



THE CRUCIBLE - RULEBOOK

July - August 2026

This Rulebook outlines the rules that should at all times be followed when participating in THE CRUCIBLE. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the League Administration that has the last word and that decisions that are not specifically supported or detailed in this Rulebook, or even go against this Rulebook, may be taken in extreme cases, to preserve fair play and sportsmanship.

THE CRUCIBLE makes every effort to ensure that the rules are complete and up to date. The rules are a guideline and the decisions by admins may differ from them depending on the circumstances.

For rules/concerns not addressed here within the THE CRUCIBLE Rulebook please refer to the [R6 Global Rulebook](#) for clarification as THE CRUCIBLE mirrors most regulations and can serve as a good guideline for items not listed below.

SECTION ONE - OVERVIEW

1.1 GENERAL

1.1.1 RULE CHANGES

THE CRUCIBLE keeps the right to remove, amend and/or otherwise change the rules written in this Rulebook without further notice. Players are responsible for keeping up-to-date with the latest rules and at no point are tournament officials or THE CRUCIBLE Administration responsible for announcing or notifying players of rule changes.

THE CRUCIBLE also keeps the right to make judgment on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play, sportsmanship and game integrity.

Rules may be changed leading up to the event at the discretion of appointed tournament officials.

In the event a rule modification needs to occur after matches have begun, players will be notified during the event by tournament admins to the best of their ability.

Administrators have final say in all decisions made.

Administrators may allow temporary exclusions to the rules so long as both teams are in agreement with said exclusion.

THE CRUCIBLE Rulebook applies only to THE CRUCIBLE Events.

THE CRUCIBLE Rulebook is one and only source for THE CRUCIBLE Rules.

1.1.2 VALIDITY OF THE CRUCIBLE RULES

If any section, portion or statement of the Rulebook shall be invalid or impracticable in whole or in part, this shall not affect the validity of the remaining part of this Rulebook.

THE CRUCIBLE Rulebook does not expire. Any changes made in THE CRUCIBLE Rulebook are valid and will invalidate all previous versions of the Rulebook.

1.1.3 CODE OF CONDUCT

THE CRUCIBLE WILL NOT TOLERATE ANY OF THE FOLLOWING:

Discrimination of any shape or form.

Direct or Indirect threats towards players, casters, community members or server administration.

Bigotry and Racism.

Doxxing of any player, caster, community member or THE CRUCIBLE administration.

Impersonation of any player, caster, community member or server administration.

Sexual Harassment or Sexually Explicit Content.

Cheating, Hacking, Game Tampering and Any Sort of Breach of Game Integrity including Match Fixing.

Spam Messaging in game, in direct messages of fellow THE CRUCIBLE members or in the official THE CRUCIBLE Server.

Actively promoting unsportsmanlike behavior e.g. smurfing, toxicity or deranking with a malicious intent.

Discussion of any NSFW content and/or unsolicited messaging of NSFW content in game, and/or in public THE CRUCIBLE channels.

Advocating and/or Soliciting for performing any of the above listed actions.

DO NOT HESITATE TO CONTACT THE CRUCIBLE ADMINS FOR LEAGUE MATTERS.

1.2 PRIZES & PAYMENTS

The prize money will be given to each player individually unless arrangements are made otherwise.

Players will be required to sign a W-9 Tax Form before receiving any prize distribution.

Prize distribution will be made through Paypal

Entry fees will be refunded to the email from which they were paid originally.

To receive the prize for participating in THE CRUCIBLE a team must play until the end of the season or until there are no more remaining matches to be played by the team.

A team must not forfeit more than ONE (1) match-up per season.

If a team forfeits twice, that team will not receive compensation for participation and will be disqualified from THE CRUCIBLE

SECTION TWO - SEASONAL RULES

2.1 MAP BANS

Map bans will follow the R6 Global Rulebook Section 5.1.3.2.

Map Ban is a process in which teams ban maps until the played map(s) remain.

Map Veto gets activated around 60 minutes prior to the game start. Please, be present during the map veto with at least one representative from your team.

THE CRUCIBLE only takes into account Map Bans that were made by the staff/administration or through official channels.

Any map bans not created by staff/administration are not valid and must be resubmitted with administration admission.

In the event of a team submitting an invalid map ban (created by a third party), the map bans and votes are not considered valid or finite.

A different outcome may be established for an official banning stage.

Any conflicts with map bans must be taken up with THE CRUCIBLE Staff.

Teams that are late to mapbans will be penalized in the following manner:

15 mins lose coin flip

15 mins - bans or lose map ban/pick

5 mins - lose ban/pick

5 mins - lose ban/pick

40 mins - team available picks all

2.2 MAP BAN ROTATION

Map ban rotation will follow the R6 Global Rulebook Section 5.1.3.2.

2.3 MAP POOL

THE CRUCIBLE utilizes the R6 Global Map Pool.

Map Pool may be a subject to change if the Competitive Map Pool Changes during the Season.

Chalet

Lair

Clubhouse

Border

Bank

Kafe

Nighthaven Labs

Consulate

Fortress

2.4 CUSTOM GAME HOST

Every official THE CRUCIBLE Seasonal Game is hosted by THE CRUCIBLE Staff or League Administration.

The observing team and or Match Admin is responsible for complete lobby setup and verifying that the game is set up by THE CRUCIBLE Standard Rules.

All Official THE CRUCIBLE Game Settings are written in Section 3 of THE CRUCIBLE Rulebook.

Invites to the custom game lobby must be set out to team captains 10 minutes prior to the game start time.

If time does not permit a 10 minute grace period, invites will be sent out as soon as the lobby is set up according to THE CRUCIBLE rules.

2.5 VOICE AND TEXT COMMUNICATION

Every player on a qualifying team must have access to the Official THE CRUCIBLE Discord Team server with an appropriate role.

If your team role is incorrect, refer to #role-requests.

All players will be required to use the official THE CRUCIBLE Teamspeak for all matches. Team comms will be recorded during each match. Information towards the Teamspeak Server is available in the #resources channel on the official discord server.

During any THE CRUCIBLE Seasonal Games a MAX of 7 users are permitted in a league team Teamspeak voice channel.

5 Active Players + 2 Optional Support Staff.

No other players can join a voice call during the game.

The 6th-7th person joining the voice call of the team will be server muted until the end of the map.

One Support Staff Member may talk to their team during a tactical timeout.

7+ people in a team voice call are allowed if an admin intervention is required.

Users not a part of a [team] are not allowed to join [team] voice channels during a THE CRUCIBLE league game including time required for rehost or tactical/technical timeout.

In the event of an unsolicited voice channel invasion by a user, players must call administration immediately.

- Any person who is in violation of this rule will be issued a warning.
- Any subsequent offenses will result in a player suspension.

In game text communication is not recommended to be used by players, however there is no limit on using text with a purpose of:

A Team is requesting a rehost or tactical timeout

Asking the caster/enemy about a potentially disconnected player

Reporting a potentially banned cosmetic item

A Team is acting of good sportsmanship (glhf, gg, ns)

In an event of a player using [ALL] Text chat to communicate with the opposing team, players as well as the team as a whole are responsible for what is displayed in the [ALL] Chat.

THE CRUCIBLE permits usage of [ALL] Text chat, however does not recommend “angling”, “tilting” or direct “influence” against the enemy team.

If a team is not following the code of conduct in the in-game chat, this matter must be promptly relayed to THE CRUCIBLE Administration and the team is risking a round forfeit, 3 point penalty, suspension or disqualification depending on the severity of the matter.

2.6 REHOSTS & TIMEOUTS

Rehost & Timeout rules apply to all matchups held during official THE CRUCIBLE games.

Tactical timeouts are pauses to have a conversation between the team members. Tactical timeouts are unquestionable and will be given to the team under any circumstance.

Maximum duration for a tactical timeout is 1 minute.

The Coach or a team captain must signal to the administration team.

Match is paused during operator select.

Coaches may talk to the team during the timeout.

Timeouts cannot be called by both teams on the same round.

Timeouts need to be called during or before the killcam.

If players are at a venue, they cannot take off the headsets and/or leave the seats.

Technical timeouts are a timeout to fix a technical issue from a player. This includes disconnect / crash etc.

Technical timeout may not be taken if all players are still present in the lobby.

Maximum duration for a technical timeout is 5 minutes.

Re-hosts may only be administered if a player cannot reconnect to the lobby or a dispute has changed the score lines of both teams.

Administration has to be made aware of a rehost happening if done during qualifiers.

In a BO1 setting each team has 1 timeout available.

In a BO3 setting each team has 3 timeouts available. (1 Per Map)

In a BO5 setting each team has 5 timeouts available. (1 Per Map)

In an event where a team is requesting an additional timeout, it is up to the opposing team to either allow or disallow the event.

If THE CRUCIBLE administration is present during the game, it is up to the staff to determine whether the team is able to secure an additional timeout.

A team may request a re-host if a player disconnects or connectivity issues are consistent, but it must be done before the 2:30 time limit of the Action Phase and Round Impact for both teams Health Points should be ZERO (0).

Round Impact states that no team has damaged themselves or the other in any way, shape or form. On occasions where the team has dealt less than 5 Health Points of damage to the opposing team within the 2:30 time limit, it counts as ZERO (0) Round Impact. (example: Twitch drone taser)

If a player disconnects after the 2:30 time limit of the action phase, round rehost cannot happen.

If a player disconnects during the action phase and cannot join back into the custom game lobby by the end of the round, the team may use a tactical timeout to get their player back. A Team is not obligated to call a rehost if a player disconnects or is unable to join. A team reserves the right to continue playing in a man down situation.

The game **MUST** be continued within 10 minutes of a rehost, unless administration intervention is required. If a disconnected player cannot rejoin within 10 minutes of a rehost, the game will continue as a 4v5 for the duration of a map.

Teams may not use a rehost to change players present in the game (1 map). If under unfortunate circumstances a player has left the lobby and is unable to rejoin back due to unforeseen roadblocks, the team is encouraged to keep playing in a group of four players. Forfeits are not advised by the THE CRUCIBLE Administration.

If a game was mutually agreed to start as a 4v5 (man down), the team may not invite any more players into the game using a rehost at any moment after **"MATCH START"**. This applies to rehosts happening during 1st round or during operator bans. Once the match has started, it has started. **NO EXCEPTIONS.**

If a rehost happens during prep phase or action phase, the rehosted round must have the exact same site picked, unless it violates game rules.

Teams are allowed to use their timeout for a player to remove a banned cosmetic item and allow a player to reconnect to the game.

Timeouts are not limited when a game-breaking bug has occurred. This regulation excludes mute sound bug, reload glitches and sound mis-alignment. When a game bug has occurred during a round, the match is going to be rehosted and the round will be replayed. It is up to THE CRUCIBLE Administration to administer a rehost due to game bugs with enough evidence provided.

2.7 PROTESTING A MATCH

A team may request a protest with THE CRUCIBLE Staff for a situation that is not covered in THE CRUCIBLE Rulebook.

A team must message THE CRUCIBLE Staff in order to start a protest.

The team protesting the match is required to open the protest prior to the game ending. Game End is the MVP screen.

In case of a protest occurring during the last round of the game, the protest has to be immediately relayed to THE CRUCIBLE Administrators.

A protest may be opened before the game depending on the situation.

Any attempt in any form of Match-Fixing is punishable by instant disqualification from the Qualifier and/or Seasonal Games. If a team member announces intention or proposes a match-fixing scenario, messages must be screen-shotted as sent as proof to THE CRUCIBLE Administration.

If a match fix event between two THE CRUCIBLE teams during one match has occurred, both teams face disqualification from that THE CRUCIBLE Event.

If a match-fixing event happens between a team and a third party, only the team involved in Match-Fixing is responsible and will be disqualified from the THE CRUCIBLE Event.

If a protest is opened after the game is over, with the results confirmed by administrators, the outcome of the protest could be different.

THE CRUCIBLE Staff will treat each dispute appropriately on a case by case basis.

Any communication between team captains/members and THE CRUCIBLE staff is kept strictly confidential.

2.8 FORFEITS

Only Captains of a team may declare forfeiture of a match.

If a match has not begun by 15 minutes after the start time of said match (Seasonal Games), the delaying team will be forced to forfeit that match by the League Administration. This rule does not apply if the game is delayed due to administration issues.

2.9 SCHEDULING AND CHANGES

In the event of unexpected delays caused by the venue, tournament schedule, or another non-team entity, schedules may change.

In no scenario will THE CRUCIBLE Administration move a scheduled match to be earlier than previously announced unless both Team Captains agree with the arrangement.

THE CRUCIBLE Administration reserves a right to deny a reschedule due to reasons not specified in the rulebook, or due to conflicts with a schedule put in place.

For a match to be rescheduled, one of the teams must bring up the matter to the THE CRUCIBLE Administration and the other team 7 DAYS prior to the scheduled match start time.

If the matter was brought to attention less than 7 Days prior to the scheduled match start time, the extent of re-scheduling could be problematic due to the lack of time left before the game.

Only teams are responsible to discuss the potential times for a match reschedule. THE CRUCIBLE Administration is not required to be involved in accommodating game times for teams involved.

The team being asked to reschedule has a right to deny the proposition entirely and/or has a right to deny the reschedule day/time.

If a team being asked to reschedule does not reply to the proposition to reschedule the match, this matter is treated in a way that the team is not willing to accept the reschedule proposition.

THE CRUCIBLE will reschedule matches without penalty if the THE CRUCIBLE match conflicts with an Official Rainbow 6 Event. Any other inquiries will be handled on a case-by-case basis.

2.10 OPERATOR AND GADGET LIMITATIONS

THE CRUCIBLE Reserves the right to restrict specific operators, gadgets, equipment and attachments in order to provide a fair competition if the issue contains a bug or causes an imbalance to competitive play.

All Primary and Secondary Gadgets of all legal operators are allowed in play.

2.11 BANNED COSMETICS

Upon recognition of any of the banned cosmetic items during the game, the protesting team must stop the match immediately upon recognition and protest the match. THE CRUCIBLE Staff will examine the protest and issue the appropriate action.

If a team waits until the end of the game to protest the banned cosmetic, the THE CRUCIBLE staff will not change the outcome of the match, since the protest was not timely.

It is the players responsibility to accurately identify such banned cosmetics.

It is the players responsibility to make sure all cosmetic items they have equipped are in legal play.

If a game is stopped for a protest and it's deemed that the cosmetic is in legal play, the outcome of the round will not change if the protesting team did not appropriately identify the legal cosmetic.

If a player spawns in using a banned cosmetic item and voluntarily immediately lets the other team know about the cosmetic item (Before prep phase ending for DEF or first 30 sec of ATK), THE CRUCIBLE treats this situation as a team rehost or a teamkill may be executed to continue playing without a rehost.

If a player spawns in using a banned cosmetic any team inflicts damage/kill on the enemy team within the first 30 seconds of action phase, round is automatically forfeited by the team playing the banned cosmetic due to significant impact on the round.

If a banned cosmetic has been identified past the 2:30 time limit, the offending player will compromise the integrity of the game and cost their team a round.

The following uniform and headgear cosmetics are whitelisted for use in competition:

Pilot Program 1 & 2 team skins

Pro League Gold Sets

Default Skins

Current and Future Phase 3 Esport Skins

ANY OTHER UNIFORMS, ELITE GADGETS, ELITE DRONE SKINS, AND HEADGEAR ARE BANNED FROM COMPETITIVE PLAY.

THERE ARE NO RESTRICTIONS ON WEAPON SKINS OR CHARMS.

It is recommended by tournament staff that all competing players run default skins on all items/operators with the exception of weapon skins and charms to avoid unnecessary protests.

2.12 SPAWN KILL

Spawn Killing is defined by a defender executing a kill on an attacker within the very beginning of a round.

THE CRUCIBLE does not permit spawn killing within the first 2 seconds of the round.

THE CRUCIBLE does not permit spawn killing if the attacker has not moved off an exact initial spawning location.

SECTION THREE - GAME SETTINGS

CUSTOM GAME SETTINGS

Playlist Type: Normal Mode

Time of Day: Day

HUD Settings: Pro League

Server Type: CUS Server

Voice Chat: Team Only

Game Mode: TDM - Bomb

Number of Bans: 4

Ban Timer: 20

Number of Rounds: 12

Attacker/Defender Role Swap: 6

Overtime: 3

Overtime Score Difference: 2

Overtime Role Change: 1

Objective Rotation Parameter: 2

Objective Type Rotation: Rounds Played

Pick Phase Timer: 15

6th Pick Phase: ON

6th Pick Phase Timer: 15

Reveal Phase Timer: 5

Damage Handicap: 100

Friendly Fire Damage: 100

Injured: 20

Sprint: ON

Lean: ON

Death Replay: OFF

Halftime Timeout: 60

SECTION FOUR - TEAMS

4.1 ROSTER SIZE GENERAL

Teams participating in THE CRUCIBLE are required to have FIVE (5) players on the main roster at a minimum.

Maximum Roster Size is EIGHT (8) Players, including Coaches that could play. If a scheduling conflict arises it is the players' responsibility to fill a five player roster.

Each team must select one member to be a team Captain. There can only be max TWO (2) Captains for each team. One player + One Support Staff

Captains are responsible for filing protests, disputes, reschedules and re-host requests.

Upon qualification, teams are allowed to add or remove no more than three (3) substitutes to their roster. Upon the first game of regular season play, any change to the core roster or the substitute roster will count as a roster move. A team is permitted a maximum of two roster moves throughout the season.

Invited teams, like qualified teams are allowed to add or remove no more than three (3) substitutes to their roster until the first game of regular play, in which case any change would be considered as one of their two available roster moves.

A roster is fully locked and cannot be changed at the start of Playoffs/Finals play.

For a match to start, there MUST be 10 players in the lobby - in the event that a player disconnects mid-map due to extraneous circumstances, a team is permitted to play-out the map one man down.

Every player must be logged in and playing on their official Uplay account.

THE CRUCIBLE Does not allow usage of 2nd or alternate accounts owned by one player. If a player is witnessed using an alternate account, they will be asked to log out and login on their main account.

In the event a team rebrands (i.e changes Logo and or team name), THE CRUCIBLE staff must be notified with AT LEAST 24 hours notice prior to their next match, otherwise THE CRUCIBLE holds the right to broadcast the team under their previous branding for the following playday.

4.3 SUBSTITUTE PLAYERS

Substitute (Sub) Players are those players that are not on the main roster of a team.

The team may decide to have no substitute players, but no more than two are permitted at once. If a player is unavailable, a sub player may take their role before the match.

In a BO3 Seasonal Series a player may be changed between maps, but only ONE (1) player.

If a team needs to make an emergency roster update, the captain of the team must message a THE CRUCIBLE Staff Member.

SECTION FIVE - PLAYER ELIGIBILITY & GAME INTEGRITY

5.1 PLAYER NAME

Player names must not violate any terms with Discord and/or Ubisoft. Any particular player or a community member with a name that THE CRUCIBLE Staff determines is in violation with THE CRUCIBLE Code of Conduct, Ubisoft TOS and/or Discord TOS will receive a warning and must change the name/nickname immediately. Failure to abide by this rule will result in the player's suspension from THE CRUCIBLE until the name requirements have been met.

Player Name Violations are, but not limited to the following: Player's name:

Is unrecognizable or nonsensical. (IIIIIII, FjkdhfUFe etc)

Use name of THE CRUCIBLE administrators and Staff

Resembles or is Identical to a real person other than the real account owner

Resembles or is Identical to a brand or trademark, no matter whether it has been registered or not.

Is protected by third-party rights and the user has no written permission.

In addition to the criteria listed above, any nicknames / team names / aliases that are purely commercial, defamatory, offensive, vulgar, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternate spelling to avoid the requirements is strictly forbidden.

Every player's in-game Uplay name must be the same as their Uplay name on the THE CRUCIBLE Server. No alternate nicknames are allowed.

In the event of a name change, THE CRUCIBLE administration must be notified. Please, let the administration know in a timely manner.

5.2 PLAYER ACCOUNT

Any account with a standing, or past Battleye, Fairfight, Or Tab ban on their account IS NOT eligible to play in THE CRUCIBLE. TabBan For racism/non-cheating accusations will be treated on a case-by-case basis.

There is no restriction to participate in THE CRUCIBLE events based on Ranked MMR. There is no upper MMR cap. Any player or team in any rank division may play in THE CRUCIBLE events.

There is no restriction to participate in THE CRUCIBLE events based on Location. See Latency section for additional rulings based on player ping.

Any account with Clearance less than Level 50 may not participate in THE CRUCIBLE events.

There is no restriction to participate in THE CRUCIBLE events based on Account Picture as long as it conforms to Uplay, Discord, Twitch and THE CRUCIBLE Code Of Conduct.

All players must provide a uplay account that they will be using during the THE CRUCIBLE Event. If a player is accused of playing on a different account than the one stated and it is confirmed that it is indeed a different account, then they will be disqualified and that player's team will forfeit a victory.

All players in THE CRUCIBLE must be a minimum of 16 years of age. Any players found to be under this age restriction will be immediately banned and that team suspended for the rest of the season.

ACCOUNT SHARING is strictly prohibited under THE CRUCIBLE. If it is suspected that someone is posing to be another player (using their Uplay, etc), an investigation will take place. In the event that the parties involved are found account sharing - they will receive subsequent disqualification and sanctions from THE CRUCIBLE, under admin discretion.

5.3 PLAYER BEHAVIOR

All players will and must follow THE CRUCIBLE Code of Conduct in THE CRUCIBLE Discord Hub and during all matches.

Any violations in the Code of Conduct will result in an administrative warning. Persistent infractions will result in the removal from THE CRUCIBLE.

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude.

Every player should represent their team by participating to the best of their abilities. Anything that falls short of this is considered to be unsportsmanlike and will be penalized depending on the severity of the behavior as determined by the administration. This includes but is not limited to spamming, insulting, trolling or unsportsmanlike behavior in general towards other players, teams, casters and the staff.

Spamming is defined by sending messages in the server, in game, in direct messages or any other form of way that affects THE CRUCIBLE League in a way that prevents the best viewer, management and player experience. Spamming is not allowed. Spamming will result in a warning. Continued offenses may or will result in a ban depending on the severity of the offense.

5.4 PLAYER PROBATION

Players that violate the Code of Conduct of THE CRUCIBLE may face probation for a short or an extended period of time, determined by administration depending on the severity of the offense.

During Probation Players may not participate in any Server or THE CRUCIBLE activities with any team until their probation is lifted by the administration.

Teams may not drop or add players on their respective probation.

Any player on probation faces permanent suspension if attempting to play in a game using an alternate account or an account of a person on the main/sub roster. In addition, the team may face point penalty, team suspension or disqualification for allowing a player on probation to participate in a seasonal game.

5.5 MOSS

MOSS anti-cheat software must be run during the matches of THE CRUCIBLE including qualifier and playday matches.

If a team suspects cheating, and significant evidence is visible during the match through the MOSS Files, players or teams will be disqualified by THE CRUCIBLE Staff.

Players are responsible for their own hardware, software and internet connection.

Matches will not be rescheduled or paused because of technical issues. If a team cannot play with the number of players that is stated in the requirements then this will be counted as a forfeit.

In an event of a MOSS protest, THE CRUCIBLE administration cannot dismiss the claim based on personal prejudice or opinion.

After every Seasonal Game of THE CRUCIBLE all players must submit their MOSS Capture Files within an hours of the game end to moss.cruciblegg.com Turning in MOSS Late may resolve in a Team getting a warning to a player or a team. Game end definition is the MVP Screen Reveal Fade out at the end of a match.If a Match of BO3 and BO5 is being played, players are required to submit their MOSS Capture Files after the end of the last map.

If a team refuses to submit MOSS files, that Team will be forced to forfeit the match.

MOSS files are held with confidentiality between the PLAYER and THE CRUCIBLE. Any investigations will only see the distribution of the MOSS files to eligible THE CRUCIBLE STAFF and MATCH ADMINS.

Moss files captured during an THE CRUCIBLE game must be uploaded to moss.cruciblegg.com

5.6 CHEATING

Any use of any cheating software and/or macros is prohibited.

Any use of any cheating software is punished by permanent ban from any present or future THE CRUCIBLE Event.

Pretending to cheat, hack or trying to make other participants believe one uses hacks may result in a suspension or ban from THE CRUCIBLE Events.

5.7 CONNECTION AND LATENCY

All players are responsible to have a connection (ping) as good as possible for their team region and technical situation.

All downloads and other programs which are unnecessary for the match must be turned off. For abusing this rule, the team can be disqualified.

Every game and map will be played on NA CUS Server, unless agreed upon by BOTH teams to switch to a more convenient server.

Example: Both teams are located on NA WEST. Team A Captain asks Team B Captain to play on NA WEST server instead of NA CUS Server. If Team B Captain agrees, this needs to be

brought up to the attention of admins and the caster/observer. The tournament administration must approve that change. League administration **MUST** be notified about the server switch to prevent confusion among league staff in an event of a potential dispute.

If any of the teams face connectivity issues with the standard data centers (based on the lowest ping), the tournament administration can choose a different datacenter which the lobby gets hosted on.

The ping limit for a THE CRUCIBLE match is 120 ms.

If a player is consistently over the value of 120 ms, a re-host must be called before a protest is opened.

In the event of a player still having high latency to the server and it is not possible to play the match without further problems, a protest must be opened and an admin must be contacted. Consistent high ping protest must include three screenshots of the scoreboard which were taken at different times over two rounds with the high ping visible from the same player during the action phase.

5.8 VPNS & OTHER TOOLS

Running VPNs and Other Tools that may tamper with the integrity of a player playing on their account is strictly forbidden.

Any software which impacts and influences the connection is prohibited, i.e. active running software during the matches (background service-processes are excluded). If said kind of software is detected running actively during a match and there is sufficient evidence (e.g. MOSS screenshots showing the active connection together with all three timestamps in the logs) for the usage of VPNs or other tools to manipulate the connection, a protest must be opened and the guilty team might be disqualified. The player(s) and team(s) who have been found guilty using the tool will be punished by a probation from THE CRUCIBLE events.

Players are not allowed to actively run (background service-processes are excluded) Virtual Machines of any kind, including but not limited to Hyper-V, Proxmox, VMWare, or VirtualBox. If said kind of software is detected running actively during a match and there is sufficient evidence (e.g. MOSS screenshots showing the active usage together with all three timestamps in the logs) a protest must be opened and the guilty team will be removed from the League, forfeit all prizes and points, in addition, players will be put on probations.

Players are not allowed to run programs (background service-processes are excluded) that offer remote control like Teamviewer or similar programs. If said kind of software is detected running actively during a match and there is sufficient evidence (e.g. MOSS screenshots showing the active usage together with all three timestamps in the logs) a protest must be opened and the guilty team might get removed from the League, forfeit all prizes and points, in addition, players

will be put on probation. Software primarily used for communication during matches, including but not limited to Discord and Skype which are permitted to be run during tournaments. The usage of software, which is not mentioned here, is permitted, with acknowledgement from the admin-team. Remote desktop applications included but are not limited to:

TeamViewer

LogMeIn

TightVNC

Windows Remote Desktop Connection

UltraVNC

CrossLoop

mRemote

Remote Utilities

AeroAdmin

RemotePC

Parsec

Secscreen

Chrome Remote Desktop

AnyDesk

LiteManager

Comodo Unite

ShowMyPC

Join.me

DesktopNow

BeamYourScreen

THE ONLY permitted software that may be profiled as a "VPN" is ExitLag, which is PERMITTED.

Any modification or changing of the game using external graphics solutions or other 3rd party programs is strictly prohibited and may be punished under the cheating paragraph

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No- Recoil, No-Flash, Macros, Sound changes and Graphical changes through third-party tools. These are only examples, other programs or methods may be considered cheats as well.

5.9 GLITCHES

Below is a list of known intended and unintended game mechanics.

Any situations that arise and are not specified below will be dealt with on a case by case basis.

In general, common sense will be applied.

Using these glitches/bugs will result in a round loss for the team that uses it, further penalties if used again by the same team during the tournament.

GLITCHES THAT ARE NOT ALLOWED

Using a Mira shield to boost

Standing on a window ledge undetected

Shield boosting on to undetected window ledge

One-way shots

Shooting through what should be non-destructible walls/floors/ceilings/objects

Glitching through walls, objects, surfaces etc at any moment

Blocking window vaulting with a destructible shield

Placing a Valk cam in a place where it can't be destroyed

Placing a Maestro's Evil Eye on Alibi's decoy.

Using the Maverick Torch to cut mid top and bottom to instantly break the reinforced wall

ALLOWED ACTIONS

Any position that you can get to and out of without glitching through walls/objects/surfaces, and you can be seen and shot at normally

Shield boosting

Standing on a window ledge and being detected

Shield boosting onto a detected window ledge

Hibana and Thermite charges can be placed anywhere

Using a teammate to boost

Long-arming

Using equipment or defusing through a destructible surface

Destroying the whole floor of a bomb spot so the enemy team can not plant the defuser

Smoke propagation through wall

5.3 Operators, gadgets, equipment, attachments

All Operators are allowed, unless administration explicitly forbids it or they are marked as quarantined. The league administration reserves the right to ban specific gadgets, operators, equipment or attachments at any time to guarantee that no advantage gets abused. Tournament administration will do their best to send any restrictions or rule changes to the teams as soon as possible

5.3.1 Quarantined Operators

Per the Pro League Global Rulebook - all operators are in play at the time of release unless otherwise quarantined or deactivated by Ubisoft.

5.3.2 Allowed cosmetics

The rule of cosmetics will be mirrored from the R6 Global Handbook. Information can be referenced here: [Click Here](#)