

Discord R6 Rules

 Neon Shores:RAINBOW SIX SIEGE

PROFESSIONAL TOURNAMENT RULEBOOK

Version: Neon Shores Season 2

Game: Tom Clancy's Rainbow Six Siege

Format: 5v5

Maximum Roster: 10 players

Organizer: Neon Shores R6 League

Tournament Name: Path to Champion:R6 SIEGE

Tournament Date: September 13th,2026

1. Tournament Overview

This tournament is designed to provide a fair, competitive, and professional Rainbow Six Siege environment.

All participating players and teams agree to follow this rulebook. By registering for the tournament, players acknowledge that tournament administrators have the authority to enforce these rules. The tournament organizer reserves the right to modify rules when necessary to maintain competitive integrity.

2. Team Structure

Each team may register a maximum of **10 players**.

Starting Roster — 5 Players

These are the team's primary players.

Regular Substitutes — 3 Players

These players may replace members of the starting lineup.

Emergency Substitutes — 2 Players

These players may only be used when the starting players and regular substitutes cannot reasonably participate.

Example

Position	Player
Starter 1	Player
Starter 2	Player
Starter 3	Player
Starter 4	Player
Starter 5	Player
Substitute 1	Player
Substitute 2	Player
Substitute 3	Player

Emergency Sub 1	Player
Emergency Sub 2	Player

Only 5 players may participate for a team at any one time.

3. Team Captain

Every team must designate one **Team Captain**.

The captain is responsible for:

- Communicating with tournament administrators.
- Submitting the team roster.
- Confirming match attendance.
- Reporting match results.
- Submitting protests.
- Communicating substitutions.
- Ensuring their team follows the rules.

A team may also designate a **Co-Captain**.

4. Player Eligibility

Players must:

- Have a valid Rainbow Six Siege account.
- Use their registered account during tournament matches.
- Be registered to only one team.
- Follow Ubisoft/Rainbow Six rules and the tournament rules.
- Be available during their scheduled matches.

Account Sharing

Account sharing is prohibited.

A player found playing under another person's account may be removed from the tournament.

5. Roster Registration

Teams must submit their complete roster before the registration deadline.

The roster must include:

- Player's tournament name
- Ubisoft/Rainbow Six username
- Platform
- Team role
- Captain designation

Roster Lock

**Once the tournament begins, rosters are locked.
Roster changes require administrator approval.**

6. Substitution System

Regular substitutes may replace starters:

- Before a match.
- Between maps.
- Between rounds when permitted by tournament staff.

A substitute may not enter an already-active round unless tournament staff specifically authorizes it because of a technical emergency.

Substitution Notification

The captain must notify tournament staff before making a substitution whenever reasonably possible.

7. Emergency Substitutes

Each team may register **2 emergency substitutes**.

Emergency substitutes may only be used when there is a legitimate emergency, such as:

- Serious technical failure.
- Unexpected absence.
- Medical/family emergency.
- A regular substitute becoming unavailable.
- Other circumstances approved by tournament staff.

Emergency substitutions require administrator approval.

Attempting to abuse the emergency-substitution system may result in:

- Warning
- Map loss
- Match loss
- Player suspension
- Team disqualification

8. Tournament Format

The recommended tournament structure is:

Group/Opening Stage

Best of 1 (BO1)

Quarterfinals

Best of 3 (BO3)

Semifinals

Best of 3 (BO3)

Grand Final

Best of 5 (BO5)

The organizer may modify the format depending on the number of registered teams.

9. Suggested Tournament Bracket

For a **16-team tournament**:

Round of 16

16 teams → 8 winners

Quarterfinals

8 teams → 4 winners

Semifinals

4 teams → 2 winners

Grand Final

2 teams → Tournament Champion

10. Match Victory

BO1

The team that wins the map wins the match.

BO3

The first team to win **2 maps** wins.

BO5

The first team to win **3 maps** wins.

11. Map Pool

The tournament organizer will publish the official map pool before the tournament.

Only maps approved by tournament administration may be played.

If a map outside the approved pool is accidentally played, administrators may order the map to be replayed.

12. Map Ban/Pick

For BO3 matches, the organizer should use an official map-ban system.

Recommended procedure:

1. Team A bans a map.
2. Team B bans a map.
3. Team A bans another map.
4. Team B bans another map.
5. Team A selects Map 1.
6. Team B selects Map 2.
7. Remaining eligible map becomes Map 3.

The organizer may reverse the starting team for map selection in subsequent matches.

13. Side Selection

The tournament's designated side-selection procedure determines which team begins on Attack or Defense.

For example:

- Coin toss/random selection determines side choice.
- Winning team chooses starting side.
- Teams alternate sides according to the game's competitive settings.

The exact procedure must be announced before the tournament.

14. Match Lobby

Tournament administrators will provide or designate the official match lobby.

Players must:

- Join the correct lobby.

- Use the correct accounts.
- Use the required settings.
- Remain in the lobby until the match is completed.

Players should not make unauthorized changes to lobby settings.

15. Match Check-In

Teams must check in **15 minutes before their scheduled match**.

Example:

Match: 7:00 PM

Check-in: 6:45 PM

The captain must confirm that the team is ready.

16. Late Teams

Recommended schedule:

0–10 Minutes Late

Warning.

10–15 Minutes Late

Final warning.

15+ Minutes Late

Possible match forfeit.

Administrators may make exceptions for verified technical or emergency circumstances.

17. Forfeits

A team may forfeit a match by:

- Failing to provide five eligible players.
- Refusing to play.
- Failing to appear.
- Being disqualified.
- Violating tournament rules.

A forfeit is recorded as a tournament loss.

18. Disconnect Rules

Disconnect Before Round Start

If a player disconnects before the round has meaningfully begun, the administrator may allow a restart.

Disconnect During Round

The round will normally continue.

The player may reconnect as soon as possible.

Multiple Disconnects

If a server or widespread technical issue affects several players, administrators may pause or restart the match.

19. Match Pauses

Teams may request a technical pause for:

- Player disconnect
- Major technical issue
- Tournament-server problem

Pauses may not be abused for tactical purposes.

The tournament administrator may limit the number or length of technical pauses.

20. Game Exploits

Players may not intentionally use:

- Game-breaking exploits
- Unintended map exploits
- Glitches
- Unauthorized spectator information
- Bugs that provide an unfair competitive advantage

If an exploit is discovered, players must report it to tournament staff.

21. Cheating

The following are strictly prohibited:

- Aimbots

- Wallhacks
- ESP
- Macros that provide an unfair advantage
- Unauthorized scripts
- Memory modification
- Third-party cheating software
- Hardware/software exploits
- DDoS attacks
- Account manipulation

Penalty

Cheating may result in **immediate player and/or team disqualification**.

Evidence may be reviewed by tournament administration.

22. Stream Sniping

Players may not watch an opponent's live broadcast or stream to obtain competitive information.

This includes:

- Twitch
- YouTube
- Discord streams
- Private streams
- Spectator streams

Using a delayed official broadcast does not excuse intentionally obtaining information that would not otherwise be available.

23. Match Fixing

The following are prohibited:

- Intentionally losing.
- Agreeing on a predetermined winner.
- Manipulating scores.
- Colluding with another team.
- Sharing tournament winnings in exchange for match manipulation.

Match fixing may result in permanent tournament bans.

24. Betting

Players, coaches, managers, and tournament staff may not bet on matches in which they have a competitive or administrative interest.

Match manipulation for betting purposes is strictly prohibited.

25. Communication

Teams may use approved communication services during matches.

Players may communicate with:

- Their teammates.
- Their registered coach, if coaches are permitted.
- Tournament administrators.

Players may not communicate with unauthorized spectators during active rounds.

26. Coaching

If coaching is permitted, the organizer must specify when coaches may communicate.

Recommended rule:

Coaches may communicate with the team only during designated tactical pauses and between maps.

Coaches may not provide information obtained from spectators or observers.

27. Spectators

Spectators may not interfere with matches.

Spectators may not:

- Communicate with players.
- Provide enemy locations.
- Stream snipe.
- Intentionally cause distractions.
- Share private match information.

Tournament staff may remove spectators at any time.

28. Sportsmanship

Players must maintain professional behavior.

Prohibited

- Hate speech
- Racism
- Sexism
- Slurs
- Threats
- Harassment
- Personal attacks
- Doxxing
- Intimidation
- Targeted abuse

Competitive Trash Talk

Normal competitive banter may be allowed, but it must not become harassment or abuse.

29. Player Names & Branding

Players may not use names, images, or branding that:

- Impersonate tournament staff.
- Impersonate another player.
- Contain prohibited/offensive content.
- Intentionally disrupt tournament administration.

Tournament staff may require a player to change their display name.

30. Match Results

After each match, the winning captain must submit:

- Final score.
- Maps played.
- Any relevant incidents.
- Evidence of disputed incidents, if applicable.

Tournament staff will officially record the result.

31. Match Evidence

Teams are strongly encouraged to record their matches.

Useful evidence includes:

- Video recordings
- Screenshots
- Match IDs
- Server information
- Chat logs
- Relevant timestamps

Evidence should be unedited whenever possible.

32. Protests

Only the Team Captain or authorized representative may submit a protest.

A protest should include:

Team:

Opponent:

Match:

Map:

Round:

Incident:

Evidence:

Protests should be submitted within **30 minutes of the match ending**, unless tournament staff specifies otherwise.

33. Protest Decisions

Tournament administrators may:

- Uphold the result.
- Order a round replay.
- Order a map replay.
- Order a match replay.
- Award a round/map.

- Award a match.
- Penalize a player.
- Disqualify a team.

Administrator decisions are final unless the tournament provides an appeal system.

34. Penalty System

Level 1 — Warning

Minor violation.

Level 2 — Round Penalty

A round may be awarded to the opposing team.

Level 3 — Map Penalty

The offending team loses a map.

Level 4 — Match Forfeit

The offending team loses the match.

Level 5 — Player Suspension

The player is removed from one or more matches.

Level 6 — Team Disqualification

The entire team is removed from the tournament.

Level 7 — Tournament Ban

Player or organization may be banned from future events.

Severe violations can skip directly to higher penalties.

35. Tournament Points

If using a group stage:

Result	Points
Win	3
Overtime Win	2
Overtime Loss	1
Regulation Loss	0

The organizer may use a different scoring system if announced before the tournament.

36. Tie-Breakers

If teams finish with equal points, use:

1. Head-to-head record
2. Round differential
3. Map differential
4. Total rounds won
5. Head-to-head round differential
6. Tiebreaker match

The organizer must announce the exact tiebreaker system before the group stage begins.

37. Prize Distribution

The organizer should publish prizes before registration closes.

Example:

Placement	Prize
 1st	50%
 2nd	25%
 3rd	15%
4th	10%

Prize distribution may instead be fixed dollar amounts.

All prize rules must be disclosed before players enter the tournament.

38. Prize Eligibility

Players may only receive prizes if:

- They were legitimately registered.
- Their team completed the tournament.
- They were not disqualified.
- They did not violate prize or tournament rules.

If a team is disqualified, the organizer may redistribute prizes according to the published policy.

39. Tournament Administration

Tournament administrators are responsible for:

- Scheduling.
- Brackets.
- Rule enforcement.
- Dispute resolution.
- Player eligibility.
- Results.
- Punishments.
- Tournament announcements.

Administrators must avoid conflicts of interest whenever possible.

40. Admin Conduct

Tournament staff must:

- Remain professional.
- Treat teams fairly.
- Avoid intentionally favoring a team.
- Keep confidential information private.
- Document major disciplinary decisions.
- Explain major penalties when appropriate.

No Admins will participate as players!

41. Server Problems

If the tournament server experiences a major problem, administrators may:

- Pause the match.
- Restart the server.
- Restart the map.
- Reschedule the match.
- Continue from the existing score when technically possible.

The administrator's decision should prioritize competitive fairness.

42. Game Updates

If Rainbow Six Siege receives a major update during the tournament, tournament administration will determine whether:

- Matches continue.
- Matches are postponed.
- New content is restricted.
- The tournament switches to the updated competitive rules.

Players will be notified before affected matches.

43. Disqualification

A team may be disqualified for:

- Cheating.
- Match fixing.
- DDoS attacks.
- Repeated rule violations.
- Using an ineligible player.
- Serious harassment.
- Impersonating tournament staff.
- Providing false information.
- Deliberately disrupting tournament operations.

Disqualification may occur without a warning for severe violations.

44. Rule Changes

The organizer may update the rulebook when necessary.

Changes should be communicated to all participating teams.

Rules should not normally be changed during an active match unless necessary to address a serious technical or competitive-integrity issue.

45. Final Authority

Tournament administrators have the final authority regarding matters not explicitly covered in this rulebook.

The purpose of this authority is to prevent loopholes and preserve a fair competitive environment.

Players are expected to follow the **spirit of the rules**, not merely search for technical loopholes.

46. Player Agreement

By registering for the tournament, every player agrees that:

I have read and understood the tournament rules. I agree to follow the rules, respect tournament staff and other players, and accept the decisions of tournament administration. I understand that violations may result in penalties, suspension, or disqualification.

OFFICIAL TEAM ROSTER

Team Name: _____

Team Captain: _____

Starting 5

1.

2.

3.

4.

5.

Regular Substitutes — 3

6.

7.

8.

Emergency Substitutes — 2

9.

10.

Team Representative/Manager: _____

Discord: _____

Date Registered: _____

Quick Reference

Roster: 10 players

Starters: 5

Regular Subs: 3

Emergency Subs: 2

Match: 5v5

Recommended Group Stage: BO1

Recommended Playoffs: BO3

Recommended Grand Final: BO5

Check-in: 15 minutes before match

Roster Lock: Tournament start

Cheating: Immediate disqualification possible

Match Fixing: Strictly prohibited

DDoS: Strictly prohibited

Protests: Captain/authorized representative only

Final Authority: Tournament Administration