

Xenon Gaming Series

Rulebook

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1. Validity of Rules

1.1. XGS reserves the right to update, amend, and/or change the rulebook in any way they see fit.

1.1.1. If the rulebook is updated, amended, or changed in any way, the league will notify all players, staff, and community members of its changing.

1.2. XGS administration has final authority regarding the interpretation and enforcement of these rules.

1.3. XGS admins reserve the right to make judgments on cases that are not specifically outlined in this rulebook

1.3.1. XGS will not make rulings on any "gentleman's agreements" and will make a ruling based on this rulebook

1.4. By signing up for XGS all teams and players are accepting they will follow all guidelines listed in this rulebook

1.5. Anything not outlined in this rulebook will utilize the official BLAST R6 Rulebook and BLAST R6 NAL Rulebook

2. Code of Conduct

2.1. By signing up for XGS the team/players know that all entry fees are non refundable after a teams first match has started

2.2. Refusal to comply with the tournament organizer will result in penalties given at the organizers discretion

2.2.1. Harassment of staff will result in removal from events

2.3. All teams and players must act in a respectable manner towards all other teams, players, staff members, and community members

2.3.1. Teams are permitted to use [ALL] chat, players are responsible for what is displayed in [ALL] chat. If anything is mentioned that is against the league's Code of Conduct in the games text chat this will result in disciplinary action which can risk but is not limited to: round forfeiture, point penalties, suspension, or disqualification all pending on the severity of the offense.

2.3.2. In the event the players are pushing the boundaries of the league's Code of Conduct the observer will send a "Stop" in [ALL] chat. At this point all use of [ALL] chat is strictly prohibited excluding communication with the production team about a rehost or tactical pause

2.4. Toxicity

2.4.1. Discrimination of any kind is strictly prohibited. Any use of slurs, epithets, or demeaning language directed at an individual or group based on race, ethnicity, sex, gender identity, sexual orientation, disability, age, religion, nationality, or any other form of verbal or textual discrimination. This includes variations, altered spellings, coded language, and implied references.

3. Game Integrity

3.1. Cheating

3.1.1. Cheating is defined as a team or player attempting or accomplishing gaining an unfair advantage over another player or team

3.1.2. Any and all VPNs or Remote Access programs are not permitted for use during matches

3.1.2.1. ExitLag is the only “VPN” that is permitted

3.1.3. Any player that has an account in their possession that is currently under a cheating ban within the previous 2 years is ineligible to play in XGS

3.2. Anti-Cheat

3.2.1. MoSS Anti-Cheat software must be run in the “Tom Clancy’s: Rainbow Six Siege” setting during all matches

3.2.2. The player's MoSS files are the player’s responsibility. Everything found in a player’s MoSS files are subject to review. Any sign of cheating or any links to accounts that have been cheated on will result in removal from the event.

3.2.2.1. Players are required to keep all MoSS files from their matches in XGS from qualifiers to the end of the event

3.2.3. If a player or caster is suspect of a player(s) cheating with sufficient evidence, staff may review MoSS files, conduct additional investigations, request a PC check, request a memory dump, or use any combination of these methods.

3.2.4. After every match all players on both teams must submit their MoSS files in their team channel, which must be submitted within 30 minutes of match end. Late MoSS files will first result in a warning, followed by disciplinary action.

3.2.5. A team or player that refuses to submit their MoSS files to staff will be disqualified.

3.2.6. Any and all cheating software and/or macros are strictly prohibited

3.2.7. Any player found to be hacking, DDOSing, stream sniping, or any other form of manipulation will be permanently banned from the league

3.2.8. Teams requesting a MoSS check on their opponent must provide sufficient evidence/reason for a MoSS check

3.2.9. In the event a player is suspected of using undetectable cheating software:

3.2.9.1. If staff determines that reasonable grounds exist, the player may be required to undergo an extensive PC check or provide a memory dump. Failure to comply will result in disqualification

3.2.9.2. The organizer can request a video call of a players setup and/or the player to record/stream of themselves playing in their match with themselves, their monitor, and peripherals within view of the camera

3.3. Glitches

3.3.1. Game breaking glitch use is not permitted

3.3.2. This includes but is not limited to: wall clipping, wall glitches, invincibility glitches, invisibility glitches, and game crash glitches

3.3.3. Use of glitches or bugs will carry an immediate round loss and/or further sanction(s).

- **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
  - Shield boosting onto undetected window ledge
  - Using a Mira black Mirror to boost
  - Placing a Maestro's Evil Eye on Alibi's decoy
  - 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 Vigil boosting that renders Vigil undetectable
  - 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

3.3.4. For the full list see the BLAST R6 Rulebook

3.4. Cosmetics

3.4.1. All character uniform/headgear skins are banned from use in matches except for:

-Default skins
-Pro R6Share teams branded cosmetics
-Six Major branded cosmetics
-Esports Programs' cosmetics (with the exception of the Thermite Legacy Set which is not allowed to be used)
-Master Chief full elite skin

3.4.2. All drone skins are forbidden in official matches

3.4.3. All gadget skins are forbidden except the following operators:

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

3.4.4. All operator cards, weapon skins, charms, and attachment skins are permitted

3.4.5. Penalties

3.4.5.1. Qualifiers, Stand Alone Tournaments, & Circuit Stage Matches

If a team is found to have used a prohibited skin during a Qualifier, Stand Alone, or Circuit Stage round, the team will forfeit the round in which the skin was used.

3.4.5.2. Seasonal Event Matches & Finals

If a team found to have used a prohibited skin during a Season Event or Finals match, the first confirmed offense will result in a warning and a replay of the affected round. Each subsequent offense will result in a round forfeit.

3.4.5.3. Skins may only be protested in the round that they are found in or in the pick phase of the next round. Once the action phase of the next round begins teams may not call for a skin protest in the previous round.

3.4.5.4. All skin protests must be made clear to staff to enact the given penalties through live observation, screenshots, or video evidence for staff review

3.5. Other

3.5.1. No instant spawn peeks. This is defined as a defender killing an attacker within the first 2 seconds of the action phase. Players may deal damage as soon as the action phase clock says 2:58

3.5.2. Players must play on their own PC and cannot be shared with between team members

4. Scheduling

4.1. Matches will be scheduled around major holidays such as:

4.1.1. Easter, Thanksgiving, Christmas Eve, Christmas, New Years Eve, and New Years Day

4.2. XGS will make reasonable efforts to accommodate a time to for matches to the best of both teams availabilities

4.3. Any match that has not been started 20 minutes after the match's creation will result in the delaying team forfeiting the match. The only exception to this is verified technical issues posted by an event admin

4.3.1. In the event of a multiple map series, the delaying team will forfeit a map every 20 minutes

4.4. Rescheduling

4.4.1. Teams may only reschedule matches if permitted by the organizer. This includes but is not limited to:

- Rite of Passage games
- Circuit matches that are not in the top 8

4.4.2. Teams are permitted to reschedule matches to anytime before the default playtime unless otherwise directed by the organizer due to extreme circumstances (game servers offline, extreme service provider outages)

4.4.3. In the event that neither team can come to an agreement on when a match can be played, the teams will play at the default playtime.

5. Team/Roster Guidelines

5.1. All players participating must be located in the North American region and maintain a constant ping of under 120ms

5.2. Rosters

5.2.1. Core Roster

A team's core roster is defined maintaining 3 of the 5 main roster players registered with the team

5.2.1.1. Teams must maintain at least 3 members of their core roster throughout the duration of the circuit. Failure to maintain a core roster will result in the team being treated as a new team for circuit purposes.

5.2.2. Rosters must include 5 main roster players with up to 3 substitutes

5.2.2.1. This does not include team support staff (unless they are specifically mentioned to also be listed as a substitute)

5.2.3. Players may only be signed up for one team in XGS

5.2.3.1. Players may not leave their registered team, compete for another team, then return to their original team

5.2.4. Every player must be signed up on the OPL website and registered with their team to compete

5.2.5. All players Uplay usernames must be recognizable to the name they are registered as and their Discord username. No barcodes.

5.2.6. All players must use the Uplay that they are registered under on OPL

5.2.6.1. Players may receive prior approval from the organizer to play on a different account

5.2.7. All accounts played on in XGS must be at least level 100 in game

5.2.8. Teams may substitute one player between maps. Once a map has started, no substitutions are permitted until the next map.

5.2.9. The only ineligible players are players currently under an XGS ban

5.3. Invitation Eligibility

5.3.1. Teams that are invited must maintain the core roster that first earned them the invitation. Failure to do so will result in forfeiture of the invitation unless otherwise approved by XGS staff

5.3.2. Teams that qualify for the XGS Finals by winning an XGS Split must maintain the core roster that earned qualification. Failure to do so will result in forfeiture of the Finals invitation unless otherwise approved by XGS staff

5.4. Player Names

5.4.1. Players in violation of any of the following guidelines will not be permitted to play until their player name no longer violates any of the following guidelines

5.4.2. Player names must not violate any terms with Discord and/or Ubisoft.

5.4.3. Player Name Violations are, but not limited to the following:

- 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

5.4.4. Any team names that are commercial, discriminatory, and/or nonsensical are prohibited

5.4.5. Every player's in-game name must be the same as their name on the XGS Server. No alternate nicknames

5.4.6. Players are permitted to adjust their in game name to their liking so long as it is recognizable and still falls under the above guidelines (Player goes by Battery.XGS, changes to ChargingBattery.XGS)

5.4.7. In the event of a name change, XGS administration must be notified

5.5. Transactions

5.5.1. A roster change is defined as adding a new eligible player to the roster. Removing players does not count toward the roster change limit.

5.5.2. Teams may make 2 roster changes during periods where rosters are not locked

5.5.3. Rosters are locked after the start of each qualifier/weekend tournament and cannot be modified until after the team has either: A. Qualified B. Been eliminated

5.5.4. Teams may not have more than 8 players on their roster at the same time

6. Prizes

6.1. XGS will pay out prizes within one week (7 full days) of the events conclusion

6.2. The team captain/manager will be the designated contact for payment (unless otherwise requested) and are fully responsible for distribution of prize money to their team

7. Gameday Procedures

7.1. Rehosts, Disconnections

7.1.1. Players are responsible for their equipment and their internet connections as well as any technical issues that may arise. Matches will not be postponed due to extensive technical issues and will be played anyway

7.1.2. Teams must have 5 players in the lobby to start a match

7.1.3. “Ragequitting” is defined as purposely leaving the match. In the event of a ragequit, the match will continue without the player(s) until the map is completed.

7.1.3.1. In the event an entire team quits, the map will be forfeited

7.1.4. Each team may call for 1 rehost, 1 technical pause, and 1 tactical timeout during a map

7.1.4.1. The technical pause timer lasts until the timer automatically begins again. If the pause timer runs out and the technical issue has not been resolved and the lobby continues, the team that requested the pause may request for a rehost if they have not already used their rehost. Otherwise the match will proceed without the missing player. If the issue is resolved, the player may use the game’s “Rejoin Custom Match” feature when prompted.

7.1.5. If such problems reappear after a rehost has already been used (a player who abandons when the match has already been rehosted) the team must play the remaining rounds of the map with the remaining players

7.1.6. Rehosts may be called up to 20 seconds into the action phase. The timer for rehosts is when it is called, not when an admin confirms the rehost

7.1.6.1. The organizer maintains the ability to issue a rehost at any time in the interest of competitive integrity

7.1.7. Rehosts may be called unless damage has been dealt of over 20 hit-points on a given operator (this excludes damage done by shock drones or Argus cameras)

7.1.7.1. If the issue is a cause of a player losing more than 20 hit-points the team must inform the admin team

7.1.8. Disconnects after the first 20 seconds into the action phase must be played out until round end. After the round a rehost may be called by the team missing a player. Teams with a disconnected player are not required to call for a rehost and may continue playing through the rest of the match without the missing player(s)

7.1.9. In the event a player disconnects and the round is played out the team with a disconnected player may ask for a technical pause that will not count as a team’s tactical timeout but will last until the player reconnects, during which coaches will not be unmuted. If the pause timer runs out play will continue

7.1.10. In the event of a rehost, each team must have the same 5 players in the lobby within 10 minutes of receiving an invite

7.1.11. In the event that the lobby settings are incorrect (at the start of the game, during the course of the game, or during a rehost), there will be a 3 strike policy:
-Strike 1, the hosting team is warned
-Strike 2, the hosting team forfeits a round
-Strike 3, the hosting team forfeits the map

7.1.12. If a team is requesting a second rehost, a league administrator will determine if the rehost is to be allowed

7.1.13. In the event that a player leaves the match and is unable to join back due to any reason (Family emergency, power outage, etc.), teams may continue without the player that disconnected

7.1.13.1. Teams must have at least half of their lineup in the match to continue play (In a 5v5 match at least 3 players from each team must be in the lobby to continue play)

7.1.14. In the event a rehost is called and the settings are incorrect, the host team will receive a warning. If on a second rehost the settings are incorrect, the team will forfeit the current round. If issues continue, further penalties may be issued, such as continued round forfeiture and/or match forfeiture

7.2. Timeouts

7.2.1. Each team may call one Timeout per map

7.2.1.1. Coaches may call a timeout through their Discord match chat by pinging a match admin

7.2.2. Timeouts will last for 45 seconds

7.2.3. Timeouts are the only time where coaches are permitted to speak to their team during a map

7.2.4. Only one coach may speak during a tactical timeout

7.3. Map bans

7.3.1. Teams have 15 minutes from the match creation to begin mapbans before the match is forfeited

7.3.2. Map bans will automatically open 90 minutes before the scheduled match

7.3.2.1. Failure to complete map bans within the allotted time may result in map ban privileges being forfeited at the administrator's discretion

7.3.2.2. In the event a team delays the map banning process without informing both the league and their opponent the opposing team will gain map ban advantages including but not limited to: Choosing

a map before their opponent can ban a map or choosing their sides in each map

7.3.3. Best of 1

7.3.3.1. Coin toss, winner either chooses “side selection” once a map is selected or “who bans a map first”

7.3.4. Best of 3

7.3.4.1. Coin toss, winner either chooses “side selection” once a map is selected or “who bans a map first”. “Side selection” goes to the other team for the second map.

7.3.5. Team 1 will ban first and have first pick as well as side selection in map 3

7.3.6. OT sides are picked by the opposite team that chose regulation starting side

7.4. The winning team of a match must have one player available for a post game interview (with a camera)

7.4.1. Players are able to utilize their cell phone with their camera in a landscape orientation for an interview

8. Match Settings

8.1. Universal Settings

8.1.1. Server: CUS

8.1.1.1. In the event that CUS does not work the lobby will be hosted on the following servers in order: South Central US, east 2-us

8.1.2. Time of day: Day

8.1.3. Voice Chat: Team Only

8.2. 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

8.3. Map Pool

The XGS map pool will reflect the map pool being used in the official BLAST R6 Rulebook. In the event that a map pool change is initiated during the course of an event it will become an active change once it is active in the official circuit.

-Bank

-Border

-Chalet

-Clubhouse

-Consulate

-Kafe

-Lair

-Nighthaven Labs

-Fortress

9. Standings/Playoffs

9.1. Team disqualification/Forfeits

9.1.1. If a match has not started by 20 minutes after the scheduled time, the delaying team will forfeit the map. This will continue every 20 minutes until the match has started or a full forfeit has been issued

9.1.2. In the event that a team is disqualified or withdraws for any reason, league staff reserves the right to remove the team's results from the standings or leave them intact in the interest of competitive integrity

9.2. Tiebreakers

9.2.1. <u>Round Robin</u>
-Points
-Head to Head
-Total Wins
-Round Differential
-Tiebreaker Match

9.2.2. <u>Swiss</u>
-Wins
-Bucholz
-Round Differential
-Tiebreaker Match

10. Protests

10.1. A protest may be opened before a match, during a match, or no later than 24 hours after the matches conclusion

10.1.1. If a protest is to be opened during a match the protesting team must call for a protest and contact XGS staff via

10.1.1.1. OPL protest on the match page during qualifiers or Discord Ticket

10.1.1.2. A Discord message in the game's match chat

10.1.2. Both teams must submit their MoSS files during a match protest

10.1.3. In the case that the leagues Production/Admins do not catch any glitch use, or other cheat use, please submit any clips/screenshots of the offense through a match protest.

10.2. MoSS checks in a league qualifier must have valid evidence provided, screenshots, clip, etc.

10.3. In the event of match fixing, all participating teams will be disqualified from the event. The player(s) found to be involved will be permanently blacklisted from competing in future XGS events

10.4. Any and all communication between captains, members, and league staff involved in a protest is to be kept confidential

10.5. A player being reported to the league for violating any of the leagues rules on use of illegal software must be reported either through an OPL or Discord Ticket

10.6. All protests must include sufficient supporting evidence. XGS reserves the right to deny protests that do not contain enough evidence to reasonably investigate any violation.

11. Broadcast Guidelines

11.1. General Broadcast Information

11.1.1. Every stream will have at least a 180 second delay

11.1.2. Each game must be setup in accordance with Section 8

11.1.3. Players are not permitted to stream the games from their perspective if the match is scheduled to be streamed or will be streamed at any point during the duration of the season.

11.1.4. If a player is seen to be in the league's official broadcast at any point during the match, the match will immediately end, both teams will be required to submit MoSS files and the offending team will forfeit the match

11.1.4.1. In the case that a match is pre-recorded this rule does not apply.

11.2. Casters

11.2.1. Casters may not be affiliated with the teams playing the match. If a caster is affiliated in any way with either team they must switch out for the match.

11.2.2. Casters may not be discriminatory towards players for any reason

11.3. Observers

11.3.1. In the event that an observer disconnects from the game after the pick phase the round must be played out. Both teams must provide a screenshot of the scoreboard to confirm the round outcome to league staff. After the round ends the match must be paused so the observer can reconnect to the lobby

11.3.2. In the event the observer cannot reconnect to the match a rehost will be called and both teams will be notified via their teams designated Discord channel