

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 M1 Grands.

Table of contents:

1.0 - Anticheat

1.1 - MOSS

2.0 - Team regulations

2.1 - Player requirements

2.2 - Team requirements

2.3 - Substitutions

2.4 - Coaches

3.0 - Match Rules

3.1 - Match Settings

3.2 - Map Pool

3.3 - Map Bans

3.4 - Skins rules

3.5 - Pauses and timeouts

4.0 - Scheduling

4.1 - Match Scheduling

5.0 - Rules and Regulations

5.1 - Cheating

5.2 - Exploiting

6.0 - Designated Voice calls

6.1 - Team Calls

6.2 - Coaches

7.0 - Respect Policy

1.0 Anticheat

● 1.1 - MOSS

- ALL players must have MOSS running during their games. NO EXCEPTIONS.
- There will be a thread channel attached to your teams designated text channel
- Moss files only need to be submitted upon request.
- If there is any suspected cheating, report it to admins and admins will immediately investigate.

2.0 Team Regulations

- 2.1 - Player requirements
 - All players must be over the age of 15 (16+)
 - All players must be able to run Siege, Discord, and MOSS without issues
- 2.2 - Team requirements
 - Teams are required to have 5 players on the roster to register for the season
 - Rosters are locked heading into playoff quarters, roster changes are allowed in playoff phase 1 and phase 2
- 2.3 - Substitutions
 - Teams are permitted to bring in subs for their games as long as admins and the opposing team is made aware before the match
 - Emergency subs are to be notified a minimum of 20 minutes before March start, if they other team isn't notified a free round is given to the opposing team
- 2.4 - Coaches
 - Teams are allowed any coaches they want, only the head coach will be shown on graphics.
 - Coaches must follow designated voice call rules (see 6.2)

3.0 Match Rules

- 3.1 - Match settings
 - Match settings are as followed

	Best of 1 Match format	Best of 2 Match format	Best of 3 Match format	Best of 5 Match format
Game Mode	TEAM DEATHMATCH BOMB			
Plant duration	7	7	7	7
Defuse duration	7	7	7	7
Fuse time	45	45	45	45
Preparation	45	45	45	45
Action	180	180	180	180
Time of day	Day	Day	Day	Day
HUD settings	Pro League	Pro League	Pro League	Pro League
Number of bans	4	4	4	4
Ban Timer	20	20	20	20
Number of rounds	12	12	12	12
Attack/Defense swap	6	6	6	6
Overtime Rounds	0 or 3	0 or 3	3	3 or Infinite
Overtime score difference	2	2	2	2
Overtime 210le change	1	1	1	1
Objective rotation parameter	2	2	2	2
Objective type for rotation	Rounds played	Rounds played	Rounds played	Rounds played
Pick Phase timer	15	15	15	15
Operator HP	100	100	100	100
Friendly fire damage	100	100	100	100
Friendly fire in Prep Phase	Off	Off	Off	Off
Reverse Friendly Fire	Off	Off	Off	Off
Injured	20	20	20	20
Sprint	On	On	On	On
Lean	On	On	On	On
Death Replay	Off	Off	Off	Off
Death Duration	2	2	2	2

- 3.2 - Map Pool
 - Map Pool is the current competitive pool:
 - Bank
 - Border
 - Chalet
 - Clubhouse
 - Consulate
 - Kafe
 - Nighthaven labs
 - Skyscraper
 - Lair
- 3.3 - Map Bans
 - Follow mapban.gg Through map bans
 - Every game there will be a coin flip on who picks to ban first.
- 3.4 - Skins rules
 - We follow Blast Skin rules:
 - Operator default skins
 - PL Skins (gold sets)
 - R6 Share team branded cosmetics
 - Six Major Cosmetics
 - SI Branded cosmetics
 - Esports programs cosmetics
 - All weapons skins, Operator backgrounds, attachment skins, and charms
 - Teams get one warning for skins if they have one equipped, any infractions after that is one free round
- 3.5 - Pauses & Timeouts
 - 1 timeout per team
 - Both teams will be given pauses or “Tech timeouts” for up to 5 minutes total in a match. Teams may not discuss gameplan, we ask coaches stay muted and players ONLY discuss how to fix an issue
 - Pauses may only be called if a player is disconnected, or unable to properly lay the game
 - In the case an issue occurs where a pause is needed mid round the team experiencing the issue must make it aware in team chat and in the Match chat in discord. The lobby will be rehosted and the round will be replayed. Abuse of tech pauses to get redos on rounds WILL BE PUNISHED.
 - Each team is allowed 2 rehosts. Rehhosts past this will come with a free round to the opposing team.

- 3.6 - Lobby times
When a full team is all in the lobby, if the opposing team is not in that lobby with their full 5 in 15 minutes a round will be given to the team with all 5 players in the lobby. Every 5 minutes after the first 15 is another round penalty. If a team isn't all in a lobby within 30 minutes they will be forced to FF the map.
- 3.7 - Match protesting
If a team protests a game every player in the maps played (including e-sub and normal subs) WILL have to turn in their moss files for admins to conduct further investigation. A team has until MIDNIGHT (Eastern standard time) the night of the game day to protest. Any attempts of a protest after this time will not be accepted.

4.0 Scheduling

- 4.1 - Match Scheduling
 - During the regular season teams will play a total of 3 matches, 1 against every team in their group
 - Each match will be played during “play periods”
 - Each play period will consist of 1 week and teams will communicate which day is better for them.
 - Any reschedules must either fall in that play period, or the next play period. Any time after that the map will be forfeited and given to the team who doesn't need a reschedule.

5.0 Rules and regulations

- 5.1 - Cheating
 - Cheating is classified as any program used to gain an advantage over another player in a competitive match. This includes but is not limited to:
 - Aimbotting
 - Wallhacking
 - Stream sniping
 - Stealing team strats
 - All cheating that is suspected must be reported to admins and ask for a MOSS check
 - All cheating caught will be served with that player disqualified without refund and an indefinite ban

- 5.2 - Exploiting
 - Use of any exploits if glitches during play will result in an immediate forfeit and investigation of the team, if the team is found to be using exploits to deliberately gain an advantage they will be disqualified without refund

6.0 Designated Voice calls

- 6.1 - Team calls
 - During matches all players are required to be their designated Voice Call . Players cannot leave these calls for the duration of the match unless they need to close discord or their computer crashes.
- 6.2 - Coaches
 - Every team is allowed one coach in the voice call during games and that coach must be chosen and have joined the voice call before the match starts.
 - Coaches must not leave the voice call for the duration of the match
 - Coaches must be muted during matches, they must mute before the 1st round begins. Coaches can be unmuted for bans. Coaches may only unmute and talk to the team during timeout
 - Coaches may not talk during pause/tech timeouts UNDER ANY CIRCUMSTANCES
 - See 3.5 for more info on timeouts and pauses

7.0 Sportsmanship

- 7.1 Respect for players

If you are reported to an admin typing in R6 game chat anything Racist, Sexist. Homophobic or anything insulting to a players family that team will be force-forfeited from their spot in the league.