



EON Finals - 2026 - Rulebook

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1. General Rules

1.1 Acceptance and acknowledgement of the rules

By registering to our tournament, you accept the rules shown below. Ignorance does not protect against punishment. Changes will be marked like that: **Change**

1.2 Teams, Staff & Players

Each Player and Staff Member must read, acknowledge and accept the rules and agree to abide by them at all times in order to remain eligible to participate in EON Finals.

1.3 Tournament Staff

Any and each Tournament Organizer working within EON Finals is responsible for abiding to these Rules and may issue specific rules when permitted under this Rulebook. They also remain the right to independently rule in favour of the tournament.

EON Finals Administrative Staff refers to the EON Finals Organizers in charge of enforcing the Rules applicable to EON Finals. EON Admins also serve as a point of contact for Teams regarding any question related to the tournament and to report any breach of the Rules or issues.

1.4 Modification of the Rules

The Tournament Organizer reserves the right to modify or change the Rulebook if any part of it is determined to be invalid. The remainder of the Rulebook shall not be invalidated.

2. Definition of EON Finals 2026

2.1 Season Date and Times

[EON Finals - 2026 - Event Guide](#)

2.2 Communications

All of our communication will be through the EON Finals discord server. Communication attempts through DM's will be ignored.

OPL Tickets are the only other option to contact the Tournament Staff.

2.3 Broadcast

Players are allowed to Stream their VOD with a delay of 180 seconds. This ruling will void if the match is being streamed by the official EON Finals Production.

3. Community Caster

3.1 Application

If a Caster is interested in casting our matches on his own channel he will be required to apply on our discord server.

Applications will only be accepted 2 days in advance of the intended match.

3.2 Requirements

Casters are required to advertise our Brand as much as possible. They are also required to avoid any discrimination, hate speech and other inappropriate content. The Statistics of the stream are needed to be forwarded to Tournament Organizers.

3.3 Copyright

EON Finals remains the right of all streamed content of our tournament. If requested by Tournament Organizers, the Community Caster will remove any tournament related content.

3.4 Confidentiality

All messages performed in match channels, support tickets or other private methods are to be kept undisclosed to those or in relation. Request permission from Tournament Organizers before publishing any undisclosed content.

4. Seasonal Rules

4.1 Modification of the rules

The Tournament Organizer reserves the right to modify or change the Rulebook if any part of it is determined to be invalid. The remainder of the Rulebook shall not be invalidated.

4.2 Conditions for Participation

4.2.1 Regional Restrictions

Players from the following countries are allowed to participate: Portugal, Spain, France, Ireland, Iceland, Belgium, Luxembourg, Netherlands, Germany, Sweden, Denmark, Norway, Finland, Switzerland, Austria, Italy, Slovenia, Croatia, Bosnia, Czech Republic, Poland, Estonia, Latvia, Lithuania, Ukraine, Moldova, Romania, Bulgaria, Albania, Macedonia, Greece, Turkey, Cyprus, Belarus*, Russia*, United Arab Emirates, Bahrain, Djibouti, Algeria, Egypt, Iran*, Iraq, Israel*, Jordan, Kuwait, Lebanon, Libya, Morocco, Malta, Oman, Qatar, Saudi Arabia, Syrian, Tunisia, Yemen

**Players from these countries must understand that they won't receive any prizes due to international embargos.*

4.2.2 Age

All participants must be at least 18 years old. Participation of minors is strictly prohibited due to the USK 18 rating of Rainbow Six:Siege under German law. The Tournament Organizer will require a valid government-issued photo ID (Identity Check) before any prize money is disbursed. Failure to provide proof of age will lead to disqualification and forfeiture of any prizes.

4.2.3 Naming

Each Player and Team Name can only be assigned once and needs to be clearly identifiable. The usage of insulting, discriminatory, racist, sexist or

similar insinuations is prohibited. If more than one Team is provided by an organisation, each team must have a unique name. EON Finals Staff retains the right to punish those Players and Teams that violate this rule.

4.2.4 Loss of Match Participation

The Administrative Staff of EON Finals retains the right to withdraw the playing authorisation of specific Players. This can occur due to offenses within the EON Finals, Ubisoft Bans or Bans from OPL.

4.2.5 Multi-Accounting

If a Player is found to be using multiple user accounts on the OPL Website, they will receive a ban until further notice. The Team of that Player can be disqualified from the current Tournament.

4.3 Modifications and Illegal Programs

4.3.1 Cheating

If a Player is suspected of cheating, the Administrators of EON Finals need to be informed with sample evidence.

The usage of any cheating software and / or macros is strictly forbidden. The use of any type of cheating software and / or macros will result in an immediate and permanent ban from EON Finals and the Player's Team may be disqualified from the current Season. All games which the Player participated in will be reviewed and the results might be changed. The EON Finals Staff has the right to revoke the right of match participation of Players who are suspected of cheating until final clarification.

The usage of cheating software will result in a **permanent ban** from all EON Circuit Tournaments. The usage or **pure existence** of lua scripts (regarding recoil scripts / macros) will result in a **permanent ban**.

4.3.2 Banned Accounts

If a player has a banned account on Ubisoft or OPL he is required to immediately inform the Tournament Organizer about the accounts before the Qualifiers / Event starts. Not doing so will result in an immediate disqualification of the player and might result in a disqualification of the Player's team depending on the ongoing Stage.

4.3.2 Unallowed Software

Any Software which allows and / or enables remote access to a Computer and / or changes, marks or hides an IP Address is not allowed to be used in any kind of match of EON Finals. The occurring of blacklisted programs might result in a loss of the match where it was running. The following programs are blacklisted: Remote Control Tools (For Example: TeamViewer, Remote Desktop Connection, etc.), Virtual Machines & VPN's.

An occurrence also counts if the runtime is 00:00:00.

Players which are required to use a VPN due to international embargos, are excused from this ruling. The EON Services Staff has the right to require the affected individual to provide proof of citizenship or similar.

4.3.3 Bugs and Exploits

Exploits of in-game bugs and glitches are not allowed and will be punished with a round loss, map loss or a rematch. It is up to the EON Finals Staff to decide whether a bug or glitch was present and whether it had an influence on the course of the match.

4.3.4 Use of Anti-Cheat Software

The usage of the Anti-Cheat Software "MOSS" is required by every team during each match. Make sure MOSS is working and running before every match.

MOSS can be downloaded from <https://nohope.eu/>.

4.4 Team Composition and Roster Registration

4.4.1 Minimum Team Composition

An association of five (5) players is required to take part in the tournament and is referred to as "Team". The maximum number of players per roster is two (2) Substitutes and one (1) Emergency Substitute. Each Player is only allowed to play in a single team. If a Player joins another team that also takes part in the EON Finals, this must be reported to the Tournament Organizer immediately. It is in the hands of the Tournament Organizer to decide whether the Player is eligible to play or not. As long as no decision has been made, the Player is considered ineligible to play.

4.4.2 Substitutes

Teams can only add Substitutes before the next Stage starts and they have to inform the Tournament Organizer about it.

Emergency Substitutes are only allowed in an unstreamed match. They can join the match through rehosts.

4.4.3 Roster Registration

Before each match every Team needs to make sure all Players are in the OPL-Team and on the Discord Server. Each Team must independently check the Opponent's Lineup before the start of the first map. If there is an illegal Player in the lobby and there is a complaint from the Opponent, the Player must leave the lobby immediately. However, should a team not protest the illegal Player and the match has started, the Player will be eligible to play all maps.

4.5 Game Rules

4.5.1 Match format

The Seasonal Format can be found here: [Definition of EON Finals 2026](#)

4.5.2 Match setup

Server Region	eu-central
HUD Settings	Pro League
Game Mode	Bomb
Match Settings	
Ban Phase	Pro League
Ban Timer	20
Number of rounds	12
Attack/Defense	6
OT Rounds	3 or infinite
OT Score Diff	2
OT role Change	1
Objective Rotation Parameter	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 Duration	2
Death Replay	Off
Tactical Timeout per Team	1
Allow Requests from	Everyone
Timeout Duration	45
Game Mode Settings	
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuser Carrier Selection	On
Preparation Phase	45
Action Phase	180

4.5.3 Map pool

The current map pool is constituted of the following maps:

- BANK (Modernized)
- BORDER (Modernized)
- CHALET (Modernized)
- CLUBHOUSE (Modernized)
- CONSULATE (Modernized)
- FORTRESS (Modernized)
- KAFE (Modernized)
- LAIR (Modernized)
- NIGHTHAVEN LABS (Modernized)

4.5.4 Map bans

These are the map ban sequences:

Bo1	A-Ban	B-Ban	A-Ban	B-Ban	A-Ban	B-Ban	A-Ban	B-Ban	Decider
Bo3	A-Ban	B-Ban	A-Ban	B-Ban	A-Pick	B-Pick	A-Ban	B-Ban	Decider
Bo5	A-Ban	B-Ban	A-Pick	B-Pick	A-Ban	B-Ban	A-Pick	B-Pick	Decider

4.5.5 Map ban timeframe

The map ban must be done and ready 15 minutes before the start of the regular match time. If a team does not do so, this can be protested by the opposing team.

4.5.6 Overtime side pick

The overtime side pick will be done via OPL.

4.5.7 Incorrect lobby settings

With the start of the **third** preparation phase, the incorrect lobby settings are considered as accepted by both teams, excluding overtime settings. If the Host of the lobby has set wrong settings, the opposing team or the host's teammates need to name the wrong setting in the in-game chat and the game has to be rehosted. All rounds played with the wrong settings have to be replayed.

4.5.8 Tactical timeouts

Each team has one Tactical Timeout (45 Seconds) and needs to request it via the Tactical Timeout function in-game.

4.5.9 Technical issues and rehosts

Each team has one Technical Timeout. A Technical Timeout has a maximum duration of 10 minutes. After the time has run out, the game needs to be continued or rehosted. Rehosts can be requested in the in-game chat when following these scenarios:

- wrong lobby settings (only valid before the 3rd preparation phase)
- consistent high ping (>120ms of one or more players)
- a player disconnecting being unable to reconnect (only valid until 15 seconds into the action phase without anyone being damaged)

- server issues (rubber banding, inability to place utility or reinforcements, etc.)
- Cosmetics
- game breaking issues (rappel bug, drone bug, similar scenarios)

Each team has one rehost available.

4.5.10 Cosmetics

These are the allowed uniforms and headgears:

- Operator's default skins
- Pro R6Share teams branded cosmetics
- Six Major branded cosmetics
- Esports Programs cosmetics'

All other uniforms, headgears are not allowed to be used.

Using them will result in a round loss. Weapon skins, weapon charms and operator background cards are not subject to any restriction.

Drone skins and operator gadget skins are all forbidden. Players may only use the default drone and operator gadget skins.

4.5.11 Good sportsman rules

These are the good sportsman rules, every team has to follow:

- teams and players are expected to perform and play their best at all times during any match and avoid any behavior inconsistent with principles of honesty and fair play.
- intentional team killing is strictly forbidden.
- spawn killing (defined by killing an opponent within the first 2 seconds of the action phase) is strictly forbidden and leads to a round loss.

4.5.12 In-game chat

The in-game chat should only be used to request technical timeouts ("tech", "tech p") or rehosts ("rehost", "rh") and for nothing else. Any kind of toxicity towards the opponents, teammates or league staff won't be tolerated and will result in a punishment.

If the match is getting streamed, the observer will mute the player violating the rule. With that, the team risks not getting a Technical Timeout or Rehost when requested, as the Observer won't see the messages of the player.

4.5.13 Leaving the lobby

Every player has to stay in the lobby until the end of the last round. Leaving earlier may lead to a warning for the team.

4.5.14 Time wasting

Being too late to a regular match results in a warning and a round loss for every 5 minutes of being late. Being too late to a casted match results in a warning and a stage long cast ban.

4.6 Protests and penalties

4.6.1 General

Any in-game issues that require admin intervention needs to be brought to a discord ticket immediately.

Any ticket opened on Discord related to rule breaching should be accompanied by tournament related evidence or will be disregarded by the staff team.

Matches will not be delayed for any reason, except for force majeure cases (i.e. worldwide server issues) and at the discretion of the staff team.

4.6.2 Disqualification and ban

- The EON Finals staff team reserves the right to temporarily remove the right of players or teams to compete in matches.
- The EON Finals staff team reserves the right to disqualify a team or ban a player or team, if there is enough evidence being provided.
- Players or teams may request an Investigation of players or teams with enough evidence.
- Disqualified or banned players or teams may request the evidence in a discord ticket 48h after the disqualification / ban occurred.
- OPL Bans are not managed by the EON Finals staff team and can't be undone by them. The player has to open a ticket on the OPL page by themselves.

4.6.3 Penalty Index

The Penalty Index can be found here: [Penalty Index](#).

5. Legal Disclaimers

5.1 Prize Money & Taxation

5.1.1 Prize Pool & Taxes

1. The prize pool consists of the net entry fees collected. The Organizer reserves the right to adjust the prize pool if the minimum number of participants is not met.
2. Payouts will be made within 30 days after successful age verification.
3. Taxation: Participants are solely responsible for reporting and paying any taxes or social security contributions due on prize money in their respective country of residence.

5.2 Limitation of Liability

5.2.1 Limitation of Liability

1. The Tournament Organizer is only liable for damages caused by intent or gross negligence.
2. Liability for slight negligence is excluded, unless it concerns essential contractual obligations (cardinal obligations).
3. The Organizer is not liable for technical issues, server outages (Ubisoft), or internet connection failures on the participant's side.

5.3 Data Privacy / GDPR

5.3.1 Data Protection

By participating, players agree to the processing of their personal data (Name, Discord ID, Bank/PayPal info, ID copies) for the sole purpose of tournament administration and legal compliance. Identification documents provided for age verification will be deleted immediately after the check is completed.