility is used as 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.

8.9 White Listed Cosmetics

- The cosmetic items/bundles listed below are THE ONLY items/cosmetics ALLOWED within all competitions run by EAGLE EMPIRE'S LEAGUE R6.
 - Default skins
 - Pilot Program Skins (Phase 1, 2 and future phase 3)
 - Pro League 'Gold' Sets
 - R6 Share Skins
- Weapon skins and charms are unaffected
- If any team spots their opponent using any other cosmetic items not listed above, they should notify the caster/host as fast as possible to rehost before the start of the next action phase to apply penalty.

8.10 Rehosting

- Each team is entitled to one (1) re-host per game. Re-hosts are only permitted up until the first 30 seconds of the action phase, as long as no players have been killed or taken damage. For a re-host to be legal, all players of the affected team must leave the match during the aforementioned 30 seconds and communicate the reason for requesting the re-host to tournament officials. If the tournament officials do not deem the reason worthy of a re-host, the team that left the game will forfeit that round and the game will continue. If the re-host is approved, the game will continue from the round in question. The same operators, loadouts and bomb locations chosen before the re-host must be used after the re-host. Rehhosts are given a maximum of 10 minutes

8.11 Rehost Requests

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



- Any issue before the preparation phase starts (game, software or hardware related)
- Player cannot move (unless it is done on purpose) - rehost in the first 30 seconds of the action phase, if no players have taken damage
- 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
- Disconnect/hardware problem/software problem - rehost up to the first 30 seconds of the action phase, no damage taken by anyone.
- Observer issue - rehost up to the first 30 seconds of the action phase, no damage taken by anyone

8.12 Player Drops

- If a player disconnects after the match time specified in 5.4.1 Rehost Requests, 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 rehost that is requested by the team.

8.13 Game Interruptions

- If a match is interrupted 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.

8.14 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 teams rehost count is affected by a rehost caused by host error.

8.15 In-Game Bugs

- As covered in 5.4.1 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.
- In case of bugs a teams rehost count is not affected

8.16 Server Lag

- In the event of severe server lag in 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 on another region which both teams must agree upon. Rehhosts 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.

8.17 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 in a 4v5
 - If the other team then calls a rehost the disconnected player is allowed to re-join if possible
 - A match cannot start 4v5

8.18 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

8.19 Use of Bugs/Glitches

- This is forbidden, if you consider someone is using a bug or glitch please report it as soon as possible with sufficient evidence

8.20 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, whether or not the glitch impacted the round.
 - When a glitch is used unintentionally it is either the first time the glitch was discovered, or the players did the glitch not knowing it was a glitch with no malicious intent.

8.21 Intentional

- If any glitch is intentionally used during a game the team that used the glitch will be forced to forfeit the map.
- If a team intentionally uses a glitch and loses the map, they will be given a strike
- Known Glitches include but are not limited to
 - Shield vault glitch
 - Shield and castle barricade glitch
 - Glitching into objects, like stairs, etc.

8.22 Game Chat



- The use of game chat is allowed however if a team is seen by staff to be toxic, rude or inappropriate there will be a warning issued in the game channel on the first offence, then 1 minor penalty point if another incident occurs in the same game. This is down to admin discretion.

8.23 Unsportsmanlike Behaviour

- For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one to six minor penalty points. The most important and most common offenses are listed below. However, the tournament administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour
 - Insults
 - Discord and Website Spamming
 - In-game spamming

9 MONITOR SYSTEM STATUS (MOSS)

9.1 Cheating Software

- The use of any cheating software and/or macros is strictly forbidden.
- The use of any type of cheating software will result in an immediate and permanent ban from all the EAGLE EMPIRE'S LEAGUE tournaments.
- Pretending to hack or trying to make people believe you use hacks may result in a suspension or ban 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.
- 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 any the EAGLE EMPIRE'S LEAGUE tournaments for the remainder of their ESL/Faceit ban
- If a player has been banned by Battleeye or FairFight, the team that player is on will forfeit all the wins that they had received that that player had played in and the banned player banned from EAGLE EMPIRE'S LEAGUE.
 - This rule is subject to change due to the situation at hand

9.2 Running MOSS



- All teams must run MOSS in EVERY game.
- Please make sure you MOSS is working in advance of your game to prevent delays
- MOSS can be downloaded from: <https://nohope.eu/>

9.3 Submitting MOSS Files

- MOSS must be submitted into your teams chat (which only your team and senior admins can see) after every game.
- Files are too large
 - Google Drive (or similar): Upload and provide an access link

9.4 Failure to submit MOSS files

- If a match protest is opened and the team in question can't provide their moss files, then the game will automatically result in a forfeit
 - The team that filed the protest must be able to provide all their files too

9.5 Checking of MOSS Files

- MOSS files can be randomly checked at admin discretion
- MOSS files must not be deleted from the turn in chat

9.6 Corrupt Files

- Corrupt, defect or incomplete MOSS files along with incorrect MOSS-settings will be treated the same as if your MOSS files are missing and will be punished in the same way.
 - MOSS files with more than 2 in-game rounds missing as well as files with more than 50% black or not visible screenshots count as incomplete and missing

10 RULE VIOLATION AND PUNISHMENTS

10.1 Game Punishments

10.2 Picking of Banned Cosmetics



- 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
- Follow the normal Protest procedure by communicating events with an EAGLE EMPIRE'S LEAGUE admin in your designated match channel.
- Protests after the game due to banned cosmetic use will be ignored, the completion of the game shows you have accepted the circumstances.

10.3 Picking of Banned Operators

- The team with the banned operator in their line up must TK the unallowed operator immediately before their utility can be used, failure to TK will result in a rehost and an automatic round loss for the team at fault

10.4 Use of Bugs/Glitches

- The purposeful use of a bug or glitch will lead to instant round loss to the team that uses it. If the team breaks this rule again in the same match, they will lose the map. A single use of a bug/glitch intentionally can result in being punished with three (3) to five (5) minor penalty points

10.5 Leaving the Lobby Early

- All matches must be played to the end, failure to do so will be penalized. A match is considered complete when the final scoreboard is shown on screen.
 - The second time it happens in a season, the team will be punished with one (1) minor penalty point.

10.6 High Ping

- Protests due to high ping 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.
- Upon rehosting the player in question has 10 minutes to attempt to improve their player connection
- If their connection does not improve the team will have to play the match as a 4v5.
- Protests after the game due to high ping will be ignored, the completion of the game shows you have accepted the circumstances.

10.7 Discord Punishments

- EAGLE EMPIRE'S LEAGUE Staff can chat mute anyone in the discord for breaking the discords rules

10.8 Active Avoidance of Chat Mutes

- Chat mutes can be received for various reasons
- Members actively trying to avoid a chat mute will be penalised:



- 1st Attempt = Ban from play for 1 playday
- 2nd Attempt = Banned from league/server

10.9 Unsportsmanlike Behaviour

- For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour.

10.10 Examples of Minor Penalties (Not Limited To)

- Use of Banned Cosmetics
- Discord Server Chat Violations
- Twitch Chat Violations
- Moss Offences
- Use of an unregistered player
- Failure to turn up to a match without informing an admin

10.11 Examples of Major Penalties (Not Limited To)

- Repeat offences of the above
- Moss Offences

10.12 Not Respecting EAGLE EMPIRE'S LEAGUE Staff Rulings

- 5 Minor to 1 Major penalty will be awarded if a participant/team does not respect EAGLE EMPIRE'S LEAGUE Staffs Rulings.

10.12 Prize Reductions

- Every minor penalty point a team receives is a 1% prize reduction
- Every major penalty point a team receives is a 10% prize reduction.

10.13 Number of Points

- If a team reaches 10 points they will be removed from the league and will not be permitted to return the following season as a roster.
- 1 Major point carries the weight of 4 Minor points.



11 PRIZE POOL, ENTRY FEE AND POINTS SYSTEM

11.1 Points System qualifiers

- each round you win is 1 point

Points System Group stages (played 2 maps)

- 2 map win (3 points)
- both 1 map win (both teams 1 points)
- both teams maps lost (0 points)
- **Points system playoffs**
- Regulation Win (3 Points)
- Overtime Win (3 Points)
- Overtime Loss (0 Point)
- Regulation Loss (0 Points)

11.2 Entry Fee

- If any buy ins are required teams must have paid the entry fee (€25 euro) by the date designated in each specific case failure to do so may result in removal from the league or event.
 - Entry fees are paid through PayPal: paypal.me/Eagleempireleagues

11.3 Prize Pool

11.4 Splitting of Prize Pool

- 1100 euro is the prize pool of S2 of the Eagle Empire league 1100 euro is the prize pool of S2. Each split will be paid to each team.

11.5 Pay-out of the Prize Pool

- Pay-out will be done through PayPal unless another system is decided on.
- A team who gets banned forfeits all accumulated prize pool
- Pay-out will occur after necessary penalty reductions

11.6 Time Frame

- Prizes awarded to teams will be given out within a month of completion of that's season's playoffs



**Any Questions Regarding EAGLE EMPIRE'S LEAGUE Rainbow Six Rules
Please Create a Ticket within our discord server.**



| Eagle Empire's Official R6 League Rule Book |
<https://discord.gg/e8sX2Vx6Qk>

