



# **ESPORT ADRIA RULEBOOK**

This document outlines the rules that should at all times be followed when participating in an Esport Adria competition. Failure to adhere to these rules may be penalized as described. It should be remembered that it is always the administration of the tournament that has the last word and that decisions that are not explicitly supported, or detailed in this Rulebook, or even goes against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

# **1. GENERAL**

## **1.1. Nationality of players**

The nationality of all players competing in the Esport Adria tournaments has to be from one of the following countries: Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

## **1.2. Team and player names, logos and avatars**

Team and Player names, logos and avatars can't contain socially unacceptable and disrespectful words or images and must be changed at admins request. If any team or player fails to comply, the admin team can disqualify them.

## **1.3. Rule Changes**

Esport Adria administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The Esport Adria administration also reserves the right to make a judgement 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 and sportsmanship.

## **1.4. The validity of the rules**

If any provision 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. Instead of the invalid or impracticable provision, an appropriate provision shall apply, which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

## **1.5.. Confidentiality**

The content of protests, support tickets, discussions, or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from the tournament directors.

## **1.6. Communication**

All communication with the admins is expected to be in English or Croatian. All communication in-game and on the website is also recommended to be in English or Croatian.

## **1.7. Code of conduct**

All Teams and Players agree to behave appropriately and respectfully towards other Teams and Players, spectators, the press, the broadcast team, tournament officials, and tournament administration. Being role models is the occupational

hazard of being a Player or organizer, and we should behave accordingly. Any sort of harassment should be reported to the Esport Adria administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity, and expression, age, sexual orientation, disability, physical appearance, body size, race, religion. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

### **1.8. Collusion**

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as: Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game. Pre-arranging to split the prize money and/or any other form of compensation. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

### **1.9. Bribery**

No Team Member may offer any gift or reward to a player, coach, manager, Esport Adria, or person connected with or employed by another Esport Adria team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

### **1.10. Association with gambling**

No Team Member or Esport Adria Management may take part, either directly or indirectly, in betting or gambling on any results of any Esport Adria game, match or tournament.

### **1.11. Match broadcasting**

Players are allowed to stream their matches during the tournament only if that match is not being streamed on official Esport Adria channels and with proper delay. Breaking this rule repeatedly might result in disqualification.

## **2. RAINBOW SIX SIEGE RULES**

### **2.1. Teams and rosters**

- Each team must consist of maximum 5 players.
- Each team can have 1 substitute
- Once the tournament starts, you cannot replace any player.
- Match has to be played in the following format: 5v5.
- A player is allowed to represent only one (1) team in the same tournament.

### **2.2. Age restrictions**

Each participant needs to be of the age of Sixteen (16) or older at the point of the tournament.

### **2.3. Tournament format**

The tournament runs on a double-elimination bracket. All matches are Bo1 except Finals

### **2.4. Banned operators**

- Ace
  - Melusi
- All other operators are allowed to be played.

### **2.5. Server Locations**

All teams and players are responsible for their own network and internet connections and technical equipment to play the matches. Attempting to interfere with the connection, such as throttling the bandwidth of a PC is against the rules. Abusing any such methods can result in disqualification or bans. The default server locations for each specific region are as follows:

Europe: EUW

The server location can be changed if both teams agree to changing it prior to the match. A server location change needs to be communicated to, and approved by the admin team before the match. The tournament organiser reserves the right to change the server location.

### **2.6. Server Settings**

All matches should be played with the following settings:

- Hud Settings: Pro League
- Number of Bans: 4
- Ban Timer: 20
- Number of rounds: 12
- Attacker/Defender role swap: 6
- Overtime Rounds: 3
- Overtime Score Difference: 2
- Overtime Role Change: 1

- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- 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
- Plant Duration - 7
- Defuse Duration - 7
- Fuse Time - 45
- Defuse Carrier Selection - On
- Prep Phase Duration - 45
- Action Phase Duration - 180

## **2.7. Maps and map selection**

One (1) map from the following pool must be chosen to play in Tournament matches:

- Consulate
- Oregon
- Kafe Dostoyevsky
- Club House
- Villa
- Coastline
- Theme Park

### **Map selection:**

The team on the top in the bracket will decide who vetoes the first map.

- Team A removes Map 1
- Team B removes Map 2
- Team A removes Map 3
- Team B removes Map 4
- Team A removes Map 5
- Team B removes Map 6
- Map 7 will be played.

### **Map selection in Bo3:**

The team on the top in the bracket will decide who vetoes the first map

- Team A removes Map 1
- Team B removes Map 2
- Team A picks Map 3
- Team B picks Map 4
- Team A removes Map 5
- Team B removes Map 6
- Map 7 will be decider.

### **2.8. Before the match start**

You have a total of ten (10) minutes to vote, if you use more than this your team will be disqualified from the tournament. Larger events will have varying times up to an infinite length of time, this does not mean that you can exceed the ten (10) minute vote time. Get in touch to your opponent via Discord or Uplay.

The team on the top in the bracket gets the lobby hosting right. The game must be hosted on a dedicated server. Players need to host the game on West EU datacenter (weu).

Who is the lower and higher seed? The team which picked the last map (banned the final map) in a Best of One can only pick the starting side in overtime (this must be set up correctly prior to the start of the match).

Their opponents are able to pick the starting side for the start of the match. When a team has all their players in the lobby, they are counted as ready and the match, considering both rosters are complete, can be started.

All irregularities should be reported to tournament organization.

### **2.9. Match Interrupted**

If a match is accidentally interrupted for any reason (ex. player crash, server crash, network cuts) the admin may decide to resume the match to a round before the issue was present to ensure the competitive integrity of the match.

Rehosts can be done if no players were killed in the first 30 seconds of Action Phase. Proof must be provided by the teams to confirm that the rehost has been done in the right circumstances.

All members of the rehosting team have to leave the match before the first 30 seconds of the action phase passed. If not all members of the rehosting team left the match within the given time, it will count as a round loss. A rehost does not have to be confirmed by the opponent. If a team leaves the game because of a support ticket, this will not count as a rehost. Admins may decide that multiple re-hosts are appropriate depending on the circumstances e.g Ubisoft Servers have issues. If a match is interrupted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same operators, same sixth pick, same bombsites and the same equipment. The

number of authorized re-hosts are; one (1) per team, per map. Should a team not resume the match ten (10) minutes after a re-host, the admin team must be informed in the match room. Additional time will then be given by the admin team depending on the circumstances.

### **2.10. After the Match**

After match completion, the team captain of each team is required to report the match outcome by sending picture of the results in #results channel on Esport Adria discord server under the Rainbow six subsection

If one of the teams will not send the screenshot within 15 minutes of the match end, the screenshot which was sent by the other team will be taken into account. If the screenshots of both teams are missing within 15 minutes of the match end, the game will not be counted and in case of BO1, both teams will be disqualified

### **2.11. Match files**

All match related files, such as result screenshots must be kept at least 14 days upon completion of the tournament. Faking or manipulating such files is forbidden and may result in disqualification or further punishments.

### **2.12. Forbidden in-game actions**

Any actions that result in an unfair advantage are illegal. This includes script, bug and glitch use of any kind. If a team is using any bug or glitch in a tournament it will result in a round loss in the round the bug or glitch was used, by the second violation of this rule the team will be disqualified.

### **2.13. Unallowed Operators**

Operators that are banned to play either due to the evaluation period of operators or the tournament format can be found within the Overview tab of the tournament and are prohibited use in the action phase of a match. In case your opponent team is playing with a banned operator in action phase a support ticket must be opened with a screenshot of the scoreboard/player in action phase where it is clearly visible the operator was played. The match would result in a loss for the team playing the banned operator. If both teams play a banned operator, the round will get replayed.

### **2.14. Unallowed Cosmetics**

Only cosmetics that are listed here are allowed to use during matches. List of currently allowed cosmetics:

- Default
- Pro League Set
- Pilot Program Set

If any player of a team will select a cosmetic that is currently not listed as allowed the tournament administration should be notified through a support ticket with a

clear screenshot with the ineligible cosmetic with the player name visible before the start of the next round in order to be eligible to create a support ticket for it. The team that reports an opponent using a cosmetic that is banned must provide the necessary evidence to identify the breach of rules

## **2.15. Sanctions**

Issues during a match from the beginning of the match to the end must be reported right away and can not be reported after the fact as this constitutes acceptance of the issue by the opposing team. A player may be cautioned and receive a ban if he commits any of the following offences:

- Refuses to follow Competition Coordinators instructions.
- Shows dissent by word or action towards other players.
- Uses insulting language and/or gestures towards other players.
- Is guilty of unsporting behaviour in a match.
- Griefing/Trolling
- Ghosting
- Spamming
- Mislead or dupe any Competition Coordinator
- Standing on a window ledge undetected
- Shield boosting on to non-visual window ledge
- Abuse of one way shooting mechanisms
- Glitching through walls, objects, surfaces etc at any moment
- Blocking window vaulting with a destructible shield
- Shooting through what non-destructible walls/floors/ceilings/objects
- Using a Mira shield to boost
- Placing a Valk camera in a place where it cannot be destroyed
- Placing a Maestros Evil Eye on Alibis decoy.
- Spawn killing any attackers within the first 2 seconds of action phase

## **2.16. Anti-cheat**

All players must use BattleEye and MOSS

### **Moss Guide:**

The latest version of MOSS can be downloaded here:

<https://nohope.eu/down/Moss.zip>

You are required to save the file up to 48 hours after the tournament ends. You can be requested by the Admins to upload your MOSS file. If you are required to upload the MOSS files you will be told so via Discord.

## **2.17. Cheating and Banned Software**

The use of third-party software, any form of tampering with the game's code or servers or any gathering of information obtained from watching the match's



broadcast while playing with the intention of, or potential to, create an unfair advantage for a Team or Player, is prohibited.

Any and all programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list, will be cause for immediate disqualification for the entire Team:

TeamViewer, Parsec, RemotePC, LogMeIn, Remote Desktop Manager, Chrome Remote Desktop, Windows VPN, NordVPN, ProtonVPN, OpenVPN, Tor Network.