



Believe the Hype RuleBook

BTH Rainbow Six Siege Competitive Rulebook

Version1.0

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1. General Regulations

1.1 Purpose

The purpose of this Rulebook is to establish a fair, transparent, and competitive environment for all BTH Rainbow Six Siege events. These regulations govern every player, coach, manager, substitute, organization, broadcaster, and staff member participating in BTH competitions.

Every participant is expected to understand and comply with these rules before competing.

Failure to read this Rulebook does not exempt any participant from enforcement.

1.2 League Authority

BTH Administration has sole authority over all official competitions.

This authority includes, but is not limited to:

- Interpretation of this Rulebook
- Investigation of rule violations
- Issuing warnings and penalties
- Match rulings
- Tournament administration
- Competitive integrity decisions
- Emergency rulings

All administrative decisions are final unless explicitly overturned by BTH Executive Administration.

1.3 Rulebook Updates

BTH reserves the right to modify, amend, clarify, or remove any section of this Rulebook at any time to preserve competitive integrity.

Changes may include:

- Gameplay rules
- Tournament formats
- Roster regulations
- Match procedures
- Anti-cheat policies
- Cosmetic restrictions

- Penalty structures

Whenever reasonably possible, participants will be notified before updated rules take effect.

Notifications may be distributed through:

- Official Discord
- Tournament Platform
- League Website
- Staff Announcements

1.4 Rule Interpretation

No Rulebook can account for every possible situation.

If an incident occurs that is not specifically addressed within this document, BTH Administration will issue a ruling based upon the principles of:

- Competitive integrity
- Fair play
- Consistency
- Tournament precedent

Administrative rulings made under this section shall become official precedent unless superseded by future Rulebook revisions.

1.5 Official Rule Hierarchy

If a situation is not addressed within this Rulebook, the following hierarchy shall be used:

1. BTH Rulebook
2. Official BTH Administrative Ruling
3. Current BLAST Rainbow Six Rulebook
4. Current BLAST North America League Rulebook
5. Ubisoft Official Competitive Settings

Only official BTH rulings are considered binding during BTH events.

Private agreements, "gentleman's agreements," or verbal understandings between teams are not recognized by the league.

1.6 Acceptance of Rules

By registering for any BTH competition, every player, substitute, coach, manager, and organization acknowledges that they:

- Have read this Rulebook.
- Agree to comply with every applicable rule.
- Accept the authority of BTH Administration.
- Agree to all penalties issued under these regulations.
- Will cooperate with league investigations when requested.

Failure to comply may result in penalties up to and including permanent removal from all BTH competitions.

1.7 Administrative Discretion

To preserve competitive integrity, BTH Administration reserves the right to issue rulings outside the exact wording of this Rulebook when extraordinary circumstances occur.

Such situations may include:

- Game-breaking bugs
- Ubisoft server failures
- Exploits discovered during an event
- Unforeseen technical issues
- Competitive integrity concerns
- Emergencies affecting tournament operations

Administrative discretion will always prioritize maintaining a fair competitive environment for all participants.

1.8 Participant Responsibility

Each participant is responsible for:

- Understanding the current Rulebook
- Following official announcements
- Keeping roster information current
- Maintaining eligibility
- Reporting rule violations when appropriate
- Cooperating during investigations

Ignorance of any published rule shall not be accepted as a defense.

1.9 Language

The official language of BTH competitions is **English**.

All official communication with league staff must be conducted in English unless otherwise approved by BTH Administration.

1.10 Good Faith Participation

All participants are expected to compete honestly and in good faith.

Any attempt to intentionally circumvent the intent of these rules—even if not explicitly prohibited—may be considered a violation and may result in disciplinary action.

2. Code of Conduct

2.1 Purpose

The BTH Code of Conduct establishes the standards of behavior expected from all participants in BTH competitions. These standards are designed to foster a respectful, competitive, and inclusive environment for players, coaches, managers, staff, broadcast talent, and community members.

Participants are expected to represent themselves, their team, and BTH professionally at all times.

Violations of this section may result in warnings, round forfeitures, match forfeitures, suspensions, disqualification, or permanent bans depending on the severity and frequency of the offense.

2.2 Participant Conduct

All participants must conduct themselves in a respectful and sportsman like manner before, during, and after official matches.

This includes interactions with:

- Opposing players
- Teammates
- Coaches
- Managers
- Broadcast talent
- Tournament administrators
- Community members
- Spectators

Unsportsman like conduct may be penalized regardless of whether it occurs in-game, on Discord, through tournament platforms, or on social media when directly related to a BTH event.

2.3 Respect Toward League Staff

Tournament administrators are responsible for maintaining the integrity of BTH competitions.

Participants must follow all reasonable instructions issued by league staff.

Refusal to comply with staff instructions may result in disciplinary action.

Examples include, but are not limited to:

- Refusing to join a lobby
- Ignoring administrative requests
- Delaying tournament operations
- Refusing required investigations
- Intentionally obstructing staff

2.3.1 Harassment of Staff

Harassment, intimidation, threats, or abusive behavior directed toward BTH staff members is strictly prohibited.

This includes:

- Personal attacks
- Insults
- Threats
- Targeted harassment
- Repeated hostile behavior

Depending on severity, penalties may include:

- Official warning

- Match forfeiture
- Suspension
- Permanent removal from BTH competitions

2.4 Sportsmanship

Participants are expected to compete honestly and respectfully.

Examples of poor sportsmanship include:

- Excessive taunting
- Match disruption
- Intentional grieving
- Unsportsmanlike behavior
- Deliberately wasting tournament time
- Attempting to provoke opponents into violating league rules

Competitive banter is permitted provided it remains respectful and does not violate any other section of this Rulebook.

2.5 Entry Fees

Unless otherwise stated by the organizer:

- All tournament entry fees are non-refundable once a team's first official match has begun.
- Teams removed from an event due to disciplinary action are not eligible for refunds.
- Teams withdrawing after competition begins forfeit any claim to reimbursement.

Exceptions may only be granted by BTH Administration.

2.6 Communication Standards

All communication during BTH events must remain professional. Participants must not use:

- Hate speech
- Threats
- Personal attacks
- Harassment
- Discriminatory language
- Obscene or excessively offensive language
- Attempts to incite conflict

League staff may review communications occurring through:

- Game chat
- Discord
- Tournament platform
- Broadcast communications
- Direct messages involving league matters

2.7 In-Game Text Chat

The use of **[ALL]Chat** is permitted unless otherwise restricted by tournament officials.

Players are solely responsible for all content they send through in-game chat. Messages violating this Rulebook may result in disciplinary action regardless of intent. Potential penalties include:

- Warning
- Round forfeiture
- Match forfeiture
- Point deduction
- Suspension
- Disqualification

Penalty severity will be determined by league administration.

2.7.1 Observer Chat Restriction

If league staff determine that players are approaching or violating the Code of Conduct through in-game chat, an observer may issue the message:

STOP

Once this message has been issued:

- All non-essential use of **[ALL] Chat** must immediately cease.
- Only communication specifically requested by league staff may continue.
- Production-related communication regarding rehosts or technical issues remains permitted.

Failure to comply may result in immediate disciplinary action.

2.8 Harassment

Harassment of any participant is prohibited.

Harassment includes, but is not limited to:

- Repeated targeted insults
- Threats
- Personal attacks
- Sexual harassment
- Intimidation
- Stalking
- Deliberate attempts to humiliate another participant

Harassment occurring outside official matches may still fall under league jurisdiction if directly related to BTH competition.

2.9 Discrimination

BTH maintains a zero-tolerance policy toward discrimination.

Participants may not engage in conduct targeting an individual or group based on:

- Race
- Color
- National origin
- Ethnicity
- Religion
- Sex
- Gender
- Gender identity
- Sexual orientation
- Disability
- Age
- Veteran status
- Any other protected characteristic

This prohibition includes:

- Slurs
- Derogatory language
- Altered Spellings
- Coded language
- Memes intended to bypass moderation
- Implicit discriminatory references

Violations may result in immediate suspension or permanent removal from BTH competitions.

2.10 Public Conduct

Participants are expected to represent BTH professionally while participating in official events.

Public actions that may damage the reputation or integrity of the league may be subject to review.

Examples include:

- Public accusations without evidence
- Deliberately spreading false information
- Encouraging harassment of league staff
- Attempts to undermine tournament integrity

Constructive criticism made respectfully is permitted.

2.11 Confidentiality

Participants involved in investigations or disciplinary proceedings must keep communications with BTH staff confidential unless explicitly authorized to disclose them.

Unauthorized disclosure may interfere with investigations and may itself constitute a rule violation.

2.12 Circumvention

Participants may not attempt to circumvent disciplinary actions through:

- Alternate accounts
- Alternate Discord accounts
- Third-party intermediaries
- Team transfers intended to avoid penalties
- False identity

Attempts to evade league enforcement will generally result in increased penalties.

2.13 Responsibility for Team Members

Organizations, captains, coaches, and managers are expected to exercise reasonable oversight over their players.

Repeated misconduct by multiple members of the same roster may result in organizational penalties in addition to individual disciplinary action.

2.14 Penalty Guidelines

Violations of the Code of Conduct may result in one or more of the following:

Severity	Possible Penalties
Minor	Verbal Warning, Official Warning
Moderate	Round Forfeit, Match Forfeit
Serious	Point Deduction, Suspension
Severe	Event Disqualification
Extreme	Permanent Ban from BTH

League Administration reserves the right to increase or reduce penalties based on:

- Intent
- Severity
- Previous disciplinary history
- Impact on competitive integrity
- Cooperation during investigation

2.15 Final Authority

All disciplinary decisions issued under the Code of Conduct are made at the sole discretion of BTH Administration.

Administrative rulings issued in good faith to preserve competitive integrity are final unless overturned through the league's internal review process.

3. Competitive Integrity

3.1 Purpose

Competitive integrity is the foundation of all BTH competitions.

Every participant is expected to compete fairly, honestly, and without obtaining any unfair competitive advantage.

Any action that compromises the fairness of competition may result in disciplinary action regardless of whether the action is explicitly listed within this Rulebook.

3.2 Fair Play

Participants must compete using only approved hardware, software, peripherals, and game features.

Players may not intentionally gain an unfair advantage through:

- Unauthorized software
- Unauthorized hardware
- Exploits
- Third-party assistance
- Manipulation of game systems

- External communication
- Network manipulation
- Match manipulation

3.3 Definition of Cheating

Cheating is defined as any intentional act that provides an unfair competitive advantage over another player or team.

Examples include, but are not limited to:

- Wallhacks
- ESP
- Aimbots
- Triggerbots
- Recoil scripts
- Macros
- Radar cheats
- Hardware cheats
- DMA devices
- Artificial intelligence assistance
- Input automation
- Crosshair overlays that provide gameplay assistance
- Modified game files
- Memory manipulation
- Packet manipulation
- Stream sniping
- Ghosting
- DDOS attacks
- Win trading
- Match fixing

This list is not exhaustive.

3.4 Prohibited Software

Participants may not run software that modifies, assists, automates, analyzes, or otherwise influences gameplay.

Examples include:

- Cheat software
- Macro software
- Automation software
- Scripting software
- Memory editors
- Packet editors
- DLL injectors
- Game modification tools

The burden of proving software legitimacy rests with the player.

3.4.1 Macros

Macros that automate gameplay are prohibited.

This includes:

- Recoil control
- Rapid fire
- Automatic crouching
- Lean macros
- Multiple actions bound to a single input
- Timing scripts

Keyboard remapping that performs only one in-game action per physical keypress is permitted unless otherwise prohibited.

3.5 Remote Access & VPNs

Remote access software may not be active during official matches.

Examples include:

- TeamViewer
- AnyDesk
- Chrome Remote Desktop
- Parsec (remote control)
- Windows Remote Desktop

The only approved network optimization software is:

- **ExitLag**

Any additional exception must receive written approval from BTH Administration before match day.

3.6 Previous Cheating Violations

A player is ineligible to compete if they knowingly possess or compete on an account that has received a verified cheating ban within the previous **24 months**.

League Administration reserves the right to investigate account ownership and account history.

Providing false information during such investigations may result in permanent removal from BTH competitions.

3.7 Anti-Cheat Requirements

All players must run **MoSS(MonitorSystemStatus)** using the Rainbow Six Siege profile during every official match.

Failure to properly run MoSS is considered a competitive integrity violation.

3.7.1 File Retention

Players must retain every MoSS file generated during a BTH event until:

- Their team has been eliminated

or

- The event has officially concluded

Deleting requested files may be treated as refusal to cooperate.

3.7.2 File Submission

ONLY WHEN REQUESTED:

- Every player on both teams must upload their MoSS files.
- Files must be submitted within **30 minutes** of match completion.
- Files must be uploaded to the team's designated Discord channel unless otherwise instructed.

Late submissions may result in:

- Warning
- Round penalty
- Match penalty
- Disqualification

3.7.3 Missing Files

Failure to submit requested MoSS files may result in immediate disqualification.

Repeated failures may result in suspension or permanent removal.

3.8 Investigations

BTH reserves the right to investigate any player at any time.

Investigations may be initiated through:

- Staff observation
- Broadcast footage
- Player reports
- Anti-cheat alerts
- Statistical anomalies
- Video evidence
- MoSS review
- Community reports supported by evidence

3.8.1 Investigation Tools

League Administration may use any reasonable method necessary to preserve competitive integrity.

This includes:

- MoSS review
- Match replay analysis
- Video review
- Statistical analysis
- PC inspection
- Memory dump review

- Live desktop inspection
- Camera verification
- Hardware verification

3.8.2 PC Checks

If reasonable suspicion exists, players may be required to complete a PC check.

PC checks may include inspection of:

- Running processes
- Installed applications
- Startup programs
- Temporary files
- Registry entries
- Browser history relevant to the investigation
- USB device history
- Windows event logs

Failure to cooperate will result in disqualification.

3.8.3 Memory Dumps

League Administration may request a memory dump when investigating suspected cheat software.

Players refusing to provide a requested memory dump will be immediately disqualified.

3.8.4 Camera Verification

League Administration may require players to participate in a live camera verification.

Players may be instructed to show:

- Monitor
- Keyboard
- Mouse
- Entire desk
- Computer
- Secondary displays
- Mobile devices near the setup

Players may also be required to record themselves during official matches if deemed necessary.

3.9 Match Manipulation

Any attempt to manipulate the outcome of a match is strictly prohibited.

Examples include:

- Match fixing
- Intentional losing
- Win trading
- Collusion
- Betting on one's own matches
- Sharing competitive information with opponents

(Does not include Vods)

Violations will normally result in permanent removal from BTH competitions.

3.10 Stream Sniping & Ghosting

Players may not obtain information from:

- Live broadcasts
- Discord streams
- Spectators

- Coaches outside permitted communication
- External observers

Intentional use of delayed broadcasts to obtain information is prohibited.

3.11 Exploits & Glitches

Players may not intentionally use game bugs that provide an unfair competitive advantage.

This includes exploits affecting:

- Visibility
- Collision
- Movement
- Sound
- Damage
- Gadgets
- Drones
- Camera mechanics
- Destruction
- Map geometry

3.11.1 Prohibited Exploits

Examples include:

- Wall clipping
- Invisible gadgets
- Invisible operators
- Invulnerability
- Collision exploits
- Shooting through unintended surfaces
- Undetectable window positions
- Blocking vaults using unintended methods

- Shield boosting
- Mira boosting
- Gadget placements that cannot reasonably be destroyed
- Accessing unintended map locations
- Vault exploits
- Skylight exploits

This list is illustrative and not exhaustive.

3.11.2 Permitted Gameplay Mechanics

The following are permitted unless otherwise prohibited by Ubisoft or BTH:

- Defusing through destructible surfaces
- Destroying a hatch beneath the defuser
- Smoke kills through destructible walls
- Standard breaching mechanics
- Normal operator gadget interactions

3.11.3 New Exploits

If a previously unknown exploit is discovered during a tournament, BTH Administration may immediately prohibit its use without waiting for a formal Rulebook update.

3.12 Cosmetics

Only approved cosmetics may be used during official matches.

3.12.1 Uniforms & Headgear

Permitted:

- Default cosmetics
- R6 Share team uniforms
- Six Major cosmetics
- Esports Program cosmetics
- Master Chief Elite

Prohibited:

- Thermite Legacy Set
- Any camouflage or cosmetic specifically prohibited by BTH

3.12.2 Drone Skins

All drone skins are prohibited during official competition.

3.12.3 Gadget Skins

Only gadget skins specifically approved by BTH may be used.

The approved list is maintained in **Appendix A**.

3.12.4 Weapon Cosmetics

The following are permitted:

- Weapon skins
- Attachment skins
- Charms
- Operator cards

unless specifically prohibited by league administration.

3.12.5 Cosmetic Penalties

Using prohibited cosmetics may result in:

- Warning
- Round replay
- Round forfeiture
- Match forfeiture

depending on the stage of competition.

3.13 Additional Gameplay Restrictions

The following restrictions apply during all official matches.

3.13.1 Spawn Peeking

Defenders may not eliminate an attacker within the first **2 seconds** of the Action Phase.

Damage may be dealt once the round timer reaches **2:57**.

3.13.2 Shared Computers

Players must compete only on their own approved gaming PC.

Sharing a computer between teammates during an event is prohibited unless expressly approved by BTH Administration due to exceptional circumstances.

3.14 Competitive Integrity Penalties

Violations of this section may result in one or more of the following:

Severity	Possible Penalty
Minor	Warning
Moderate	Round Forfeit
Serious	Match Forfeit
Major	Event Disqualification
Severe	Multi-Season Suspension
Extreme	Permanent Ban

3.15 Final Authority

BTH Administration retains sole authority to investigate, interpret, and enforce all Competitive Integrity rules.

The league may issue rulings that preserve fair competition even when a specific scenario is not explicitly covered within this Rulebook.

4. Competition Administration

4.1 Purpose

This section establishes the procedures used to administer all BTH competitions, including scheduling, tournament operations, match delays, rescheduling requests, and forfeits.

Unless otherwise announced by BTH Administration, all official competitions shall follow the procedures outlined below.

4.2 Official Schedule

All match dates and times are determined by BTH Administration.

The official tournament schedule will be published through approved league platforms, including but not limited to:

- Official Discord
- Tournament platform
- League website
- Official announcements

Teams are responsible for regularly checking official communications.

Failure to review schedule updates is not considered a valid excuse for missing a match.

4.3 Match Times

Each match has an official scheduled start

time. Teams are expected to:

- Complete roster check-ins.
- Complete map Bans.
- Join the lobby on time.
- Be prepared to begin immediately upon administrator instruction.

Being online does not constitute being match-ready.

4.4 Holidays

BTH will make reasonable efforts to avoid scheduling official matches during major holidays.

This includes, but is not limited to:

- Easter
- Thanksgiving
- Christmas Eve
- Christmas Day
- New Year's Eve
- New Year's Day

Additional scheduling accommodations may be made at the discretion of BTH Administration.

4.5 Scheduling Requests

League Administration will make reasonable efforts to accommodate scheduling conflicts when:

- Both teams agree.
- Competitive integrity is maintained.
- The request does not negatively impact tournament operations.

Approval of any scheduling request is not guaranteed.

4.6 Match Delays

Teams must make every reasonable effort to begin matches on time. Delays caused by:

- Missing players
- Poor preparation
- Failure to communicate
- Administrative negligence by a team

may result in disciplinary action.

4.6.1 Twenty-Minute Rule

If a match has not begun within **20 minutes** of its scheduled start time due to one team's delay, the delaying team shall forfeit the match unless an administrator grants an exception.

Exceptions may include:

- Ubisoft server outages
- Verified technical failures
- Internet infrastructure outages
- Other extraordinary circumstances approved by BTH Administration

4.6.2 Multi-Map Series

For Best-of-Three and longer series:

- After the initial 20-minute delay, the delaying team may forfeit one map.
- Additional delays may result in further map forfeitures.
- Continued failure to participate may result in a full match forfeit.

4.7 Communication Requirements

Captains or designated managers must remain available before and during official matches.

Teams are responsible for responding promptly to:

- League administrators
- Tournament officials
- Opposing team representatives

Failure to communicate may influence administrative rulings regarding delays or forfeits.

4.8 Rescheduling

Rescheduling is a privilege granted at the discretion of BTH Administration and is not guaranteed.

Teams may not independently reschedule official matches without league approval.

4.8.1 Eligible Matches

The following matches may be eligible for rescheduling:

- Regular season matches
- Circuit matches (excluding restricted playoff qualification matches)
- Other matches specifically approved by BTH Administration

Playoff matches, Finals, and championship matches are generally not eligible unless extraordinary circumstances exist.

4.8.2 Conditions for Approval

schedule request maybe approved only when:

- Both teams agree.
- League operations are not negatively affected.
- Competitive integrity is preserved.
- The request is submitted before the original match time whenever reasonably possible.

4.8.3 Emergency Circumstances

League Administration may approve emergency reschedules due to circumstances beyond the reasonable control of either team.

Examples include:

- Ubisoft server outages
- Regional internet outages
- Widespread power failures
- Natural disasters
- Other verified emergencies

Individual player availability generally does not qualify as an emergency.

4.8.4 Failure to Reach Agreement

If both teams cannot agree up on a rescheduled time,the match shall be played at the original scheduled time.

League Administration may impose a new match time if necessary to preserve tournament operations.

4.9 Tournament Delays

League Administration may delay any match when necessary due to:

- Broadcast requirements
- Server instability
- Technical issues
- Administrative investigations
- Competitive integrity concerns

Teams are expected to remain available during official tournament delays.

4.10 Administrative Pauses

League Administration may pause tournament operations at any time. Administrative pauses may occur because of:

- Technical failures
- Server instability
- Player investigations
- Broadcast issues
- Rule clarification
- Competitive integrity concerns

Administrative pauses do not count against team timeout limits.

4.11 Tournament Changes

BTH reserves the right to modify tournament operations when necessary. This may include:

- Match times
- Tournament format
- Bracket structure
- Broadcast schedule
- Match order
- Server selection

Such changes will only be made when reasonably necessary.

4.12 Withdrawal from Competition

Teams choosing to withdraw from an event must notify league administration immediately.

Withdrawal after competition has begun may result in:

- Removal from standings
- Loss of prize eligibility
- Circuit point forfeiture
- Future participation restrictions

Repeated withdrawals may result in denial of entry into future BTH events.

4.13 Failure to Participate

A team may be considered inactive if it:

- Fails to appear for scheduled matches.
- Repeatedly delays tournament operations.
- Stops responding to league staff.
- Abandons an event without notice.

Inactive teams may be removed from the competition.

4.14 Administrative Authority

League Administration reserves the right to take any reasonable action necessary to preserve:

- Tournament fairness
- Broadcast quality
- Competitive integrity
- Player safety
- Operational efficiency

This includes issuing rulings not specifically described within this Rulebook.

4.15 Administrative Decisions

Administrative decisions made in good faith to preserve the integrity of the competition are final unless formally reviewed by senior BTH Administration.

Participants are expected to comply immediately with all official rulings.

5. Team & Roster Regulations

5.1 Purpose

This section establishes the eligibility requirements for all teams, players, coaches, managers, and substitutes participating in BTH competitions.

Each team is responsible for ensuring that every roster member remains eligible throughout the duration of the competition.

Failure to comply with these regulations may result in roster lock violations, match forfeitures, removal from the event, or additional disciplinary action.

5.2 Regional Eligibility

Unless otherwise announced by BTH Administration, all players competing in BTH events must reside within the **North American (NA)** region.

Players must also maintain a stable internet connection capable of competing on official tournament servers.

5.2.1 Ping Requirement

Players are expected to maintain a consistent in-game latency of **120 milliseconds (ms) or lower** throughout official matches.

League Administration may investigate unusually high or unstable latency if it is believed to affect competitive integrity.

Players intentionally manipulating latency or routing traffic to gain an advantage may be subject to disciplinary action.

5.3 Team Registration

All teams must complete the official BTH registration process before competing.

Registration includes, but is not limited to:

- Team name

- Team logo (if applicable)
- Team captain
- Main roster
- Substitute players
- Coach (optional)
- Manager (optional)

League Administration may request additional information if necessary.

5.4 Roster Composition

Each team must maintain:

- **Five (5)** Main Roster Players
- Up to **Three (3)** Substitute Players

Support staff, including coaches, analysts, and managers, do **not** count toward the player roster unless they are officially registered as substitutes.

Teams may never have more than **eight (8)** registered players at one time.

5.5 Core Roster

A team's **Core Roster** consists of **three (3)** or more players from the original five-player starting roster that was registered for the event or circuit.

The Core Roster represents the team's competitive identity.

5.5.1 Maintaining Core Status

Teams must maintain at least **three (3)** Core Roster players throughout a Circuit Stage.

If a team falls below this threshold, it will be treated as a **new team** for circuit qualification, standings, and invitation purposes unless otherwise approved by BTH Administration.

5.6 Player Registration

Every player must be officially registered before competing.

Players may not participate until:

- They have been added to the official roster.
- Their registration has been approved.
- They satisfy all eligibility requirements.

Using an unregistered player will result in penalties that may include match forfeiture.

5.7 One Team Rule

A player may only be registered to **one (1)** active team at any given time within BTH competitions.

Players may not compete for multiple organizations during the same event unless formally transferred and approved by BTH Administration.

5.7.1 Team Switching

Players may not:

- Leave one registered team,
- Compete for another team during the same event,
- Then return to their original team.

Any attempt to circumvent roster rules through temporary transfers or alternate accounts is prohibited.

5.8 Ubisoft Account Requirements

Players must compete using the Ubisoft account registered with BTH.

Requirements include:

- Correct Ubisoft username
- Account ownership by the registered player
- Compliance with Ubisoft Terms of Service
- Compliance with BTH Competitive Integrity rules

Sharing accounts is strictly prohibited.

5.8.1 Alternate Accounts

Players wishing to compete on a different Ubisoft account must receive written approval from BTH Administration before participating.

Approval may be granted for circumstances such as:

- Lost account access
- Ubisoft account recovery
- Name changes
- Verified technical issues

Unauthorized account changes may result in match forfeiture.

5.8.2 Minimum Account Level

All Ubisoft accounts used in BTH competition must be at least **Level 100** in Rainbow Six Siege.

League Administration reserves the right to investigate accounts suspected of being recently created or otherwise used to evade league rules.

5.9 Player Names

Players must use names that are professional, recognizable, and easily identifiable.

A player's:

- Ubisoft username
- Tournament registration
- Discord nickname

must clearly identify the same individual.

Minor stylistic differences are permitted provided they remain recognizable.

5.9.1 Prohibited Player Names

Player names may not:

- Violate Ubisoft Terms of Service.
- Violate Discord Terms of Service.
- Contain discriminatory language.
- Contain hate speech.
- Be intentionally offensive.
- Contain excessive symbols or unreadable characters.
- Consist primarily of random letters or numbers (e.g., "barcodes").
- Impersonate another player.

- Impersonate BTH staff.
- Impersonate Ubisoft staff.
- Infringe on copyrighted material without authorization.

League Administration reserves the right to require a player to change their name before participating.

5.9.2 Name Changes

Players may modify their Ubisoft username during the season provided the new name remains clearly recognizable.

Example:
AwakeN.BTH
↓

AwakeNCarry.BTH

Significant identity changes require approval from BTH Administration.

5.9.3 Notification Requirement

Players must notify BTH Administration of any in-game name change before participating in another official match.

Failure to do so may result in administrative penalties.

5.10 Team Names

Team names must remain professional throughout the season.

Prohibited team names include those that:

- Promote hate or discrimination.
- Contain obscene language.
- Misrepresent affiliation with another organization.
- Intentionally imitate existing professional organizations.
- Violate copyright or trademark law.
- Damage the reputation of BTH.

League Administration may require a team to change its name at any time.

5.11 Substitutions

Teams may substitute **one (1)** player between maps in a multi-map series.

Substitutions are **not permitted** once a map has begun.

Emergency substitutions during an active map require approval from BTH Administration and will only be considered under exceptional circumstances.

- Players currently serving a BTH suspension.
- Players permanently banned by BTH.
- Players deemed ineligible under Section 3 (Competitive Integrity).
- Players using unauthorized accounts.
- Players who fail eligibility verification.

League Administration may determine additional eligibility restrictions when necessary.

5.13 Invitation Eligibility

Certain BTH events may require direct invitations.

Invited teams must maintain the Core Roster that originally earned the invitation.

5.13.1 Circuit Invitations

Teams qualifying through Circuit competition must retain their Core Roster.

Failure to do so may result in the invitation being revoked unless otherwise approved by BTH Administration.

5.13.2 Finals Qualification

Teams qualifying for BTH Finals by winning a Split or Circuit Stage must maintain the Core Roster that earned qualification.

Failure to do so may result in forfeiture of the Finals invitation.

5.14 Roster Transactions

A roster transaction is defined as adding a new eligible player to a team's roster. Removing a player does not count toward roster transaction limits.

5.14.1 Circuit Stage

Teams may complete up to **three (3)** roster additions during each Circuit Stage.

5.14.2 Seasonal Events & Finals

Teams may complete up to **two(2)** roster additions during a Seasonal Event or Finals.

5.14.3 Roster Lock

Rosters become locked immediately after the start of each qualifier or weekend event.

No additions or removals may occur until the team has either:

- Qualified for the next stage, or
- Been eliminated from the tournament.

5.15 Responsibility of Team Captains

Each team must designate a captain.

The captain is responsible for:

- Official communication with league staff.
- Roster accuracy.
- Match scheduling.
- Submission of required documentation.
- Representing the team during disputes.

Captains may designate a manager to perform these duties with league approval.

5.16 Responsibility of Organizations

Organizations are responsible for ensuring that all registered personnel:

- Follow this Rulebook.
- Maintain eligibility.
- Cooperate with league investigations.
- Conduct themselves professionally.

Repeated violations by members of the same organization may result in sanctions against the organization itself.

5.17 Administrative Authority

BTH Administration reserves the right to:

- Verify player identity.
- Verify account ownership.
- Verify roster eligibility.
- Investigate suspicious roster activity.
- Reject roster transactions.
- Revoke invitations obtained through rule violations.

6. Match Procedures

6.1 Purpose

This section establishes the procedures governing all official BTH matches, including lobby creation, match start requirements, technical issues, rehosts, pauses, timeouts, map vetoes, and post-match responsibilities.

All participants are expected to understand and follow these procedures throughout every official match.

6.2 Match Check-In

Teams must be available and prepared before their scheduled match time.

Prior to match start, each team must:

- Have five (5) eligible players available.
- Complete map vetoes (if applicable).
- Join the official lobby.
- Confirm player identities if requested.
- Resolve any roster discrepancies.
- Be ready to begin immediately upon administrator instruction.

Failure to check in may result in penalties or forfeiture.

6.3 Match Lobby

The designated host or league administrator is responsible for creating the official match lobby.

Only approved participants may join the lobby.

Spectators, observers, broadcasters, and administrators must receive authorization from BTH Administration.

6.3.1 Lobby Verification

Before the match begins, both teams are responsible for verifying:

- Correct server
- Correct game mode
- Correct map
- Correct lobby settings
- Correct roster
- Correct side assignment (if applicable)

Any issues must be reported **before the first round begins** whenever possible.

6.4 Match Start Requirements

An official match may begin only when:

- Five (5) eligible players from each team are present.
- Lobby settings have been verified.
- Map vetoes have concluded.
- League staff authorize the match to begin.

If a team cannot field five players within the allowed delay period, the team may forfeit the match.

6.5 Player Responsibility

Players are responsible for ensuring that:

- Their hardware is functioning properly.
- Their peripherals operate correctly.
- Their internet connection is stable.
- Required software (including MoSS) is running.
- They are able to complete the entire match.

Technical issues occurring on the player's side do not automatically justify a match delay or replay.

6.6 Rage Quitting

Intentionally leaving an official match is considered **Rage**

Quitting. Examples include:

- Disconnecting to avoid a loss.
- Leaving after an unfavorable round.
- Intentionally abandoning teammates.

If a player rage quits:

- The current map shall continue.
- The team must complete the map without that player unless a rehost is authorized.

6.6.1 Entire Team Leaves

If every member of one team leaves the lobby before the map concludes, that team shall immediately forfeit the current map.

Additional disciplinary action may be issued depending on the circumstances.

6.7 Technical Pauses

Each team is entitled to **one(1) TechnicalPause per map**.

Technical pauses are intended solely for unexpected technical issues.

Examples include:

- Internet disconnects
- Hardware failures
- Game crashes

- Ubisoft service failures

Technical pauses may not be used for strategy discussions.

6.7.1 Technical Pause Duration

Technical pauses remain active until:

- The in-game pause timer expires, or
- League Administration ends the pause.

If the issue remains unresolved after the timer expires:

- The team may request a rehost if eligible.
- Otherwise, play shall continue without the missing player.

6.8 Tactical Timeouts

Each team is entitled to **one (1) Tactical Timeout per map**.

6.8.1 Calling a Timeout

Only:

- Team Captain
- Registered Coach
- League Administrator

may request a Tactical Timeout.

Requests must be made through the designated Discord match channel or directly to the assigned Match Administrator.

6.8.2 Duration

A TacticalTimeout lasts **45 seconds**.

League Administration may extend or shorten the timeout if necessary due to technical circumstances.

6.8.3 Coach Communication

During Tactical Timeouts:

- One registered coach may communicate with the team.
- No additional coaches or support staff may participate.
- Once play resumes, coaches must cease all communication until the next authorized timeout.

6.9 Rehosts

A rehost is the recreation of the current match lobby to restore competitive integrity following an approved interruption.

Each team may request **one (1) Rehost per map**.

6.9.1 Eligible Rehost Reasons

Examples include:

- Player disconnect
- Game crash
- Ubisoft server issue
- Incorrect lobby settings
- Administrator instruction

League Administration may deny rehost requests if competitive integrity has not been significantly affected.

6.9.2 Rehost Window

Teams may request a rehost up to **20 seconds into the Action Phase**.

The request is considered valid based on the moment the request is made—not when an administrator responds.

6.9.3 Damage Threshold

A rehost may not normally be granted if any operator has received more than **20 HP** of damage. (Self or Team Damage does not count)

The following do **not** count toward this threshold:

- Shock Drone damage
- Argus Camera laser damage
- Other minimal gadget damage specifically approved by League Administration

League Administration may override this restriction when necessary to preserve competitive integrity.

6.9.4 Administrator Rehhosts

League Administration may order a rehost at any time if necessary due to:

- Server instability
- Broadcast issues
- Incorrect lobby settings
- Technical failures
- Competitive integrity concerns

Administrator-ordered rehhosts do not count against a team's rehost limit.

6.10 Disconnects

Players disconnecting after the Rehost Window has expired shall normally continue the round with their team playing short-handed.

At the conclusion of the round:

- The affected team may request a rehost.
- The affected team may continue without the disconnected player.
- League Administration may issue additional instructions.

6.10.1 Rejoining

Players should use Rainbow Six Siege's **Rejoin Custom Match** feature whenever available.

Teams are expected to facilitate the player's return as quickly as possible.

6.10.2 Multiple Disconnects

Repeated disconnects occurring after a team's available rehost has been exhausted shall not automatically justify additional rehosts.

League Administration may authorize additional rehosts only under exceptional circumstances.

6.11 Rehost Procedure

Following approval of a rehost:

- The same five players must return.
- Both teams must join the recreated lobby promptly.
- Teams have **10 minutes** to rejoin unless otherwise directed.

Failure to return within the allotted time may result in forfeiture.

6.12 Incorrect Lobby Settings

The hosting team is responsible for ensuring that all lobby settings are correct.

Incorrect settings include, but are not limited to:

- Wrong server
- Wrong map
- Wrong game mode
- Incorrect rounds
- Incorrect bans
- Incorrect competitive settings

6.12.1 Penalty Structure

First Offense:

- Official Warning

Second Offense:

- Round Forfeit

Third Offense:

- Map Forfeit

Further violations may result in additional disciplinary action.

6.13 Map Veto

Map vetoes determine the maps and starting sides used during official matches.

Map vetoes open **90 minutes** before the scheduled match time unless otherwise announced.

6.13.1 Veto Deadline

Both teams must begin the map veto process no later than **15 minutes** after match creation.

Failure to participate may result in administrative penalties.

6.13.2 Delaying the Veto

Teams intentionally delaying the veto process may lose veto privileges.

League Administration may award the opposing team:

- First ban
- Side selection
- Map selection
- Other competitive advantages deemed appropriate.

6.14 Best-of-One Procedure

Prior to the veto:

A virtual coin toss determines which team receives first choice.

The winner chooses either:

- First Map Ban

or

- Starting Side once the final map has been selected.

6.15 Best-of-Three Procedure

The coin toss winner chooses:

- First Ban

or

- First Side Selection.

The remaining advantages alternate according to the official tournament veto procedure.

The deciding map uses the remaining available map after the veto concludes.

6.15.1 Overtime Sides

The team that did **not** choose the Regulation starting side shall choose the starting side for Overtime.

6.16 Match Completion

At the conclusion of every match:

Both teams must:

- Submit required MoSS files.
- Report the final score if requested.
- Cooperate with post-match investigations.

- Remain available until released by League Administration.

Leaving immediately after a match may delay tournament operations.

6.17 Post-Match Interviews

For broadcasted matches:

The winning team must make **at least one player** available for a post-match interview.

6.17.1 Camera Requirement

Players may satisfy the camera requirement by using:

- Webcam
- Mobile phone
- Tablet

The player's face must remain clearly visible throughout the interview.

6.18 Administrative Authority

League Administration may modify any Match Procedure when necessary to preserve:

- Competitive integrity
- Broadcast quality
- Tournament operations
- Player safety
- Fair competition

Such rulings are final unless reviewed by senior BTH Administration.

7. Match Settings

7.1 Purpose

This section establishes the official game settings used for all BTH Rainbow Six Siege competitions.

Unless otherwise announced by BTH Administration, all official matches shall be played using the settings outlined below.

If Ubisoft or BLAST updates the official competitive settings during an active season, BTH Administration reserves the right to adopt those changes immediately or at the conclusion of the current stage.

7.2 Official Game Version

All matches must be played using the latest live version of **Tom Clancy's Rainbow Six Siege** unless otherwise announced by BTH Administration.

If Ubisoft deploys an update immediately before or during an event that negatively impacts competitive integrity, BTH may postpone matches or temporarily revert to an earlier approved build if technically possible.

7.3 Game Mode

Unless otherwise specified by the tournament format, all official matches shall use:

Setting	Value
Playlist	Custom Game
Game Mode	Competitive
Match Type	Bomb
HUD	Enabled
Friendly Fire	Enabled
Reverse Friendly Fire	Enabled (Default Ubisoft Settings)

All gameplay settings shall mirror the official Ubisoft Competitive Ruleset unless otherwise stated in this Rulebook.

7.4 Server Selection

The default match server for all BTH competitions is:

Central US (CUS)

If the designated server becomes unavailable or unsuitable, servers shall be selected in the following order:

1. Central US (CUS)
2. South Central US (SCUS)
3. East US 2 (EUS2)

If none of the approved servers provide a fair competitive environment, BTH Administration may designate an alternative server.

League Administration's decision regarding server selection is final.

7.5 Time of Day

All official matches shall use:

Day

Unless Ubisoft modifies the competitive ruleset, no alternative time-of-day settings may be used.

7.6 Voice Chat

The official in-game voice chat setting is:

Team Only

Players may also communicate through approved third-party voice communication software such as Discord.

Communication with individuals outside the active match roster during live rounds is prohibited except where expressly permitted by this Rulebook.

7.7 Competitive Settings

Unless otherwise announced, all custom game settings shall match the current Ubisoft Competitive Preset.

This includes, but is not limited to:

- Operator bans
- Pick phase duration
- Preparation phase duration
- Action phase duration
- Overtime format
- Objective rotation
- Reveal phase
- Sixth Pick (if supported)
- Replay settings
- Match point settings

BTH Administration reserves the right to modify settings where necessary to preserve competitive integrity or accommodate tournament operations.

7.8 Map Pool

The official BTH map pool mirrors the current BLAST Rainbow Six competitive map pool.

At the time of publication, the approved maps are:

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

If BLAST or Ubisoft changes the official competitive map pool during an active season, BTH Administration may:

- Adopt the updated map pool immediately.
- Delay implementation until the beginning of the next stage.
- Make temporary adjustments where necessary.

The implementation timeline will be announced before taking effect.

7.9 Match Configuration

Unless otherwise specified by the event format, matches shall be played using the following formats:

Stage

	Format
Qualifiers	Best-of-One (BO1)
Regular Season	Best-of-One (BO1)
Playoffs	Best-of-Three (BO3)
Finals	Best-of-Five (BO5), if announced

BTH Administration reserves the right to alter match formats prior to the start of an event.

7.10 Lobby Host Responsibilities

The designated lobby host is responsible for ensuring that all match settings are configured correctly before the match begins.

This includes verifying:

- Correct server
- Correct game mode
- Correct map
- Correct match format
- Correct side assignments
- Competitive preset
- Tournament-specific settings

Failure to correctly configure the lobby may result in penalties as outlined in **Section 6 – Match Procedures**.

7.11 Game Updates During Competition

If Ubisoft releases a game update during an ongoing event that affects game play or competitive integrity, BTH Administration may:

- Delay scheduled matches.
- Suspend tournament play.
- Modify the tournament schedule.
- Continue using the current version where technically possible.
- Implement emergency rule adjustments.

Teams will be notified of any changes through official league communication channels.

7.12 Emergency Server Failures

If Ubisoft services experience wide spread outages or instability that prevent fair competition, BTH Administration may:

- Delay the match.
- Postpone the event.
- Reschedule affected matches.
- Relocate the match to another approved server.
- Modify tournament timelines.

League Administration will prioritize competitive integrity when making these decisions.

7.13 Match Settings Violations

Using incorrect match settings without administrative approval may result in:

Violation	Possible Penalty
Incorrect Lobby Settings	Warning
Repeated Incorrect Settings	Round Forfeit
Continued Violations	Map Forfeit
Intentional Misconfiguration	Match Forfeit or Disqualification

League Administration may increase or reduce penalties depending on the severity and competitive impact of the violation.

7.14 Administrative Authority

BTH Administration reserves the right to modify match settings before or during an event when necessary to:

- Preserve competitive integrity.
- Address game-breaking issues.
- Align with Ubisoft competitive updates.
- Improve tournament operations.

Such modifications will be communicated through official league channels whenever reasonably possible.

8. Standings & Tournament Format

8.1 Purpose

This section define show teams earn standings, how forfeits affect league play, and how ties are resolved.

Unless otherwise specified in an event announcement, all BTH tournaments shall follow the procedures outlined in this section.

8.2 Tournament Formats

BTH may organize competitions using one or more tournament formats, including:

- Round Robin
- Swiss
- Single Elimination
- Double Elimination
- Group Stage
- Circuit Stage
- Seasonal Events
- Invitational Events
- Finals

The format for each event will be announced before registration opens.

8.3 League Standings

League standings determine playoff qualification, seeding, invitations, and circuit rankings.

Standings are updated after the conclusion of each official match.

Only officially verified match results will be counted.

8.3.1 Match Points

Unless otherwise announced, match points are awarded as follows:

Result	Points
Match Win	3
Match Loss	0
Administrative Win	3
Administrative Loss	0

If an event uses an alternative point system, it will be published before the event begins.

8.4 Administrative Forfeits

A match may be administratively forfeited if a team:

- Fails to appear for a scheduled match.
- Cannot field five eligible players.
- Uses an ineligible player.
- Refuses to follow administrative instructions.
- Is disqualified during the event.
- Withdraws before completing the match.

League Administration may issue additional penalties when warranted.

8.4.1 Late Arrival

A team that has not begun its match within **20 minutes** of the scheduled start time due to its own delay may receive an administrative forfeit.

For multi-map series, map forfeits may be applied before a full match forfeit, as described in **Section 4 – Competition Administration**.

8.4.2 Team Withdrawal

If a team voluntarily withdraws from an event:

League Administration may:

- Remove the team from the standings.
- Void previous match results.
- Preserve previous match results.
- Redistribute future opponents according to the tournament format.

The chosen method will prioritize competitive integrity.

8.5 Disqualification

Teams disqualified from a competition may lose:

- Match victories. Circuit points.
- Prize eligibility.
- Invitations.
- Playoff qualification.

League Administration will determine whether previous match results remain valid.

8.6 Playoff Qualification

The number of teams qualifying for playoffs shall be announced before the beginning of each season.

Unless otherwise stated, playoff qualification is determined by:

1. Final League Standings
2. Tiebreaker Procedures
3. Administrative Rulings (if necessary)

8.7 Seeding

Playoff seeding is determined according to final standings.

League Administration may adjust seeding if required due to:

- Administrative forfeits.
- Disqualifications.
- Competitive integrity concerns.
- Tournament restructuring.

8.8 Round Robin Tiebreakers

If two or more teams finish with identical records, ties shall be resolved in the following order:

1. Total Match Points
2. Head-to-Head Record
3. Total Match Wins
4. Round Differential
5. Tiebreaker Match (if necessary)

If multiple teams remain tied after applying one criterion, the next criterion shall be used.

8.9 Swiss Tiebreakers

For Swiss-format events, ties shall be resolved using:

1. Total Match Wins
2. Buchholz Score
3. Round Differential
4. Total Rounds Won
5. Tiebreaker Match (if necessary)

BTH Administration may modify Swiss tiebreakers before an event begins if required by tournament software or format.

8.10 Tiebreaker Matches

If a tie cannot be resolved through standard procedures, League Administration may schedule one or more tiebreaker matches.

The format of a tiebreaker match will be determined based on:

- Tournament stage.
- Time available.
- Broadcast schedule.
- Competitive integrity.

All tiebreaker decisions made by BTH Administration are final.

8.11 Circuit Points

Where applicable, Circuit Points may be awarded based on event placement.

Circuit Points determine:

- Seasonal rankings.
- Invitations.
- Finals qualification.
- Other league benefits announced by BTH.

The Circuit Point distribution for each season will be published separately.

8.12 Prize Eligibility

To remain eligible for prizes, a team must:

- Complete the event.
- Remain in good standing.
- Avoid disqualification.
- Comply with all league investigations.
- Submit all required documentation.

Prize eligibility may be revoked for violations of this Rulebook.

8.13 Statistical Corrections

League Administration reserves the right to correct:

- Match scores.
- Standings.
- Round counts.
- Circuit Points.
- Player statistics.

Corrections may occur after post-match reviews or investigations.

8.14 Event Cancellation

If an event cannot reasonably continue due to circumstances beyond the control of BTH, League Administration may:

- Cancel the event.
- Reschedule the event.
- Award partial results.
- Void the event.
- Modify the tournament structure.

Factors considered include:

- Ubisoft server outages.
- Natural disasters.
- Widespread internet outages.
- Security concerns.
- Other extraordinary circumstances.

8.15 Administrative Authority

League Administration has final authority regarding:

- Standings.
- Playoff qualification.
- Seeding.
- Tiebreakers.
- Administrative forfeits.
- Event restructuring.

Administrative decisions shall prioritize fairness and competitive integrity.

9. Protests & Investigations

9.1 Purpose

This section establishes the official procedures for reporting rule violations, filing protests, conducting investigations, and resolving disputes during BTH competitions.

The objective of every investigation is to protect competitive integrity while ensuring that all parties receive a fair and impartial review.

9.2 Right to File a Protest

Any registered player, coach, manager, or team captain may file an official protest regarding an incident that occurred during an official BTH competition.

Protests may concern, but are not limited to:

- Cheating
- Exploit abuse
- Incorrect match settings
- Roster violations
- Ineligible players
- Match procedure violations
- Broadcast violations
- Administrative errors
- Unsportsmanlike conduct

League Administration may also begin investigations without receiving a formal protest.

9.3 Protest Deadline

Protests may be submitted:

- Before a match begins
- During an active match
- Within **24 hours** after the official conclusion of the match

Protests submitted after the deadline may be declined unless extraordinary circumstances prevented timely submission.

9.4 Filing a Protest

Official protests must be submitted through an approved BTH communication channel. Approved methods include:

- Official tournament platform (e.g., OPL)
- Official Discord support ticket
- Match Administrator during a live match

No other submission methods are considered official unless expressly approved by BTH Administration.

9.4.1 Live Match Protests

If a protest is filed during an active match:

The protesting team must immediately notify:

- The assigned Match Administrator, **or**
- League staff through the designated Discord match channel.

Teams should not continue discussing the issue publicly during the match unless instructed to do so by league staff.

9.4.2 Required Information

Every protest should include as much relevant information as possible.

Examples include:

- Match ID
- Tournament name
- Teams involved
- Round number
- Time of incident
- Description of the alleged violation
- Supporting evidence

Providing incomplete information may delay the investigation.

9.5 Evidence Requirements

BTH Administration may require evidence before opening or continuing an investigation.

Acceptable evidence includes:

- Video recordings
- Match VODs
- Screenshots
- Replay clips
- MoSS files
- Server logs
- Tournament platform logs
- Broadcast footage

Evidence must be authentic and unaltered.

Knowingly submitting falsified or manipulated evidence is itself a rule violation.

9.5.1 Burden of Proof

The party submitting a protest is responsible for providing sufficient evidence to support the allegation.

League Administration may dismiss protests that lack enough evidence to reasonably investigate.

9.6 MoSS Investigations

During any Competitive Integrity investigation, League Administration may require:

- MoSS files
- Additional screenshots
- Desktop recordings
- PC inspections
- Memory dumps

Failure to cooperate may result in immediate disqualification.

9.6.1 MoSS Submission During Protests

If a protest involves allegations of cheating or unauthorized software:

Both teams may be required to submit:

- MoSS files
- Additional supporting evidence
- Requested documentation

This requirement applies regardless of which team initiated the protest.

9.7 Competitive Integrity Investigations

League Administration may investigate any participant whenever reasonable suspicion exists.

Investigations may be initiated through:

- Player reports Staff
- observations Broadcast
- review Anti-cheat alerts
- Statistical anomalies
- Community reports with evidence

An investigation may continue even if the reporting party withdraws their protest.

9.8 Match Fixing

Match fixing is strictly prohibited.

Examples include:

- Intentionally losing
- Agreeing upon match outcomes
- Win trading
- Bribery
- Betting on one's own match
- Sharing prize money to influence results

Participants found guilty of match fixing will normally receive:

- Immediate disqualification

- Permanent ban from BTH competitions
- Forfeiture of prizes
- Removal of tournament results

League Administration reserves the right to notify Ubisoft or other tournament organizers of verified match-fixing offenses.

9.9 Confidentiality

All investigations are confidential.

Participants involved in an active investigation must not publicly disclose:

- Evidence
- Internal communications
- Administrative discussions
- Preliminary findings

This confidentiality helps protect the integrity of the investigation and the privacy of all involved parties.

9.10 Public Statements

Participants may not knowingly publish false or misleading statements regarding:

- Active investigations
- League staff
- Opposing teams
- Evidence under review

Constructive criticism of league operations is permitted, provided it is made respectfully and does not compromise an ongoing investigation.

9.11 Administrative Review

League Administration will review all available evidence before issuing a ruling. During an investigation, administrators may:

- Interview participants
- Review VODs
- Examine MoSS files
- Conduct PC checks
- Request additional evidence
- Consult Ubisoft or anti-cheat specialists if necessary

League Administration is not obligated to disclose every piece of evidence considered during an investigation.

9.12 Possible Outcomes

Following an investigation, League Administration may:

- Dismiss the protest
- Issue a warning
- Replay a round
- Replay a map
- Award a round forfeit
- Award a map forfeit
- Award a match forfeit
- Suspend a player
- Disqualify a team
- Permanently ban a participant

Multiple penalties may be applied simultaneously where appropriate.

9.13 Appeals

Participants may appeal an administrative ruling only if:

- New evidence becomes available, or
- A procedural error significantly affected the outcome.

Appeals must be submitted within **72 hours** of the original decision unless otherwise specified by BTH Administration.

Appeals are not an opportunity to re-argue previously considered evidence.

9.13.1 Appeal Review

Appeals will be reviewed by senior BTH Administration or an appointed review panel.

The review panel may:

- Uphold the original ruling.
- Modify the penalty.
- Reverse the decision.
- Order additional investigation.

The outcome of an appeal is final.

9.14 Failure to Cooperate

Participants must fully cooperate with all official

investigations. Failure to cooperate includes, but is not limited

to:

- Ignoring staff requests
- Refusing a PC check
- Refusing to provide MoSS files

- Destroying evidence
- Providing false information
- Obstructing the investigation

Failure to cooperate may result in immediate suspension or disqualification.

9.15 Administrative Authority

BTH Administration retains full authority over all investigations conducted under this Rulebook.

League Administration may initiate, suspend, reopen, or conclude investigations at its sole discretion when necessary to preserve competitive integrity.

Administrative decisions issued following a completed investigation are final, except as provided under the appeals process described in this section.

10. Broadcast Regulations

10.1 Purpose

BTH broadcasts are an official representation of the league and its participants.

This section establishes the rules governing official broadcasts, player streaming, observers, casters, media obligations, and broadcast integrity.

All participants are expected to cooperate with broadcast staff and assist in maintaining a professional viewing experience.

10.2 Official Broadcast Rights

BTH retains the exclusive right to produce, distribute, record, stream, and monetize all official league matches.

These rights include, but are not limited to:

- Live broadcasts
- Recorded broadcasts
- Highlight videos
- Social media clips
- Promotional content
- Statistical graphics
- Tournament photography

By participating in a BTH event, teams and players grant BTH permission to use their gameplay, usernames, team names, logos, likenesses, and voice communications (where applicable) for league-related promotional and broadcast purposes without additional compensation.

10.3 Official Broadcast Selection

Not every match will be broadcast.

League Administration determines which matches will receive official coverage based on factors including:

- Tournament stage
- Broadcast schedule
- Competitive significance

- Production availability
- Viewer interest

Broadcast selections are final.

10.4 Broadcast Delay

Every official BTH broadcast must use a minimum **180-second (3-minute)** spectator delay.

League Administration may increase this delay if necessary to protect competitive integrity.

Under no circumstances may the delay be reduced below the league minimum without prior approval.

10.5 Player Streaming

Players may stream their own matches **only if the match has not been selected for an official BTH broadcast.**

If a match is selected for broadcast, players, coaches, and substitutes participating in the match may not livestream or publicly broadcast their gameplay from any perspective.

This restriction applies from the beginning of the match until its official conclusion.

10.5.1 Delayed Personal Streams

League Administration may authorize delayed player streams on a case-by-case basis.

Any approved delay must be sufficient to eliminate any possibility of stream sniping or competitive advantage.

Approval must be obtained before the match begins.

10.5.2 Spectator Restrictions

Spectators who have access to live match information may not stream, share, or communicate competitive information to participants during an active match.

Violations may result in disciplinary action against both the spectator and any participant who benefits from the information.

10.6 Broadcast Integrity

Participants may not intentionally interfere with the league broadcast.

Examples include:

- Deliberately revealing confidential competitive information on stream
- Attempting to manipulate the broadcast
- Intentionally disrupting interviews
- Harassing broadcast staff
- Circumventing stream restrictions

Any action that compromises the integrity or professionalism of the broadcast may result in penalties.

10.7 Unauthorized Broadcasts

No individual or organization may restream, rebroadcast, or commercially redistribute an official BTH broadcast without written permission from BTH Administration.

Unauthorized broadcasts may be subject to copyright enforcement and league disciplinary action.

10.8 Media Obligations

Players participating in featured matches may be required to participate in reasonable media activities, including:

- Post-match interviews
- Winner interviews
- Promotional photography
- Team introductions
- Content creation requested by the league

League Administration will provide reasonable notice whenever possible.

10.8.1 Interview Participation

For broadcasted matches, the winning team must provide at least **one (1)** player for a post-match interview unless excused by League Administration.

Players are expected to conduct themselves professionally during all interviews.

10.8.2 Camera Requirements

When participating in official interviews, players must use a functioning camera.

Approved devices include:

- Webcam
- Smartphone
- Tablet

The player's face must remain clearly visible throughout the interview unless otherwise approved.

10.9 Casters

Official casters represent the league and are expected to maintain professionalism at all times.

Casters should provide impartial, respectful, and accurate commentary throughout every broadcast.

10.9.1 Conflicts of Interest

Casters may not broadcast a match if they have a direct competitive conflict of interest.

Examples include:

- Coaching either team
- Managing either team
- Playing for either team
- Ownership interest in either organization
- Other relationships determined by League Administration

League Administration may approve exceptions where no competitive advantage exists.

10.9.2 Professional Conduct

Casters may not:

- Harass participants
- Display discriminatory behavior
- Publicly mock players
- Encourage harassment
- Reveal confidential administrative information

Constructive criticism of gameplay is permitted.

10.10 Observers

Observers are responsible for ensuring that spectators receive an accurate and fair representation of the match.

Observers must remain impartial throughout the event.

10.10.1 Observer Disconnects

If an observer disconnects **after the Pick Phase**, the current round shall continue.

At the conclusion of the round:

- Both teams must provide a screenshot of the scoreboard if requested.
- The match shall pause to allow the observer to reconnect.

10.10.2 Observer Rehhosts

If the observer cannot reconnect, League Administration may authorize a rehost.

The rehost will follow the procedures outlined in **Section 6 – Match Procedures**.

10.10.3 Observer Authority

Observers may communicate directly with Match Administrators regarding:

- Technical issues
- Broadcast concerns
- Rehhosts
- Competitive integrity concerns

Observers may not provide strategic information to either team.

10.11 Broadcast Assets

Teams may be asked to provide broadcast materials, including:

- Team logos
- Player headshots
- Organization branding
- Social media handles
- Sponsor information (subject to league approval)

Failure to provide requested assets does not prevent participation but may limit broadcast presentation.

10.12 Recording & Archiving

BTH may record and archive all official matches for purposes including:

- Competitive integrity investigations
- Highlight creation
- Educational content
- Historical records
- Promotional material

Participants acknowledge that recorded content may remain publicly available indefinitely.

10.13 Broadcast Violations

Violations of this section may result in one or more of the following penalties:

Violation	Possible Penalty
Unauthorized Player Stream	Warning or Match Forfeit
Unauthorized Restream	Removal of Broadcast Access / League Sanctions
Failure to Attend Interview	Warning or Fine (if applicable)
Broadcast Interference	Match Penalty or Suspension
Sharing Live Competitive Information	Suspension or Disqualification

Penalty severity will be determined by League Administration based on the nature and impact of the violation.

10.14 Administrative Authority

League Administration retains final authority over all matters relating to official broadcasts.

This includes:

- Broadcast scheduling
- Stream approvals
- Observer assignments
- Caster assignments
- Media obligations
- Interview requirements
- Enforcement of broadcast regulations

Administrative decisions made to preserve broadcast quality and competitive integrity are final.

11. League Operations & Final Provisions

11.1 Purpose

This section outlines the administrative policies governing prize distribution, participant responsibilities, intellectual property, sponsorship, league communications, and final administrative authority.

Unless otherwise specified, all participants agree to these provisions by registering for any BTH competition.

11.2 Prize Distribution

BTH will distribute all advertised prize money within **seven (7) calendar days** following the conclusion of an event, unless otherwise announced.

Prize distribution may be delayed if:

- Eligibility reviews are ongoing.
- Competitive Integrity investigations remain open.
- Required payment information has not been submitted.
- Fraud prevention procedures are incomplete.

11.2.1 Team Representative

Unless otherwise approved by League Administration, all prize payments will be issued to the team's designated Captain or Manager.

That individual is solely responsible for distributing prize money to teammates.

BTH is not responsible for disputes arising after payment has been completed.

11.2.2 Payment Information

Winning teams must provide all requested payment information within the timeframe established by League Administration.

Failure to provide accurate payment information may delay prize distribution.

11.2.3 Prize Eligibility

To receive prizes, participants must:

- Remain eligible throughout the event.
- Comply with this Rulebook.
- Complete any required investigations.
- Submit requested payment information.
- Meet any legal eligibility requirements.

Players or teams that are disqualified before prize distribution may forfeit their eligibility.

11.3 Taxes & Financial Responsibility

Participants are solely responsible for:

- Income taxes
- Local taxes
- National taxes
- Banking fees
- Currency conversion fees

- Other financial obligations associated with prize payments.

BTH will not provide tax advice.

11.4 Sponsorship & Branding

Teams may maintain independent sponsors provided those sponsors do not conflict with BTH values or existing league partnerships.

BTH reserves the right to prohibit sponsors involving:

- Illegal products or services
- Gambling (where prohibited)
- Hate organizations
- Pornographic content
- Tobacco or nicotine products
- Unauthorized cheat providers
- Any sponsor deemed harmful to the league's reputation

League Administration retains final approval over sponsorship eligibility.

11.5 League Intellectual Property

All BTH logos, branding, broadcasts, graphics, promotional materials, and official publications remain the intellectual property of BTH unless otherwise stated.

Participants may not reproduce or commercially exploit official league materials without written permission.

11.6 Participant Media Rights

By participating in BTH events, participants grant BTH a worldwide, royalty-free license to use:

- Team names
- Player names
- Usernames
- Logos
- Match footage
- Interviews
- Screenshots
- Voice communications (where applicable)
- Photographs
- Promotional materials

These rights may be used for:

- Broadcasts
- Social media
- Advertising
- Historical archives
- Promotional content
- Educational content

No additional compensation shall be required for these uses.

11.7 Confidential Information

Participants may receive confidential information during league operations. Confidential information includes, but is not limited to:

- Internal administrative discussions
- Investigation details

- Private staff communications
- Unreleased schedules
- Internal documents

Participants may not disclose confidential information without authorization.

11.8 Official Communication

Official league announcements may be published through:

- Official Discord server
- Tournament platform
- Official website
- League social media
- Direct communication from League Administration

Participants are responsible for remaining informed of official announcements.

Failure to review league communications does not excuse rule violations.

11.9 Rulebook Updates

BTH reserves the right to modify, clarify, amend, or replace this Rulebook whenever necessary.

Whenever reasonably possible:

- Participants will be notified before changes take effect.
- A revision log will be maintained.
- Updated versions will supersede previous editions.

Participation after an update constitutes acceptance of the revised Rulebook.

11.10 Exceptional Circumstances

Situations not specifically addressed within this Rulebook shall be resolved by League Administration in accordance with the principles of:

- Competitive integrity
- Fair competition
- Professionalism
- Consistency
- Good sportsmanship

League Administration may reference official Ubisoft or BLAST regulations when appropriate.

11.11 Force Majeure

BTH shall not be liable for delays, cancellations, or modifications resulting from events beyond its reasonable control, including but not limited to:

- Ubisoft server outages
- Internet service disruptions
- Natural disasters
- Public emergencies
- Government actions
- Power failures
- Cybersecurity incidents
- Other unforeseen circumstances

League Administration may postpone, modify, or cancel events affected by such circumstances.

11.12 Waiver

Failure by BTH to enforce any provision of this Rulebook on one occasion shall not constitute a waiver of the right to enforce that provision in the future.

11.13 Severability

If any portion of this Rule book is determined to be invalid or unenforceable, the remaining provisions shall remain in full force and effect.

11.14 Governing Authority

All official interpretations of this Rulebook are made solely by BTH Administration.

Administrative rulings made to preserve competitive integrity and tournament operations are final.

11.15 Acceptance of the Rulebook

By registering for, participating in, or otherwise taking part in any BTH competition, every participant acknowledges that they have:

- Read this Rulebook.
- Understood this Rulebook.
- Agreed to comply with all rules and administrative
- decisions. Accepted the disciplinary procedures contained here in.

Failure to read the Rulebook does not exempt any participant from compliance.

End of Section 11 – League Operations & Final Provisions

Appendices

To keep the main rulebook concise and easy to update we will move frequently changing content into appendices:

Appendix A – Approved Cosmetics

- Allowed operator uniforms
- Banned headgear
- Allowed gadget skins
- Weapon skin policy
- Cosmetic update procedure

Appendix B – Current Competitive Map Pool

- Active maps
- Map pool changes
- Effective dates

Appendix C – Penalty Matrix

Violation	First Offense	Repeat Offense
Late MoSS Submission	Warning	Match Penalty
Prohibited Cosmetic	Round Forfeit	Additional Sanctions
Late Arrival	Map Forfeit	Match Forfeit
Unsportsmanlike Conduct	Warning	Suspension

Cheating	Permanent Ban	—
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Appendix D – Definitions

Include clear definitions for terms such as:

- Administrative Win
- Core Roster
- Competitive Integrity
- Match Administrator
- Technical Pause
- Tactical Timeout
- Rehost
- Disqualification
- Suspension
- Match Fixing
- Force Majeure

Appendix E – Revision History

Maintain a version log for transparency.

Version	Date	Changes
1.0	July 2026	Initial Publication
1.1	TBD	
1.2	TBD	

Copyright

© 2026 BTH Esports.

This Rulebook is the official governing document for all BTH Rainbow Six Siege competitions. Participation in any BTH event constitutes acceptance of every rule contained within this document.

BTH reserves all rights regarding the interpretation, enforcement, modification, and application of these rules.