



RzG Pro Series Rules & Regulations

Version 1.0 – January 2026
Produced by: RzG Pro Series

Introduction

- By participating in the RzG Pro Series, you agree to all rules and regulations herein.
- Players are responsible for knowing and following these rules.
- Where the rulebook does not provide guidance, RzG Pro Series administration may exercise discretion to ensure competitive integrity.
- The organizer reserves the right to change rules, adjust formats, or close the league at any time.

RzG Pro Series Specific Rules

- PoV streams are allowed at the player's risk.
- Admin communication should be in English unless otherwise specified.
- Default game day and extensions are managed by staff.
- Forfeits: 2 forfeits may result in disqualification; remaining teams receive 3 points for matches vs disqualified teams.

Table of Contents

§1. Server Rules

§2. Match Regulations

§3. Prerequisites

§4. Operators & Cosmetics

§5. Map Rules

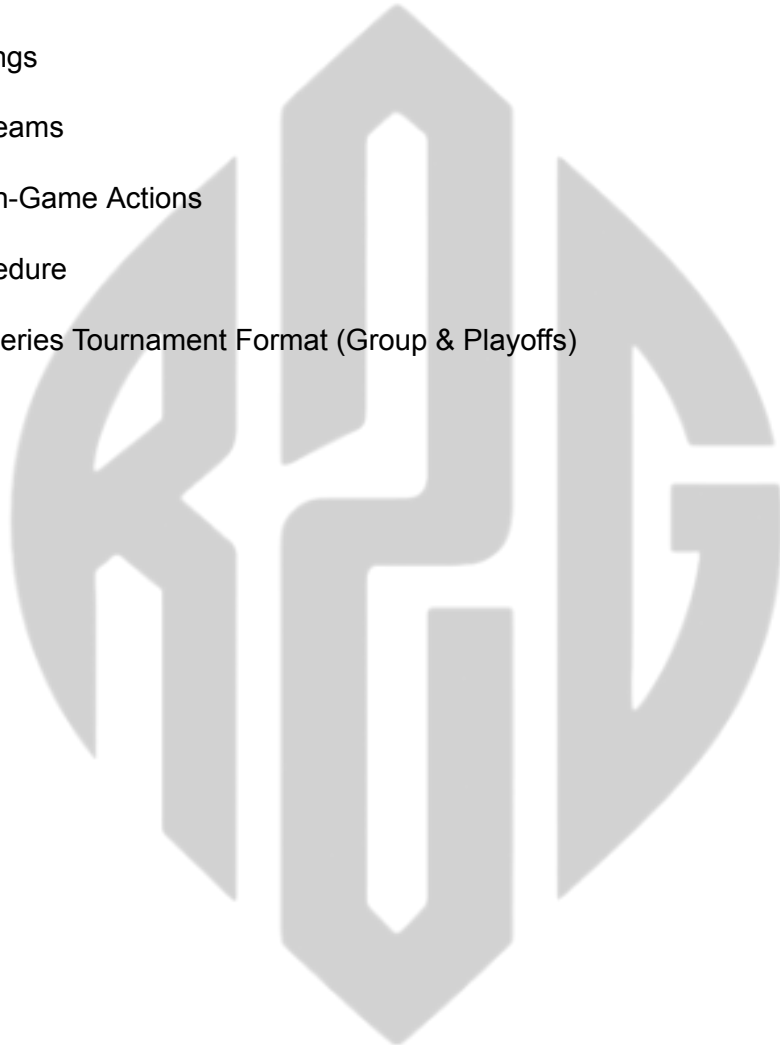
§6. Match Settings

§7. Players & Teams

§8. Forbidden In-Game Actions

§9. Game Procedure

§10. RzG Pro Series Tournament Format (Group & Playoffs)



§1. Server Rules

1.1 Respect

- Disrespect, harassment, racist or discriminatory behaviour, NSFW content, doxxing, DDOS threats, and toxicity are prohibited.

1.2 Abuse of Authority

- Staff or players with role privileges must not abuse them.

1.3 Self-Promotion

- Allowed, excluding promotion of boosting or account selling.

1.4 Staff Conduct

- Respect staff at all times. The league is not responsible for staff actions outside official spaces.

1.5 Finality of Decisions

- Admin decisions are final and binding.

§2. Match Regulations

2.1 Unsporting Behaviour

- Sportive conduct is mandatory. Unsportsmanlike actions may result in warnings, penalties, or removal.

2.2 Collusion & Match-Fixing

- Manipulating match results or throwing games intentionally is prohibited.

2.3 Third-Party Devices

- Only unmodified official controllers (including licensed Scuf/Razer/Elite) are allowed.

2.4 Handcam & Voice Checks

- Handcams may be requested; if requested by one team or RzG Pro Series officials, all players must comply. Voice checks may be organised between teams without delaying matches.

2.5 Protests

- Protests must be raised immediately, with evidence (screenshots/videos).
- Cosmetic protests must be made during active rounds, not from end-game screens.

§3. Prerequisites

3.1 Match Times

- All match times must include a timezone (e.g., CET).

3.2 Server Regions

- Default server: EU Central. Teams may agree otherwise before the match.

3.3 Ping Cap

- Max allowed ping: 100ms. Evidence required if protests raised due to high ping.

3.4 Equipment Responsibility

- Players are responsible for their own internet and hardware. Technical issues do not justify postponements.

§4. Operators & Cosmetics

4.1 Operators

- All operators are allowed unless banned by Ubisoft or RzG Pro Series for balance reasons.

4.2 Cosmetics

- Allowed: Default operator skins, official Pro League skins (gold/black/white), R6 Share team-branded cosmetics, approved esports program cosmetics.
- Forbidden: Drone skins, gadget skins, unapproved cosmetics.
- Penalties: 1st breach = round replay; 2nd breach = round loss; 3rd breach = map lose

§5. Map Rules

5.1 Map Pool

- Bank
- Border
- Chalet
- Clubhouse
- Consulate
- Fortress
- Kafe
- Lair
- Nighthaven Labs

5.2 Map Veto / Ban Process

- Stage 1 and playoffs use the standard veto procedure on OPL
- Bans must conclude at least 15 minutes before the match starts.

§6. Match Settings

- Server: Dedicated, EU Central
- HUD: Pro League
- Game Mode: Bomb
- Number of Bans: 4
- Ban Timer: 20s
- Rounds: 12 (6 Attack / 6 Defence)
- Overtime: First to 2-round difference
- Pick Phase Timer: 15s
- Operator HP: 100
- Friendly Fire: 100%
- Reverse Friendly Fire: Off
- Tactical Timeout: 1 per team per map (45s)

§7. Players & Teams

7.1 Rosters

- Max 10 players.
- Clearance Level minimum applies.
- Unique accounts required; one account per player per roster.

7.2 E-subs

- 2x in stage 1; 1x in stage 2 (Not allowed in Final or Grand Final)
- Must be declared 1h before the match.

7.3 Player Transfers

- Limited to official transfer windows.
- Changes take effect the following game week.
- Maximum 3 players can be added per transfer window.

§8. Forbidden In-Game Actions

- Exploits / Glitch spots for utility / Crazy parkour spots
- Spawn killing within the first 2 seconds of the action phase are banned
- Penalties: 1st breach — round replay; 2nd breach — round loss
- Any Cheating device in use in a official match is a disqualification from the tournament

§9. Game Procedure

9.1 Lateness

- Up to 5 min grace. Beyond 5 min = round loss penalties; 15+ min may result in map forfeit.

9.2 Eligible Players

- Only players listed on the active roster may play.

9.3 Starting Players

- Teams must field 5 eligible players. (worst case 4 players are also allowed)
- No changes in the middle of the map.

9.4 Mid-Map Substitutions

- Allowed only between maps.

9.5 Tactical Timeouts

- 1 per team per map (45s), initiated via game UI.

9.6 Rehhosts

- Allowed in prep phase or first 15s of action phase.
- One per team per map.

9.7 Game Interruptions

- Admins determine continuation or rehost decisions.

9.8 Map Breaks

- 5-minute break between maps in multimap matches.

§10. RzG Pro Series Tournament Format

STAGE 1 — GROUP STAGE

- 24 teams → 4 groups of 6
- Single Round Robin per group; each team plays 5 matches
- **Bo3** matches

Scoring:

- Win = 3 points
- OT Win = 2 points
- OT Loss = 1 point
- Loss = 0 points

Advancement:

- Top 4 teams from each group advance (16 teams)
- Bottom 2 eliminated

Tiebreakers:

1. Head-to-head
2. Round difference
3. Total rounds won

STAGE 2 — PLAYOFFS

- 16 teams → **Double-elimination bracket**
- All matches Bo3, including Grand Final

Upper Bracket:

- Winners advance; losers drop to Lower Bracket

Lower Bracket:

- Single-loss elimination applies
- All matches Bo3

Grand Final:

- Bo3 between Upper Bracket finalist and Lower Bracket finalist

Seeding:

- Stage 1 group placement determines Stage 2 seeding
- Upper Bracket: Group winners vs 4th place, runners-up vs 3rd place
- Teams from the same group kept apart in first round if possible