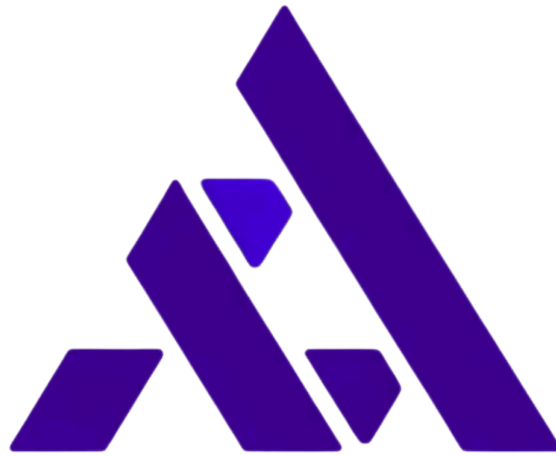


Ascender Circuit

Rules & Regulations



ASCENDERS
CIRCUIT

1. General Information

By joining the Ascender Circuit, all players, teams, and staff agree to follow these rules and any additional event rules.

All participants must know and follow the rules at all times.

If a situation is not clearly explained in this rulebook, Ascender Circuit Admins may decide what is best to protect fair competition.

The Series may update rules, formats, schedules, or cancel the competition at any time if necessary.

All decisions made by the Administration are final.

2. Ascender Circuit Specific Rules

- Player POV streaming is allowed, but players take full responsibility for any risks.
- All official communication with admins must be in English unless staff approves another language.
- Match days, delays, and extensions are handled only by Ascender Circuit Administration.

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§1 Server Rules

1.1 Behaviour & Respect

The following is strictly forbidden:

- Harassment, racism, discrimination, hate speech
- Toxic or unsportsmanlike behaviour
- NSFW or explicit material
- Sharing private information (doxing)
- DDoS threats or IP grabbing
- Spam or excessive @mentions

1.2 Abuse of Roles

Anyone with special permissions must not misuse them. Abuse may result in punishment.

1.3 Advertising

- Promoting personal content is allowed.
- Boosting services or account selling is forbidden.
- Advertising other leagues requires permission.

1.4 Staff Authority

Staff must always be treated respectfully.

The Series is not responsible for staff behaviour outside official platforms.

All staff decisions are final.

§2 Match Rules

2.1 Fair Play

All players must compete honestly and to the best of their ability at all times.

The following actions are considered violations of fair play:

- Intentionally losing rounds or matches (“throwing”)
- Refusing to participate properly in a match
- Deliberately sabotaging teammates
- Playing in a way that intentionally damages competitive integrity
- Agreeing with opponents to influence match results

Teams must always try to win, regardless of standings, qualifications, or elimination scenarios.

Any behaviour that undermines competitive integrity may result in warnings, round losses, map losses, player suspensions, or team disqualification, depending on severity.

Ascender Circuit Administration has full authority to determine whether behaviour violates fair competition standards.

2.2 Protests

- Protests must be submitted immediately using the official system.
- Evidence must clearly show the violation and player name.
- Must be sent:
 - Before the next round prep phase ends, OR
 - Within 5 minutes if it happens on match point.
- The winner screen cannot be used for cosmetic protests.

Penalty progression (except cosmetics):

1st offence: Round replay

2nd offence: Round loss

3rd offence: Map loss

§3 Requirements

3.1 Match Times

All scheduled times must include a timezone (example: CET).

3.2 Server Region

Default server: EU Central

Other regions require agreement before the match starts.

3.3 Ping Limit

Maximum allowed ping: 110ms (stable).

- Rehost must be attempted first.
- Protest requires 3 screenshots across 2 rounds showing high ping.

3.4 Equipment

Players are responsible for their own internet and hardware.

Intentional disruption is forbidden.

Technical problems do not automatically allow postponements.

3.5 Anti-Cheat (MOSS)

All players are required to record MOSS during official matches.

The **MOSS file must be uploaded to the match channel on OPL after the game.**

Teams have a **maximum of 3 hours after the match** to upload the MOSS files.

If the MOSS file **is not uploaded within 3 hours**, the team **will be disqualified.**

§4 Operators & Cosmetics

4.1 Operators

All operators are allowed unless restricted by Ubisoft, BLAST, or Ascender Circuit.

4.2 Cosmetics

Allowed:

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

Not allowed:

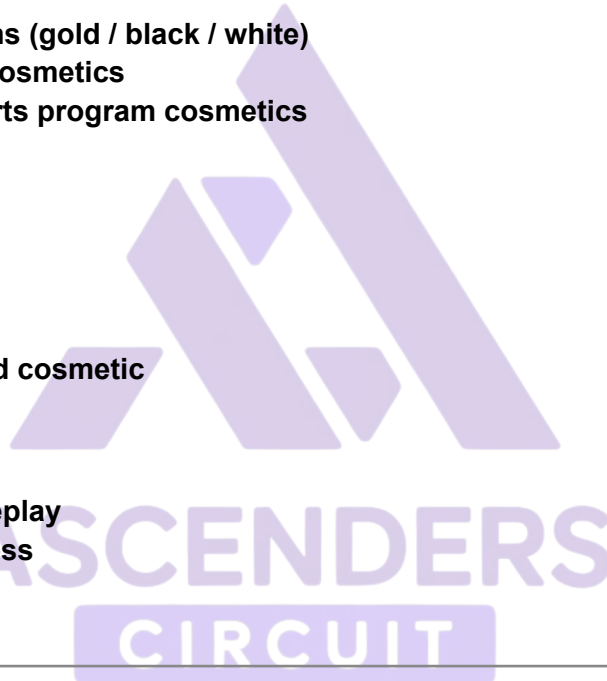
- Drone skins
- Gadget skins
- Any unapproved cosmetic

Penalty system:

1st offence: Round replay

2nd offence: Round loss

3rd offence: Map loss



§5 Map Rules

5.1 Map Pool

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

5.2 Map Ban Process

Standard OPL ban format must be used.

- **Bans must be done on the website.**
- **If the website fails, ask staff for permission to ban in the match Discord channel.**
- **All bans must be completed at the latest 15 minutes before the match starts. Unless a game is being casted, then it needs to be completed 30 minutes before the match starts.**

**ASCENDERS
CIRCUIT**

§6 Lobby Settings

Server Settings

- Dedicated Server
- Server: EU Central (unless agreed otherwise)
- HUD: Pro League

Match Settings

- Bans: Pro League
- Ban Timer: 20s
- Regulation Rounds: 12
- Side Swap: After 6 rounds
- Overtime: 3 Rounds **(Play-offs Unlimited)**
- Overtime win difference: 2
- Overtime side swap: 1 round
- Objective rotation: 2
- Objective type: Rounds played
- Individual attacker spawn: On
- Pick Phase: 20s
- Operator HP: 100
- Friendly Fire: 100
- Reverse Friendly Fire: Off
- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off
- Match Replay: On
- Tactical Timeout: 1 per team per map (1 minute)

Game Mode

- Mode: Bomb
 - Plant Time: 7s
 - Defuse Time: 7s
 - Fuse Timer: 45s
 - Carrier Selection: On
 - Prep Phase: 45s
 - Action Phase: 180s
-

§7 Teams & Players

7.1 Rosters

- Each team may have a maximum of 7 players on their roster.
- All players must meet the minimum clearance requirement (as listed on OPL).
- Each player may use only one account.
- All accounts used in the league must be Level 75 or higher.

7.2 Transfers

- Newly added players are subject to a 2-week transfer block before they are eligible to participate in official matches.
- This transfer block does not apply if the player is added between stages.

7.3 Roster Changes

- All roster changes made on OPL must be reported to the Admin Team on Discord.
- If a player participates in a match without being officially registered with the Administrators, the team will be disqualified.



§8 Illegal In-Game Actions

8.1 Banned Exploits

The following are prohibited and may result in immediate round loss or further punishment:

- Entering positions by clipping through objects or walls
- Boosting through player collision to reach unintended spots
- Standing undetected on window ledges
- Shooting or seeing enemies while they cannot see or shoot back normally
- Blocking vaults with shields
- Shooting through non-destructible surfaces
- Placing gadgets where they cannot be destroyed
- Glitching onto skylights or unreachable ledges

8.2 Instant Spawn Killing

Killing attackers within the first 2 seconds of the Action Phase (3:00, 2:59, 2:58 timer) is not allowed.

Penalties:

1st offence: Round replay

2nd offence: Round loss

3rd offence: Map loss

§9 Match Procedures

9.1 Late Arrival

- 5-minute grace period
- After 5 minutes: Round loss every 3 minutes
- 15+ minutes: Admin may award map forfeit or full match forfeit

9.2 Eligible Players

Only registered roster players may play.
Teams are responsible for checking eligibility.

9.3 Starting Lineup

- 5 players required
- 4 players only with admin approval
- No substitutions during a map ; only between maps

9.4 Rehosts

- Allowed during prep phase or first 15 seconds of action phase
- One per team per map
- Same operators, site, and loadout must be used
- If a Rehost is done incorrectly 2 times by the team, the opponents receive a free win for that map even if they are losing. This has to be decided by an Administrator if the Rehost was done wrongly.
- Rehost can't take longer than 5 minutes.

9.5 Interruptions

Admins decide whether to rollback, rehost, or postpone.
Competitive fairness is always the priority.

9.6 Break Between Maps

5-minute break between maps unless extended by admin.
