

EON Services - 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 Services Tournaments.

1.3 Tournament Staff

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

EON Services Administrative Staff refers to the EON Services Organizers in charge of enforcing the Rules applicable to EON Services Tournaments. 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.

1.5 Communications

All of our communication will be through the diverse Tournament discord servers. Communication attempts through DM's will be ignored.

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

1.6 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 Services Production.

1.7 Prize pool

The prize pool will be paid out in a timeframe of 1 month after the last match has been played. Teams which receive a prize are **required** to open a ticket on the Tournament discord server to request their prize. Prizes which have not been claimed via opening a ticket until 2 months after the last playday will count as unclaimed. Unclaimed prizes remain in possession of EON Services and are not claimable anymore.

2. Community Caster

2.1 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.

2.2 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.

2.3 Copyright

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

2.4 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.

3. Seasonal Rules

3.1 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.

3.2 Conditions for Participation

3.2.1 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.*

3.2.2 Age

All participants need to be at least 16 years old. The Tournament Organizer reserves the right to check the age of any Player if required by law.

3.2.3 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 Services Staff retains the right to punish those Players and Teams that violate this rule.

3.2.4 Loss of Match Participation

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

3.2.5 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.

3.3 Modifications and Illegal Programs

3.3.1 Cheating

If a Player is suspected of cheating, the Administrators of EON Services 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 Services Circuit 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 Services Staff has the right to revoke the right of match participation of Players who are suspected of cheating until final clarification.

3.3.2 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 Services Tournaments. 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.

3.3.3 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 Services Staff to decide whether a bug or glitch was present and whether it had an influence on the course of the match.

3.3.4 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/>.

3.4 Team Composition and Roster Registration

3.4.1 Minimum Team Composition

An association of at least five (5) participants is required to take part in the tournament and is referred to as “Team”. The maximum number of players per roster is given by the OPL - Team size. Each Player is only allowed to play in a single team. If a Player joins another team that also takes part in the EON Services Tournament during the Season, 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.

3.4.2 Substitutes

Teams can add as many Players as they want, but have to do that at least 1 hour before the official match starts.

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

3.4.3 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.

3.5 Game Rules

3.5.1 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

3.5.2 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)

3.5.3 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

3.5.4 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.

3.5.5 Overtime side pick

The overtime side pick will be done via OPL.

3.5.6 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.

3.5.7 Tactical timeouts

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

3.5.8 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. Rehhosts 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.

3.5.9 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.

3.5.10 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.

3.5.11 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.

3.5.12 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.

3.6 Protests and penalties

3.6.1 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.

3.6.2 Disqualification and ban

- The EON Services staff team reserves the right to temporarily remove the right of players or teams to compete in matches.
- The EON Services 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 Services staff team and can't be undone by them. The player has to open a ticket on the OPL page by themselves.

3.6.3 Penalty Index

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