

Coast R6 Official Rulebook



Table of Contents:

1. Authority of Rules
2. Code of Conduct
3. Game Rules
4. Roster Rules
5. Gameday Rules
6. Match Settings
7. Playoff/Standings
8. Protests
9. Prizes

1. Authority of Rules

- 1.1 Coast R6 Admins reserve the right to create or revise any rules they deem to be fit. **ALL** staff, players and members of the community will be notified of the change.
- 1.2 Coast R6 admins reserve the right to make any rulings on a match. Admins may also make judgements on the occasion that a rule that is not specifically outlined in the rulebook. Admins may allow rule exclusions on certain cases.
- 1.3 Entering any events hosted by Coast R6 means you are accepting and will follow all rules listed on this rulebook
- 1.4 Any rules not stated in this rulebook will be covered by [BLAST R6 Rulebook](#).

2. Code of Conduct

- 2.1 All team/players must comply with Coast R6 admins, failure to comply may result in penalties.
- 2.2 **All entry fees are non-refundable the day prior to the tournament or league start date.**
- 2.3 All players and teams must act respectful towards Coast R6 staff and other teams and players.
- 2.4 Any forms of toxicity whether it is verbal or textual will not be tolerated.

2.4.1 Coast R6 recognizes, discrimination or harassment, racism, sexism. Anyone found to breach these rules can receive a suspension or ban.

3. Game Rules

3.1 Anti Cheat

3.1.1 All players are required to run MOSS in any Coast R6 events. ([Download Link](#))

3.1.2 Players are responsible for their moss files. Players must hold their MOSS files until the end of an event. Players may not tamper with their MOSS files.

3.1.3 Admins may request MOSS files at any time during an event.

3.1.3.1 If a team requests a MOSS check on a player or team on the opposing side, the team that requests the MOSS check must provide their MOSS files beforehand AND must provide evidence.

3.1.4 If a player's MOSS file is found with any signs of cheating or with any accounts that are linked to cheating will be removed from the event and banned. Any game that the cheater played prior to getting caught will be overruled and count as a forfeit win for the opposing team/teams.

3.1.5 If a player refuses to submit a moss file, that match will be forfeited.

3.1.6 All cheating software and macros are prohibited.

3.1.7 Any player that watches the opposing players steam (stream sniping), DDOSess, or is found hacking will be permanently banned from all Coast R6 events.

3.1.8 All players may be subject to a PC check at any time or may be asked to video call or video record their setup or themselves while playing in an event match.

3.2 Cheating

3.2.1 A player is prohibited from using any cheating softwares, VPN's, and exploits/glitches and macros.

3.2.1.1 Exitlag is permitted.

3.3 Exploits/Glitches

3.3.1 Game breaking glitches are not permitted

3.3.1.1 Not limited to but some of the most popular glitches being: invincibility, invisibility, game crashing glitches, wall glitching, wall clipping.

3.3.2 If found to be using a glitch it will result in one round being loss, if a team or player is excessively using glitches it can result in a suspension or ban from Coast R6 events.

● Not Allowed

- Any position that Players can get their operator, drones or gadgets to, and out of, by passing through any object, wall or surface, resulting in the operator, drone or gadget not being seen as they normally should
- Any position that Players can get their operator, drones or gadgets to, and out of, only through the help of one or multiple of their teammates clustering around them (through 3D models collisions)
- Any behavior 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 they normally should.
- Standing on a window ledge undetected ○ Blocking window vaulting with a destructible 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
- Vaulting on ledges and proning to reach normally inaccessible spots
- Vaulting onto skylight windows

- **Allowed**

- Using equipment or defusing through a destructible surface
- Destroying a hatch with the defuser on it to cause it to fall and deactivate (resulting in a win for the defending team)
- Smoking through walls
- Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere

(Full List [BLAST R6 Rulebook](#))

3.4 Spawn Peaking

3.4.1 A defender is not permitted to kill an attacker within 2 seconds of the action phase

3.5 Skins/Cosmetics

3.5.1 All uniform and headgears are banned from use with the exception of:

- Default skins
- Pro League skins (gold sets)
- Esports Teams' cosmetics (R6 share program skins)
- Esports Programs' cosmetics
- Master Chief full elite skin

3.5.2 All drone skins are banned from use

3.5.3 All gadget skins are banned from use with the exception of the following operators:

Amaru, Ash, Buck, Capitao, Caveira, Deimos, Doc, Dokkaebi, Finka, Glaz, Grim, Iana, IQ, Jackal, Kali, Lion, Maverick, Mira, Nokk, Oryx, Osa, Pulse, Sens, Sledge, Solis, Tachanka, Thatcher, Vigil, Warden, Zofia.

3.5.4 All weapon skins, attachment skins, charms, and operator cards are allowed

3.5.5 If a player is found to be using a banned skins:

If a player has a skin on an operator the offending player must be teamkilled and they must remove the skins immediately or no longer play that operator.

-First offence results in a warning and a rehost to fix the problem

-Second offence results in a round loss

-Third or additional offences result in two round losses.

4. Roster Rules:

4.1 Rosters must include 5 main roster players and can have up to 3 substitute players.

4.1.1 **During Coast R6 Seasons** teams are allowed up to 3 roster changes during the season. During the post season teams may have 1 roster change. Roster changes are considered as adding a player to a roster. E-subs are not permitted.

4.1.2 **During Coast R6 Tournaments** teams must confirm their roster (starters and substitutes) 15 minutes before the start time of the tournament. E-subs are not permitted.

4.1.3 A team's staff may not play unless they are registered onto the teams roster. Any team staff that is not registered to the roster will not be considered a player.

4.2 A player may not leave their team to play for another team then return back to their original team.

4.3 All players playing must be in the Challengermode/OPL depending where the event is being hosted. Players not in the Challengermode/OPL are considered ineligible.

4.3.1 If the event is being through the Discord server of Coast R6 players are not required to join the Challengermode or the OPL.

4.4 One player is able to be swapped out during a multiple map series game in between maps.

4.5 During a map players are not allowed to be subbed in or out.

4.6 Teams are responsible for submitting roster changes at least 60 minutes before the scheduled start time of season games. (It is recommended to do your roster change at least two hours before your started event)

4.6.1 Teams that fail to request their role at least 60 minutes before the gameday start time is ineligible to play

4.7 All players must have recognizable ubisoft names (no barcodes)

4.7.1 Names that are considered violation's

- Is unrecognizable or nonsensical (Barcodes, random letters/numbers/symbols, etc)
- Impersonates league staff, Ubisoft staff, or another player at any level of Play
- Is protected under copyright in which the player does not have written consent to utilize
- Names that are discriminatory are strictly prohibited
- Does not represent the in-game callsign of the player

4.7.2 Name changes are permitted, staff must be notified of any name changes

5. Gameday Rules

5.1 Rehosts and disconnections

5.1.1 Players are fully responsible for their own equipment and their internet connection. For any technical issues that arise matches will not be delayed or postponed past 5 minutes.

5.1.2 Players leaving a match voluntarily is not permitted without admin confirmation and will result in the round being played out (Does not include leaving for a rehost).

5.1.3 If an entire team leaves voluntarily then the map will be forfeited.

5.1.4 Each team is permitted 1 rehost, 1 tactical timeout and 1 technical timeout.

5.1.4.1 When a rehost is called teams have 10 minutes to enter into the lobby after the invite. The timer starts when the rehost is called. Failure to enter the lobby within the 10 minute period will result in a round forfeit. Every 3 additional minutes will result in another round forfeit. (Ex. After 10 minutes 1 round forfeited, 13 minutes 2 rounds forfeited, 16 minutes 3 rounds forfeited.)

5.1.4.2 A rehost can be called 20 seconds into the action phase. Any disconnections or problems that happen after 20 seconds the round must be played out. The team with the disconnected player may call their technical timeout to let the player back in after the round.

5.1.4.3 Rehosts can be called unless damage has been dealt over 15 hit points (excludes twitch drones and argus cameras)

5.1.4.4 If the issue is the cause of the damage over 15 hit points a team must notify the admins.

5.1.4.5 When a Technical timeout is called teams have 10 minutes to fix the issue.

5.1.4.6 If the 10 minute timer has passed the match and the technical issue is still present the match will proceed without the player. Once the player fixes the issue, the team can call a rehost if they still have their rehost remaining. If the team does not have their rehost then the match will continue without the player.

5.1.5 The team that is hosting the match has the responsibility of making sure lobby settings are set properly and correctly.

5.1.6 If a team is requesting a second rehost a league administrator must determine if a second rehost is necessary

5.1.7.1 If the lobby settings are set incorrectly (at the start of the game or after a rehost) there is a 3 strike system

1. Strike one: The hosting team is warned
2. Strike two: The hosting team forfeits a round
3. Strike three: The hosting team forfeit the map

5.1.7.2 If a player leaves the match at anytime (during a power outage or last minute situation) the match may continue without the player.

5.1.8 Team Disqualifications / Forfeits

5.1.8.1 If a team is being unresponsive and the match has not started within 20 minutes after the scheduled time. The team that is unresponsive will forfeit the first map. If there is a multiple map game after 45 minutes the unresponsive team will forfeit all maps.

5.1.8.2 If the team is responsive and the match has not been started within 20 minutes after the scheduled time, admins must be advised.

5.1.8.2 "Time torching" is not permitted and if an admin believes that a team is time torching then rounds or a map may be forfeited.

5.1.8.3 A game may start 20 minutes after the scheduled time if an admin allows the delayed start time due to difficulties.

5.1.8.4 A team must have 4 out of 5 players in the match to continue to play.

5.1.9 Timeout Rules

5.1.9.1 Both teams are allowed to call one timeout per map

5.1.9.2 Teams can call timeouts through the feature in the menu

5.1.9.3 Coaches may quickly unmute in discord to tell their team to tell their team to call a timeout

5.1.9.4 Coaches may only speak during timeouts and must mute after timeouts

5.1.10 Map Bans

5.1.10.1 Teams have until 15 minutes before the scheduled match start time to ban. A team that is unresponsive will result in the opposing team being able to pick the map(s) and sides.

5.1.10.2 Teams must use the coinflip feature in the Coast R6 discord in their game chats to decide who will ban first.

5.1.10.3 Map bans must be done through mapban.gg both teams are responsible for scheduling when they will be doing map bans.

6. Match Settings

6.1 Universal settings

Server: CUS

Time of Day: Day

Voice Chat: Team Only

6.2 Match Settings

HUD Settings	Pro League
Game Mode	Bomb
Match settings	
Ban Phase	Pro League
Ban Timer	20
Number of rounds	12
Attack/Defense Role Swap	6
Overtime Rounds	3 (or Infinite)
Overtime score difference	2

Overtime role Change	1
Objective rotation parameter	2
Objective type for rotation	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 Requests Available per Team	1
Allow Requests From	Everyone
Timeout Duration	45
Role Swap Timeout*	On
Role Swap Timeout Duration*	120

Game Mode Settings	
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuser Carrier Selection	On
Preparation	45
Action	180

6.3 Map Pool

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

7. Playoffs/Standings

7.1 In the event that a team is disqualified for any reason the standings will be adjusted at the discretion of league administrators

7.2 Tiebreakers will be posted for each events

8. Protests

8.1 A protest may be opened before a match, during a match, and no later than 24 after the match has ended

8.1.1 Teams must call a protest on a player or team through a ticket or in the match chat in the in the Coast R6 Discord

8.1.2 The team that requested the protest must have all of the players that were in the match submit their MOSS files. Once the MOSS files are received admins will ask the opposing team for their MOSS files

8.1.3 The team that requested the MOSS files must show clips of suspicious actions or anything suspicious.

8.1.4 In case of an illegal skin protest only the round that is protested will be protested. Illegal skins do not add up through the match

8.1.5 In the case of match fixing all participating parties will be disqualified and banned from Coast R6 and Coast R6 events.

8.1.6 In any protest case all communication between admins, team owners or captains must be kept confidential.

8.1.7 A player being reported to the league for violating any of the leagues rules on use of illegal software must be reported through a Discord Ticket.

9. Prizes

9.1 Coast R6 will payout all prizes within 5 days of the conclusion of the event.

9.2 Team owners or captains are responsible for reaching out to the owner of Coast R6, NU97 (Founderofolean - Discord username) for the payout.