

# Phantom EU League

## Rules & Regulations



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Produced by: qCryy

# 1. Introduction

- By participating in Phantom League (“the League”), all players, teams, and staff agree to comply with this rulebook and all supplementary event-specific regulations.
- Players are responsible for understanding and adhering to all rules at all times.
- Where this rulebook does not explicitly address a situation, League Administration reserves the right to exercise discretion to preserve competitive integrity.
- The League reserves the right to modify rules, formats, schedules, or discontinue the competition at any time.
- All administrative decisions are final and binding.

## 2. Phantom League Specific Regulations

- Player POV streaming is permitted at the player’s own risk.
- All official communication with staff must be conducted in **English**, unless otherwise approved.
- Default match days, postponements, and extensions are managed exclusively by League Administration.
- **Forfeits Policy:**
  - Two forfeits may result in team disqualification.
  - Matches against disqualified teams will award **3 points** to the opposing team.

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# §1. Server Rules

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## 1.1 Respect & Conduct

The following behaviours are strictly prohibited:

- Harassment, discrimination, racism, hate speech, or slurs
  - Excessive toxicity or unsportsmanlike behaviour
  - NSFW or explicit content
  - Doxing or leaking personal information
  - DDoS threats, IP grabbing, or malicious behaviour
  - Spam or mass @mentions
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## 1.2 Abuse of Authority

- Any player or staff member with elevated permissions must not abuse their role.
  - Abuse of authority may result in disciplinary action.
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## 1.3 Self-Promotion

- Promotion of personal content platforms is allowed.
  - Promotion of boosting services or account selling is forbidden.
  - Promotion of other leagues without asking for permission is also forbidden.
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## 1.4 Staff Authority & Finality

- Staff must be treated with respect at all times.
  - The League is not responsible for staff actions outside official platforms.
  - All staff rulings are final.
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## §2. Match Regulations

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### 2.1 Unsporting Behaviour

- Players must compete to the best of their ability.
  - Unsporting behaviour may result in warnings, penalties, or removal.
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### 2.2 Collusion & Match-Fixing

- Any form of match manipulation, collusion, or intentional throwing is prohibited.
  - Matches must remain competitive regardless of standings.
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### 2.3 Third-Party Devices

- Only unmodified, officially licensed controllers are permitted.
  - Allowed: Default, Elite, Scuf, Razer, GameSir **controllers**.
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### 2.4 Handcams & Voice Checks

- If requested by Phantom League staff or one team, **all players must comply**.
  - Requests by teams must be made **1h before match start**.
  - Voice checks must not delay match start.
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### 2.5 Protests

- Protests must be raised immediately via the official protest system.
- Evidence must clearly show the violation and player name.
- Protests must be submitted:
  - Before the next round's prep phase ends, or
  - Within **5 minutes** if the incident occurs on map point
- Cosmetic protests cannot use the end-game winner's scene as evidence.

#### Penalty escalation (excluding cosmetics):

- 1st breach: Round replay
  - 2nd breach: Round loss
  - 3rd breach: Map lose
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## §3. Prerequisites

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### 3.1 Match Times

- All match times must include a timezone (e.g. CET).
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### 3.2 Server Region

- Default region: **EU Central**
  - Alternative regions require mutual agreement between **both** teams before the match starts.
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### 3.3 Ping Cap

- Maximum allowed ping: **140 ms (continuous)**.
  - Rehost must be attempted first.
  - Protests require three screenshots across two rounds showing sustained high ping.
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### 3.4 Equipment Responsibility

- Players are responsible for their own hardware and internet.
  - Intentional interference is prohibited.
  - Technical issues do not justify postponements.
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## §4. Operators & Cosmetics

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### 4.1 Operators

- All operators are allowed unless restricted by Ubisoft, BLAST, or Phantom League.
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### 4.2 Cosmetics

#### Allowed:

- Default operator skins
- Pro League skins (gold / black / white)
- R6Share team-branded cosmetics
- Approved esports program cosmetics
- Shield Skins

#### Forbidden:

- Drone skins
- Gadget skins
- Any unapproved cosmetics

#### Penalties:

- 1st breach: Round replay
  - 2nd breach: Round loss
  - 3rd breach: Map loss
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## §5. Map Rules

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### 5.1 Map Pool

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

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### 5.2 Map Veto Procedure

- Standard OPL banning; only on the website, if the web doesn't work, ask the Staff if you can ban in your discord match channel.
  - All vetoes must be completed at least **15 minutes before the match starts.**
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A large, faint watermark of the Phantom League logo is centered on the page. It features a stylized, angular graphic resembling a lightning bolt or a winged figure, with the words "PHANTOM" and "LEAGUE" written below it in a bold, sans-serif font. The logo is surrounded by several small, four-pointed starburst symbols.

PHANTOM  
LEAGUE

## §6. Lobby Settings

### Server Settings:

- All games should be played with the following settings:
- Server Type: Dedicated Server
- Server: EU Central (unless agreed otherwise)
- HUD Sengs: Pro League

### Match Settings:

- Number of Bans: 4
- Ban Timer: 20
- Number of rounds: 12
- Aacker/Defender role swap: 6
- Overtime Rounds: unlimited
- Overtime Score Difference: 2
- Overtime Role Change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Individual attacker spawn: On
- Pick Phase Timer: 15
- Operator HP: 100
- Friendly fire damage: 100
- Reverse friendly fire: Off
- Injured: 20
- Sprint: On
- Lean: On
- Death Duration: 2
- Death replay: Off
- Match replay: On
- One tactical me out of 1 minute per team per map

### Game Mode & Settings

- Game Mode: Bomb
  - Plant Duration: 7
  - Defuse Duration: 7
  - Fuse Time: 45
  - Defuse Carrier Selecon: On
  - Prep Phase Duration: 45
  - Action Phase Duration: 180
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## §7. Players & Teams

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### 7.1 Rosters

- Maximum 10 players
  - Minimum clearance level applies
  - One account, one roster per player
  - Discord membership required
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### 7.2 Emergency Substitutes

- Stage 1: 2 allowed
  - Stage 2: 1 allowed
  - Not allowed in Finals or Grand Final
  - Must be declared **1 hour before match**
  - Cannot be rostered elsewhere in the tournament
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### 7.3 Player Transfers

- Restricted to official roster change windows which get announced
  - Maximum 3 players can be added per window
  - Effective from the moment an admin changes the roster or ticks with  under the requested change, as it approves of it.
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## §8. Forbidden In-Game Actions

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### 8.1 Banned Unintended Mechanics

These are known unintended mechanics that have been banned for use and, at minimum, will carry an immediate round loss and/or further Sancon(s):

- Any position that Players can get to, and out of, by passing through any object, wall or surface, and the Player cannot be seen or attacked/shot at as normal
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 3D models collisions)
- Standing on a window ledge undetected
- Any behaviour 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 normal
- Blocking window vaulting with a placeable shield
- 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
- Valuing on ledges and proning to reach normally inaccessible spots
- Valuing onto skylight windows

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### 8.2 Instant Spawn killing

- Killing an attacker within the first 2 seconds of the Acon Phase is prohibited (timer on 3:00, 2:59 or 2:58).

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### Penalties:

- 1st offence: Round replay
  - 2nd offence: Round loss
  - Cheating: Immediate disqualification
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## §9. Game Procedures

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### 9.1 Lateness

- Up to 5 minutes grace
  - Beyond 5 minutes: round loss penalties for each 3minutes
  - 15+ minutes: map forfeit at admin discretion or Match forfeit if the enemies don't show up
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### 9.2 Eligible Players

- Only registered roster players may compete.
  - Teams are responsible for eligibility.
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### 9.3 Starting Line-ups

- 5 players required
  - 4-player start allowed only with admin approval
  - No changes during a map
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### 9.4 Rehosts

- Allowed during prep or first 15s of action phase
  - One per team per map
  - Same operators, sites, and loadouts required
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### 9.5 Game Interruptions

- Admins determine rollbacks, rehosts, or postponements
  - Competitive integrity is the priority
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### 9.6 Map Breaks

- 5-minute break between maps unless extended