

KODEX ESPORTS PRESENTS

Official Rulebook

Kodex Siege League · Rainbow Six Siege · North America

Effective	Region	Platform
October 2026	**North America**	**PC & Console**

Contents

The Kodex Siege League (KSL) is a North American Rainbow Six Siege competition operated by Kodex Esports. Registering for any KSL event means every player, substitute and staff member on the team accepts these rules.

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AT A GLANCE

REGION
North America
Stable ping under 120 ms

ROSTER
5 + 3
Starters + substitutes, 8 max

ANTI-CHEAT
MoSS
Every match, files due in 30 min

LATENESS
20 min
1 map forfeited per 20 min late

PER MAP
1 · 1
Rehost · technical pause

SERVER
Central US
Fallback: East US 2, South Central

PROTESTS
24 hours
Window after the match ends

STREAM DELAY
240 s
Official and player streams

PRIZES
7 days
Paid after the event concludes

01 GENERAL PROVISIONS

1.1 **Authority.** KSL administration has final authority over how these rules are interpreted and enforced. Admins may also rule on situations this rulebook does not specifically cover.

1.2 **Amendments.** KSL may update this rulebook at any time. Players, staff and the community will be notified of every change and when it takes effect.

1.3 **Acceptance.** Registering for a KSL event confirms that the team and all of its players agree to follow this rulebook.

1.4 **Private agreements.** KSL does not recognize or enforce “gentleman’s agreements” between teams. All rulings are based on this rulebook.

1.5 **Fallback rules.** Anything not covered here defaults to the official BLAST R6 Rulebook and the BLAST R6 North American League Rulebook.

1.6 **Entry fees.** Entry fees become non-refundable once a team’s first match has started.

1.7 **Definitions.**

TERM	MEANING
Admin	A KSL staff member with authority to make rulings during an event
Event	Any KSL qualifier, standalone tournament, regular season, playoff or finals
Match	A full series between two teams (Best of 1, 3 or 5)
Map	A single game within a match
Core roster	Any 3 of a team’s 5 registered starting players (see 3.2)
Default playtime	The match time set by KSL when the schedule is published

1.8 **Right to modify.** As the tournament organizer, Kodex Esports reserves the right to change, add to or remove any rule at a moment’s notice when needed to preserve competitive integrity. Changes made this way take effect as soon as they are announced.

02 PLAYER ELIGIBILITY

2.1 **Region and ping.** All players must be located in North America and keep a stable ping under 120 ms.

2.2 **Registration.** Every player must have an account on the OPL website and be registered to their team before they can compete.

2.3 **Game accounts.** Players must compete on the Ubisoft account registered to them on OPL, and that account must be at least level 100.

- A player may use a different account only with prior approval from an admin.
- Any map played on an unregistered or unapproved account is forfeited.

2.4 **Cheating bans.** A player who has any account in their possession with a cheating ban in the past 12 months is ineligible.

2.5 **Tier 1 players.** Players currently rostered on a Tier 1 team may not compete in KSL unless the event announcement states otherwise.

2.6 **League bans.** Players serving an active KSL ban are ineligible.

2.7 **Hardware and peripherals.** Each player must compete on their own PC or console. A PC or console may not be shared between teammates. Any peripheral, device or software that gives an unfair advantage is banned, including but not limited to:

- Input converters and adapters, such as XIM or Cronus
- Macros, scripts and programmable key or button sequences
- Turbo, rapid-fire or anti-recoil functions

03 ROSTERS AND TRANSACTIONS

ROSTER STRUCTURE

3.1 **Roster size.** Each team registers 5 starting players and up to 3 substitutes, for a maximum of 8 players at any time. Support staff do not count toward this total unless they are also listed as a substitute.

3.2 **Core roster.** A team's core roster is any 3 of its 5 registered starters. Teams must keep at least 3 core players for the full event.

- A team that loses its core roster is treated as a new team and forfeits all standings points earned so far.
- The person who paid the entry fee keeps the team's slot and may build a new roster, which starts at zero points.
- KSL does not settle disputes between team members over who paid or contributed to the entry fee.

3.3 **Invitations and qualification.** A team that is invited, or that qualifies for a later stage or finals, must keep the core roster that earned that spot. Otherwise the spot is forfeited unless an admin approves an exception.

3.4 **One team per event.** A player may be registered to only one KSL team. A player who leaves a team and competes for another may not return to any team they previously played for in that event.

3.5 **Substitutions during a match.** Teams may swap one player between maps. No substitutions are allowed once a map has started.

TRANSACTIONS AND LOCKS

3.6 **What counts as a change.** A roster change means adding a new eligible player. Removing a player does not count toward the limit.

3.7 **Change limits.** Teams may make up to 3 roster changes during the regular season and up to 2 during any standalone event or finals.

3.8 **Substitute deadline.** A team that has not registered any substitutes before its first main-event match loses its roster changes for that event.

3.9 **Roster locks.**

- Rosters lock when each qualifier or weekend tournament begins, and unlock once the team has qualified or been eliminated.
- Rosters lock at the start of the first playoff match.
- A player who competes in the playoffs of a stage is locked to that team until the stage ends.

PLAYER AND TEAM NAMES

3.10 **Matching names.** Each player's in-game name must be recognizable and match the name registered on OPL, on Discord and in the KSL server. Alternate nicknames are not allowed.

3.11 **Prohibited names.** A player or team name may not:

- Be unrecognizable or nonsensical (barcodes, random letters, numbers or symbols)
- Impersonate KSL staff, Ubisoft staff or any other player
- Use copyrighted material without written permission
- Be discriminatory or break Discord or Ubisoft terms
- Differ from the player's in-game callsign
- Be commercial (team names only)

3.12 **Name changes.** Players may change their name if it stays recognizable and follows 3.11 (for example, Battery.KSL to ChargingBattery.KSL). Admins must be notified before the player's next match.

3.13 **Enforcement.** A player with a non-compliant name may not compete until the name is corrected.

04 SCHEDULING

4.1 **Holidays.** No matches are scheduled on Easter, Thanksgiving, Christmas Eve, Christmas Day, New Year's Eve or New Year's Day.

4.2 **Availability.** KSL will make reasonable efforts to schedule matches at times that work for both teams.

4.3 **Rescheduling.**

- Teams may agree to move a match to any time before its default playtime, unless KSL restricts rescheduling for that match (for example, broadcast or playoff matches) or for exceptional circumstances such as server outages.
- If the teams cannot agree, the match is played at the default playtime.
- Once both teams agree on a new time, it becomes the official match time. Further changes need both teams' agreement or admin approval. Neither team may cancel an agreed reschedule on its own.

4.4 **Late starts.** A team that is not ready within 20 minutes of the scheduled start forfeits one map. It forfeits another map for every additional 20 minutes until the match starts or the full match is forfeited. In a Best of 1, the first forfeit ends the match.

4.5 **Exemptions.** Admins may waive late-start penalties for verified technical issues or other approved circumstances.

05 MATCH DAY PROCEDURES

LOBBY SETUP

5.1 **Starting a match.** Each team must have 5 players in the lobby to start. The host team is responsible for applying the settings in Section 7.

5.2 **Incorrect settings.** If lobby settings are wrong at the start, during play or after a rehost, the host team receives escalating penalties:

STRIKE 1	STRIKE 2	STRIKE 3
Warning	Forfeit of the current round	Forfeit of the map

5.3 **Per-map allowances.** Each team may use one of each per map:

ALLOWANCE	LIMIT	WHO CAN CALL IT
Rehost	1 per map (a second needs admin approval)	Any player, via match chat
Technical pause	1 per map	Any player

REHOSTS

5.4 **When a rehost is allowed.** A rehost may be called up to 20 seconds into the action phase, timed from when it is called rather than when an admin confirms it. A rehost is not allowed once any operator has taken more than 20 HP of damage, excluding damage from shock drones and Argus cameras.

5.5 **Damage caused by the issue.** If the technical issue itself caused a player to lose more than 20 HP, the team must tell an admin.

5.6 **Admin rehosts.** Admins may order a rehost at any time to protect competitive integrity.

5.7 **Rejoining.** After a rehost, each team must have the same 5 players in the new lobby within 10 minutes of the invite.

DISCONNECTIONS

5.8 **Mid-round disconnects.** A disconnect after the first 20 seconds of the action phase is played out to the end of the round. The affected team may then call its rehost or continue without the player.

5.9 **Technical pause for a disconnect.** After the round, the affected team may request a technical pause. Coaches stay muted during the pause.

- If the player reconnects, they rejoin using "Rejoin Custom Match" when prompted.
- If the pause timer runs out, the team may use its rehost if still available. Otherwise play continues without the player.

5.10 **Repeat issues.** If problems return after the team has used its rehost, it plays the rest of the map with the players it has.

5.11 **Minimum players.** A team needs at least 3 players in the lobby to continue a map. A team that cannot field 3 players, or that leaves entirely, forfeits the map.

5.12 **Equipment responsibility.** Players are responsible for their own hardware and internet. Matches are not postponed for technical issues.

COACHING

5.13 **Coach communication.** Coaches may not speak to the team while a map is in progress. Only one coach may speak to the team between maps.

POST-MATCH

5.14 **Winner interview.** The winning team must provide one player for a post-match interview on camera. A phone held in landscape orientation is acceptable.

06 MAP VETO

6.1 **Timing.** Map veto opens automatically 90 minutes before the scheduled match. Teams must begin the veto within 15 minutes of match creation or forfeit the match.

6.2 **Delays.** A team that delays the veto without notifying KSL and its opponent may lose veto privileges at the admin's discretion. The opponent may receive advantages such as picking a map before any ban or choosing sides on every map.

6.3 **Coin toss.**

- **Best of 1:** The winner chooses either to ban first or to choose sides on the remaining map. If the winner takes side selection, the other team bans first.
- **Best of 3 and Best of 5:** The winner chooses which team bans first.
- In every format, the team that bans first is Team A in the table below.

6.4 **Veto order.**

STEP	BEST OF 1	BEST OF 3	BEST OF 5
1	Team A ban	Team A ban	Team A ban
2	Team B ban	Team B ban	Team B ban
3	Team A ban	Team A ban	Team A pick
4	Team B ban	Team B ban	Team B pick
5	Team A ban	Team A pick	Team A ban
6	Team B ban	Team B pick	Team B ban
7	Team A ban	Team A ban	Team A pick
8	Team B ban	Team B ban	Team B pick
9	Decider	Decider	Decider

In a Best of 1, the 8 bans alternate until one map remains, and that map is played. These orders assume a 9-map pool. If the pool size changes, admins will publish an adjusted order before the event.

6.5 **Side selection.**

- On a picked map, the team that did not pick it chooses its starting side.
- In overtime, the team that did not choose the regulation starting side chooses the overtime side.
- On the decider, the team with the higher round differential in the series chooses sides. Ties go to the higher seed, then a coin toss. In a Best of 1, side selection follows the coin toss in 6.3.

07 LOBBY AND MATCH SETTINGS

7.1 **Universal settings.** All lobbies use the following. If Central US is unavailable, host on East US 2, then South Central US, in that order.

SERVER	TIME OF DAY	VOICE CHAT
Central US	Day	Team Only

7.2 **Custom match settings.**

GENERAL	
HUD settings	**Pro League**
Game mode	**Bomb**
Ban phase	**Pro League**
Ban timer	**20 s**
Pick phase timer	**15 s**

BOMB	
Plant duration	**7 s**
Defuse duration	**7 s**
Fuse time	**45 s**
Defuser carrier selection	**On**
Preparation phase	**45 s**
Action phase	**180 s**

ROUNDS	
Number of rounds	**12**
Attack/defense role swap	**6**
Overtime rounds	**3***
Overtime score difference	**2**
Overtime role change	**1**
Objective rotation parameter	**2**
Objective type for rotation	**Rounds played**
Attacker unique spawn	**On**

COMBAT	
Operator HP	**100**
Friendly fire damage	**100**
Friendly fire in prep phase	**Off**
Reverse friendly fire	**Off**
Injured	**20**
Sprint	**On**
Lean	**On**
Death duration	**2**
Death replay	**Off**

TIMEOUTS	
Tactical timeout requests per team	**0**
Role swap timeout	**On**
Role swap timeout duration	**120 s**

** Infinite overtime is used only if announced for the event.*

7.3 **Map pool.** The KSL pool follows the active official BLAST R6 map pool. If BLAST changes its pool during an event, the change applies once it is live in the official circuit.

Bank **Border** **Chalet** **Clubhouse** **Fortress** **Kafe Dostoyevsky** **Lair** **Nighthaven Labs** **Villa**

08 COMPETITIVE INTEGRITY

CHEATING

8.1 **Definition.** Cheating is any attempt, successful or not, by a player or team to gain an unfair advantage.

8.2 **Prohibited software.** Cheats, macros, VPNs and remote-access programs are banned during matches. ExitLag is the only permitted network routing tool.

8.3 **Permanent bans.** Any player found hacking, DDoSing, stream sniping or otherwise manipulating a match is permanently banned from KSL.

ANTI-CHEAT (MOSS)

8.4 **MoSS required.** Every player must run MoSS on the "Tom Clancy's Rainbow Six Siege" setting for every KSL match, including qualifiers, regular season, playoffs and finals.

8.5 **Submitting files.**

- All players on both teams must post their MoSS files in their team channel within 30 minutes of the match ending.
- Late files earn a warning on the first offense and disciplinary action after that.
- A player or team that refuses to submit MoSS files is disqualified.
- Players must keep every MoSS file from qualifiers through the end of the event.

8.6 **Player responsibility.** Each player is responsible for their own MoSS files. Anything in them may be reviewed, and any sign of cheating or links to cheating accounts results in removal from the event.

8.7 **Requesting a check.** A team requesting a MoSS check on its opponent must provide evidence or a clear reason.

8.8 **Investigations.** When staff have reasonable grounds to suspect cheating, including undetectable software, they may require any combination of:

- A review of the player's MoSS files
- A full PC check or memory dump
- A video call showing the player's setup
- A recording or stream of the player competing, with the player, monitor and peripherals in view

Refusing an investigation results in disqualification. A confirmed violation results in removal from the event and a forfeit of the match.

GLITCHES AND EXPLOITS

8.9 **Game-breaking glitches.** Glitches and bugs that break normal gameplay are banned. This includes wall clipping, invincibility, invisibility and game-crash exploits.

8.10 **Penalties.** First use costs the offending team the round. Further use may lead to map or match forfeits and disqualification.

8.11 **Not allowed.**

- ✕ Moving an operator, drone or gadget into or out of a position by passing through any object, wall or surface, so it cannot be seen normally
- ✕ Reaching a position only by clustering teammates together (3D model collisions)
- ✕ Any action that lets a player see or shoot an opponent who cannot see or shoot back as they normally would
- ✕ Standing on a window ledge undetected
- ✕ Blocking a window vault with a deployable shield
- ✕ Shield boosting onto an undetected window ledge
- ✕ Using a Mira Black Mirror to boost
- ✕ Placing Maestro's Evil Eye on Alibi's decoy
- ✕ Shooting through surfaces meant to be indestructible, including walls, floors, ceilings and objects
- ✕ Placing equipment or gadgets where they cannot be destroyed
- ✕ Vaulting onto ledges and going prone to reach normally inaccessible spots
- ✕ Vigil boosting that makes Vigil undetectable
- ✕ Vaulting onto skylight windows

8.12 **Allowed.**

- ✓ Using equipment, or defusing, through a destructible surface
- ✓ Destroying a hatch with the defuser on it so it falls and deactivates (a defender win)
- ✓ Smoking through walls
- ✓ Placing Hibana pellets, Ace SELMA charges and Thermite exothermic charges anywhere

The complete list is in the BLAST R6 Rulebook.

OTHER

8.13 **Spawn peeks.** Defenders may not kill an attacker within the first 2 seconds of the action phase. Damage may be dealt once the clock reads 2:57. Violations are penalized at the admin's discretion.

09 COSMETICS

9.1 **Uniforms and headgear.** Only these operator skins may be used in matches:

- Default skins
- Pro team branded cosmetics (R6 Share program)
- Six Major branded cosmetics
- Esports program cosmetics, except the Thermite Legacy Set
- Master Chief full Elite skin

9.2 **Drone skins.** All drone skins are banned.

9.3 **Gadget skins.** Gadget skins are banned except on these operators:

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

9.4 **Always permitted.** Operator cards, weapon skins, charms and attachment skins are allowed.

9.5 **Penalties.**

EVENT TYPE	FIRST OFFENSE	EACH LATER OFFENSE
Qualifiers and standalone tournaments	Forfeit of the round the skin was used in	Forfeit of that round
Regular season, playoffs and finals	Warning and replay of the affected round	Forfeit of that round

The player must remove the skin before the next round or stop using that operator.

9.6 **Protest timing.** A skin may only be protested during the round it appears in, or during the pick phase of the next round. Once the next action phase starts, the earlier round can no longer be protested.

9.7 **Evidence.** Skin protests need live observation by staff, screenshots or video. Each protest covers only the round protested.

10 CODE OF CONDUCT

10.1 **Respect.** All players and teams must treat opponents, staff and community members with respect.

10.2 **Following admin instructions.** Refusing to comply with KSL staff results in penalties at the organizer's discretion. Harassing staff results in removal from KSL events.

10.3 **All chat.** Teams may use [ALL] chat, and each player is responsible for what they post there. Code of Conduct violations in game chat may lead to round forfeits, point penalties, suspension or disqualification, depending on severity.

10.4 **"Stop" warnings.** If an observer posts "Stop" in [ALL] chat, all further [ALL] chat is banned for that match. The only exception is contacting production about a rehost or technical pause.

10.5 **Harassment, discrimination and malicious conduct.** KSL does not tolerate harassment, racism or discrimination of any kind from any player or staff member of a participating team. This covers slurs, epithets, threats and demeaning language based on race, ethnicity, sex, gender identity, sexual orientation, disability, age, religion, nationality or any other characteristic, including altered spellings, coded language and implied references.

- This rule applies wherever the conduct takes place, including in game, on Discord, on X (Twitter), on stream and on any other platform, whether or not it happens during a KSL match.
- Such conduct has consequences. Offending players or staff are removed from the event, and the team may be disqualified or banned from future KSL events.

10.6 **Match fixing.** All teams involved in match fixing are disqualified. Every player involved is permanently blacklisted from KSL events.

11 PROTESTS AND DISPUTES

11.1 **Protest window.** A protest may be filed before a match, during a match, or up to 24 hours after it ends.

11.2 **How to file.**

- **Before or after a match:** an OPL protest on the match page (qualifiers) or a Discord ticket.
- **During a match:** call the protest and message an admin in the Discord match chat.

11.3 **Evidence.** Every protest must include enough evidence to investigate, such as screenshots or clips. KSL may deny protests without it. MoSS check requests in qualifiers always require evidence.

11.4 **MoSS during protests.** Both teams must submit their MoSS files whenever a protest is filed during a match.

11.5 **Missed violations.** If production or admins miss glitch or cheat use, teams should submit clips or screenshots through a protest.

11.6 **Illegal software reports.** Reports that a player is using prohibited software must be filed through OPL or a Discord ticket.

11.7 **Confidentiality.** All communication between captains, players and staff about a protest must be kept confidential.

12 STANDINGS, FORFEITS AND TIEBREAKERS

12.1 **Disqualifications and withdrawals.** If a team is disqualified or withdraws, admins may remove its results from the standings or leave them in place, whichever best protects competitive integrity.

12.2 **Late-start forfeits.** Maps forfeited for a late start (rule 4.4) count as losses in the standings.

12.3 **Tiebreakers.** Ties are broken in the order below. If an event uses a different format, its tiebreakers will be announced to all teams before play begins.

Round Robin	Swiss	Season Standings
1. Points	1. Wins	1. Season points
2. Head-to-head	2. Buchholz score	2. Best single-event finish
3. Total wins	3. Round differential	3. Head-to-head (if played)
4. Round differential	4. Rounds won	4. Map differential
5. Tiebreaker match	5. Tiebreaker match	5. Round differential
		6. Rounds won
		7. Tiebreaker match

13 PRIZES

13.1 **Payout timing.** KSL pays prizes within 7 full days of the event's conclusion.

13.2 **Payment contact.** The team captain or manager receives payment unless the team requests otherwise. That person is fully responsible for distributing prize money to the team.

14 BROADCAST AND MEDIA

OFFICIAL BROADCASTS

14.1 **Stream delay.** Every KSL broadcast runs on a delay of at least 240 seconds.

14.2 **Setup.** Every broadcast match must use the settings in Section 7.

14.3 **Right to broadcast.** Teams may not refuse an official KSL broadcast, or a broadcast by an independently approved caster who is not affiliated with either team.

14.4 **Player streams.** Players may stream their own perspective of any KSL match, but must run a delay of at least 240 seconds. The delay protects against stream sniping, so admins do not need to monitor player streams for it.

CASTERS AND OBSERVERS

14.5 **Caster neutrality.** Casters may not be affiliated with either team in a match and must swap out if they are. Casters may not be discriminatory toward any player.

14.6 **Observer disconnects.** If the observer disconnects after the pick phase, the round is played out. Both teams send league staff a scoreboard screenshot to confirm the result, then the match is paused so the observer can reconnect.

14.7 **Observer cannot reconnect.** If the observer cannot rejoin, a rehost is called and both teams are notified in their Discord channels.

COMMUNITY BROADCASTS

14.8 **Approval.** Community broadcasts need KSL approval before covering a match. KSL may deny or revoke approval at any time. An approved broadcast with no team affiliation cannot be refused by either team.

14.9 **Technical issues.** A community broadcast may receive one pause or rehost for its first observer disconnect or technical issue. After that, the match continues without waiting for the broadcast.

A PENALTY QUICK REFERENCE

Standard penalties at a glance. The full rule always governs, and admins may escalate based on severity.

VIOLATION	STANDARD PENALTY	RULE
Playing on an unregistered or unapproved account	Forfeit of maps played on it	2.3
Using a banned peripheral (XIM, macros, etc.)	Treated as cheating	2.7, 8.1
Not ready 20 minutes after start time	1 map forfeited per 20 minutes	4.4
Incorrect lobby settings	Warning, then round forfeit, then map forfeit	5.2
Fewer than 3 players available	Map forfeit	5.11
Late veto start (15+ minutes)	Match forfeit	6.1
Late MoSS files	Warning, then disciplinary action	8.5
Refusing MoSS, PC check or investigation	Disqualification	8.5, 8.8
Confirmed cheating	Removal from event and match forfeit	8.8
Hacking, DDoSing, stream sniping	Permanent KSL ban	8.3
Glitch or exploit use	Round loss; repeats may mean forfeits and disqualification	8.10
Banned skin (qualifier or standalone)	Round forfeit	9.5
Banned skin (season, playoffs, finals)	Warning and replay, then round forfeit	9.5
[ALL] chat misconduct	Round forfeit up to disqualification	10.3
Harassing staff	Removal from KSL events	10.2
Harassment, racism or discrimination (any platform)	Removal from event; possible team disqualification or ban	10.5
Match fixing	Team disqualification and permanent blacklist	10.6

END OF RULEBOOK