



# RAINBOW 6 SIEGE OFFICIAL RULES

---

## NSE Spring 2025

In order for the tournaments to run fairly and smoothly we have issued the following rule book

Most problems you encounter on the night can be solved by talking to the opposing team's captain and a tournament admin as soon as the problem has arisen. It's always better to contact an admin if you are unsure than to leave it and the problem getting bigger. The earlier an admin can give you a ruling the less likely it is to majorly impact your team.

All students are expected to follow the letter and spirit of the rules while competing. Deliberately breaking or avoiding the rules will result in harsher penalties. That said, mistakes can be made. If you become aware you or your team have unintentionally broken a rule, contact an admin as soon as possible.

## CONTENTS

1. [Individual Eligibility and Team Rules](#)
2. [Match Rules](#)
3. [Spectator Rules](#)
4. [Sportsmanship](#)
5. [Live Event Rules](#)
6. [Prizes](#)
7. [Enforcement of the Rules](#)

# 1. Individual Eligibility and Team Rules

## 1.1. Institution Eligibility

In order for an institution to be eligible to compete in the Rainbow 6 Siege NSE Spring, they must be a recognised provider of Higher Education (HE). Eligible institutions may compete as one institution or may compete as separate 'Playing Entities'. Each playing entity is required to fit into one of the following player models:

- 1.1.1. Main Campus playing as one entity.
- 1.1.2. Satellite Campus: Plays as a separate entity from the 'Main Campus' or other campuses of the same institution.
- 1.1.3. All eligible students are playing as 1 entity regardless of geographical spread/campuses, etc. (Similar to 1. Main Campus)
- 1.1.4. Further Education (FE) College offering Higher Education (HE) qualifications provided by another external awarding body.
- 1.1.5. Umbrella Campus/Organisation which is composed of students from multiple HE awarding bodies.

Full list of playing entities can be found in Appendix A

## 1.2. Player Eligibility

- 1.2.1. In order for a student to be eligible to compete in Rainbow 6 Siege NSE Spring they must:
  - 1.2.1.1. Be a registered student at an institution of higher education that is currently entitled to participate in the NSE Spring.
  - 1.2.1.2. Be registered on a credit rated course (e.g MSc ,Degree or HND) that is registered under CATS (Credit accumulation under CATS)
  - 1.2.1.3. Be undertaking a study programme equivalent to at least 50% of a full time student (60 credits per year)
    - 1.2.1.3.1. A year will be taken as 12 months from the start date of their course.
  - 1.2.1.4. Be aged 18 years or older
    - 1.2.1.4.1. Students studying at HE institutions in Scotland will be eligible to compete from the age of 17.
  - 1.2.1.5. All participants are required to have a registered account on [www.nse.gg](http://www.nse.gg) which has not been suspended. NSE accounts may be suspended at any time by National Student Esports for breaches of the NSE Code of Conduct.  
<https://nse.gg/resources/nse-resources/our-code-of-conduct/>

- 1.2.1.6. Must have an EUW Uplay account associated with their [www.nse.gg](http://www.nse.gg) account.
  - 1.2.1.6.1. Offensive Uplay accounts names are not allowed. Whether an account name is considered offensive is at the sole discretion of the NSE Admin Team.
  - 1.2.1.6.2. Uplay account names may not contain sponsor or organisation names that are considered inappropriate by NSE staff or promote any of the following; gambling website, pornography, alcohol, tobacco or cigarettes or firearms. If unsure, please contact a member of the NSE Admin Team.
- 1.2.2. Ineligible Participants
  - The following students are ineligible to participate
  - 1.2.2.1. Current members of the NSE Admin Team for Rainbow 6 Siege. Students who work with NSE in some other capacity e.g. casters or Admin team for non-Rainbow 6 Siege games may still compete.
  - 1.2.2.2. Externally registered students, as determined by the University's Registrar, unless otherwise allowed in accordance with the playing entities being used by the institutions concerned.
- 1.2.3. Special Cases
  - 1.2.3.1. A student satisfactorily finishing his/her course of study after the start of December will be eligible until the end of the academic year provided their institution still classifies them as a registered student .
  - 1.2.3.2. A student embarking on a Sandwich Course and/or Year Abroad course is eligible provided the duration of the course is less than one year.
  - 1.2.3.3. A student undertaking PhD study on a full-time basis will be eligible to compete provided that their institution classifies them as a registered student.
- 1.2.4. Students may not compete for more than one academic institution in any one academic year

### **1.3. Team Rules**

- 1.3.1. Eligibility
  - 1.3.1.1. Each team must have a designated captain who will be the primary point of contact for other teams and NSE staff. Captaincy can be reassigned during the season.
  - 1.3.1.2. Team's rosters must consist of at least 5 students.
  - 1.3.1.3. All students on a team must attend the same academic institution.
- 1.3.2. Substitutions
  - 1.3.2.1. Teams may play with any players listed on their roster. In a bo3 or bo5 match teams may substitute players between games.

- 1.3.2.2. Students may not play for more than one team in a single tournament night.
- 1.3.2.3. Each team should be selected as though the other teams would be playing in a match of equal importance at the same time. For example, if the first team does not have a match but the second team does, no players who would normally represent the first team are eligible to play for the second team.
- 1.3.2.4. Players may be added to teams at any time if it does not cause a delay to games starting.
- 1.3.3. Offensive team names are not allowed. Whether a team name is considered offensive is to be determined at the sole discretion of the NSE Admin Team.
- 1.3.4. Team names may not contain sponsor or organisation names that are considered inappropriate by NSE staff or promote any of the following; gambling website, pornography, alcohol, tobacco or cigarettes or firearms. If unsure, please contact a member of the NSE Admin Team.
- 1.3.5. In the event a team splits into multiple teams the majority of the team has the right to any seeding, qualification spots or points earned. If there is no new majority team no team inherits seeding, qualification spots or points earned.

#### **1.4. Check in**

- 1.4.1. Throughout the tournament there will be check-in phases which require teams to check in. When check-in is required the deadline will be at 6:30pm on match day.
- 1.4.2. Teams who do not check in by the deadline will not be entered into that stage's fixtures and will not earn any points for that stage.

## **2. Match Rules**

### **2.1. Settings**

Matches should be set up with the following settings

#### **2.1.1. Settings**

Playlist Type: Normal Mode  
Server Type: Dedicated Server  
Voice Chat: Team Only  
Time of the Day: Day  
HUD Settings: Pro League

#### **2.1.2. Match settings**

Number of Bans: 4  
Ban Timer: 20

Number of Rounds: 12  
Attacker/Defender role swap: 6  
Overtime: 3 Rounds  
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  
Reverse Friendly Fire: Off  
Injured: 20  
Sprint: On  
Lean: On  
Death Replay: Off

#### 2.1.3. Game Mode: TDM BOMB

Plant duration: 7  
Defuse duration: 7  
Fuse time: 45  
Defuse Carrier Selection: On  
Preparation Phase Duration: 45  
Action Phase Duration: 180

#### 2.1.4. Operator Setup

The following skins are the only operator skins to be used in play:

- Default Skins
- Pro League Gold skins
- All R6Share scheme skins
- Pilot Program team skins (sets 1, 2 & 3)

Any others not listed are liable to cause a loss of that round and will require rehosting to remove the selected skin for future rounds.

Weapon skins and charms are not under any restrictions.  
All drone skins are banned.

#### 2.1.5. Moss Anticheat

All players must install and run Moss Anti during all matches in NSE Spring. If requested by an admin or NSE staff, Moss files must be shown. Failure to do so will impact the investigation and may be subject to disqualification. Log Files for each game should be saved until the end of the tournament.

## 2.2. Map Selection

### 2.2.1. Starting Side

In each match there is a "home team" and "away team". Team on the left hand side of the bracket is considered the home team.

E.g. in the match "Universe 1 vs Universe A". Universe 1 is the home team and Universe A is the away team.

2.2.1.1. The team that does not pick the first map chooses whether you start on attack or defence on the 1st map.

2.2.1.2. After the first map, the loser of the previous map will choose whether they want to start on attack or defence.

### 2.2.2. All games will take place using the following map pool:

Bank  
Border  
Chalet  
Clubhouse  
Consulate  
Kafe  
Lair  
Nighthaven Labs  
Skyscraper

### 2.2.3. Map selection should be done using either through, dms with the opposing captain, in the custom lobby chat or with the website

<https://www.mapban.eu/>

#### 2.2.3.1. For best of 1 matches (bo1):

Maps will be determined by teams taking turns to veto one map until only one map remains through the following process:

Team A bans their first map

Team B bans their first map

Team A bans their second map

Team B bans their second map

Team A bans their third map

Team B bans their third map

Team A bans their fourth map

Team B bans their fourth map

Remaining map is played and Team A has choice of side, Team B has OT starting side choice

2.2.3.2. For Best of 3 matches (bo3):

The home team (this will always be the team on the left hand side of fixture) can elect to be Team A or Team B within the following process:

Team A bans 1 map

Team B bans 1 map

Team A bans 1 map

Team B bans 1 map

Team A picks the map for game 1 and Team B has side choice, Team A has OT starting side choice

Team B picks the map for game 2 and Team A has side choice, Team B has OT starting side choice

Team A bans 1 map

Team B bans 1 map

Remaining map is played and Team A has choice of side, Team B has OT starting side choice

2.2.4. Pauses

Each team is allowed 1 pause per match via the in-game timeout function. This pause lasts 45 seconds.

2.2.5. Rehosts

2.2.5.1. Games can be rehosted under the following conditions

2.2.5.1.1. High Ping

The ping limit for a match is 120 ms. If a player is over this value consistently, the match should be rehosted. In the case the player still has a ping over 120 ms please take 3 screenshots over the course of 2 rounds and then contact the admin team immediately, before finishing the match.

Players that have been shown to have a consistently high ping even after rehosts will be asked to leave the server as they cannot be allowed to continue playing under such conditions.

2.2.5.1.2. Technical issue player

If a player has a technical issue hardware or software related during the preparation phase they may request a rehost, rehosts made after the prep phase will have to be done at the start of the next round.

2.2.5.1.3. Ingame bug for example Game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc)

2.2.5.2. Rehosting games

If a game is rehosted it should be continued from the start of the interrupted round with the same operators, same sixth pick, same starting sites, same bombsites, same equipment and same gadgets.

- 2.2.6. No show
  - 2.2.6.1. Teams expected to arrive promptly to all games
  - 2.2.6.2. All 5 players should be in the game server within 20 minutes of the scheduled start time or within 20 minutes of the previous round ending, whichever is later. Any extenuating circumstances must be shown to a tournament admin before the deadline to show up is met.
- 2.2.7. Submitting results
  - 2.2.7.1. Both Teams are required to submit results after game ends
  - 2.2.7.2. If neither team submits a result and teams cannot be contacted, the higher seed will be awarded the victory.

### 3. Spectator Rules

- 3.1. NSE reserves the right to cast any game played as part of the tournament.
  - 3.1.1. NSE may choose to feature a game. Featured games are subject to the following restrictions:
    - 3.1.1.1. NSE Staff must be given access to pregame lobbies.
    - 3.1.1.2. Players must wait until casters indicate they are ready before starting a game.
    - 3.1.1.3. The following additional restrictions may be put on a featured game. If this is the case, players will be informed by the casters before the game begins.
      - 3.1.1.3.1. It cannot be streamed by any third parties.
      - 3.1.1.3.2. It cannot be streamed by players in game.
  - 3.1.2. For non-featured games
    - 3.1.2.1. For non-featured matches, students may stream their own games from their own player's perspective without delay.
      - 3.1.2.1.1. Players are solely responsible for any negative effects that occur in game due to streaming without delay
    - 3.1.2.2. Third parties (anyone not currently playing in game) may stream games with a delay of at least 3 minutes.
    - 3.1.2.3. Teams may agree to allow a third party stream game without delay.
      - 3.1.2.3.1. Teams are solely responsible for any negative effects that occur in game due to agreeing to a third party stream without delay.
    - 3.1.2.4. Third parties may not spectate in game pregame lobby unless permission is granted by both teams.



## 4. Sportsmanship

- 4.1. Students are expected to uphold the principles of sportsmanship and fair play at all times during the NSE Season. Students who do not conform to these principles will be penalised. Additionally, it is a captain's responsibility to ensure their team behaves in a sporting manner.
- 4.2. The following are to be considered unfair play and not allowed in any form
  - 4.2.1. Spawn killing, killing an opposing player within the first 2 seconds of the action phase of a round.
  - 4.2.2. Hacking, any modification to game client.
  - 4.2.3. Exploiting, intentional use of ingame bugs to gain an advantage.
  - 4.2.4. 'Ringing', i.e. playing using another player's account or using a player not eligible to compete.
  - 4.2.5. Use of any cheat program.
  - 4.2.6. Collusion as defined by cooperation or conspiracy to cheat others. This includes but is not limited to:
    - 4.2.6.1. Soft play, an agreement among players to not play to a reasonable standard of competition in a game.
    - 4.2.6.2. Prearranging to split prizes with other teams.
    - 4.2.6.3. Intentionally losing a game
  - 4.2.7. Illegal pause, use of pause for any reason not specified in Section 2 of this document titled "Match rules".
- 4.3. Players must uphold the NSE Code of Conduct whilst competing in, and around, NSE Spring.
- 4.4. Harassment of other students is not allowed this includes but is not limited to:
  - 4.4.1. Verbal abuse, this covers any offensive communication in game lobbies or in game .
  - 4.4.2. Any use of racist, sexist, homophobic or other discriminatory language.
  - 4.4.3. Any implied or direct threats to other students.
  - 4.4.4. In game trolling, use of in game features to intentionally reduce the quality of game experience of other students in the game.
- 4.5. Any student or team found to have engaged in or attempted to engage in any act that NSE believes constitutes unfair play or poor sportsmanship, will be subject to penalty. Penalties issued by the NSE Admin team may include but are not limited to:
  - 4.5.1. Loss of one or more ban in future games
  - 4.5.2. Formal warning
  - 4.5.3. Forfeit of a single game/map
  - 4.5.4. Forfeit of full match/series
  - 4.5.5. Temporary suspension of a student
  - 4.5.6. Lifetime ban of a student
  - 4.5.7. Forfeiture of points earned or qualification spots

- 4.5.8. Forfeiture of prizes
- 4.5.9. Disqualification of a team from a tournament
- 4.5.10. Disqualification of a team from NSE Spring
- 4.5.11. Suspension of the team from future tournaments

## 5. Live Event Rules

- 5.1. For practical reasons the rules laid out in this rulebook may not apply to live events. For this reason live events may be subject to additional and/or different rules which will be provided to students attending live events. These may include but not limited to:
  - adjusted late and no show penalties
  - additional rules regarding usage of peripherals
  - adjusted rules regarding setting up of game lobbies
  - adjusted rules regarding streaming rights
- 5.2. If a team is unable to attend Live final their spot will be forfeited and 3rd place team will instead take their place

## 6. Prizes

- 6.1. All prizes will be sent to the captain of the respective team and it is the captain's responsibility to distribute the prizes among their team. In the event the listed captain is unable to fulfil this role, a member of the respective team should contact NSE staff.
- 6.2. Prizes are to be distributed evenly among the starting lineup of a team. It is at the team's discretion to further distribute a portion of the prizes among the team's substitutes.

## 7. Enforcement of Rules

- 7.1. In the event a dispute cannot be resolved between teams, contact the NSE Admin Team and provide relevant match media e.g. chat logs/screenshots, where possible.
- 7.2. All decisions regarding the interpretation and enforcement of these rules are at the sole discretion of the NSE Admin Team, whose decisions are final.
- 7.3. These rules may be amended, changed or supplemented when required by the NSE Admin Team to ensure fair play and competitive integrity.

## Appendix A Playing Entities

Below is a list of currently recognised Playing Entities. If you are a member of an institution that should be recognised please contact NSE staff.

Aberystwyth University	Easton & Otley College
AECC University College	Edge Hill University
Anglia Ruskin University	Edinburgh College
Arts University Bournemouth	Edinburgh Napier University
Aston University	FXU (Falmouth & Exeter Student's Union)
Bangor University	Glasgow Caledonian University
Bath Spa University	Glasgow Clyde College
Belfast Metropolitan College	Glasgow Kelvin College
Birkbeck, University of London	Goldsmiths, University of London
Birmingham City University	Harper Adams University
Bishop Burton College	Hartpury University Centre
Bishop Grosseteste University	Heriot-Watt University
Blackpool and The Fylde College	Imperial College London
Bournemouth University	Keele University
BPP University Ltd	King's College London
Bridgwater & Taunton College	Kingston University
Brooksby Melton College	Lancaster University
Brunel University	Leeds Arts University
Buckinghamshire New University	Leeds Beckett University
Canterbury Christ Church University	Leeds City College
Cardiff Metropolitan University	Leeds Conservatoire
Cardiff University	Leeds Trinity University
Carmarthen	Liverpool Hope University
Chesterfield College	Liverpool John Moores University
City of Glasgow College	London Metropolitan University
City of Liverpool College	London School of Economics
City, University of London	London South Bank University
College of Esports	Loughborough University
Coventry University	Manchester Metropolitan University
Cranfield University	Middlesex University
De Montfort University	New College Lanarkshire
Doncaster College and University Centre	Newcastle University
Dundee & Angus College	Newman University
Durham University	North East Scotland College

Northampton College  
Northumbria University  
Norwich University of the Arts  
Nottingham Trent University  
Oxford Brookes University  
Oxford University  
Plymouth Marjon University  
Queen Margaret University  
Queen Mary University of London  
Queen's University Belfast  
Ravensbourne  
Reading University  
Richmond The American International  
University in London  
Robert Gordon University  
Roehampton University  
Royal Agricultural University  
Royal Holloway, University of London  
Royal Veterinary College  
Riverside College  
School of Oriental and African Studies  
Sheffield Hallam University  
Solent University  
South Gloucestershire and Stroud College  
St George's, University of London  
St Mary's University  
Staffordshire University  
Swansea University  
Teesside University  
The London College  
The Royal Northern College of Music  
Tottenham Hotspur Foundation  
UCEN Manchester  
UCFB  
Ulster University  
Universities at Medway  
University Campus Barnsley  
University Campus Doncaster  
University Centre Leeds  
University College Birmingham  
University College London  
University for the Creative Arts, Surrey  
University of Aberdeen

University of Abertay Dundee  
University of Bath  
University of Bedfordshire  
University of Birmingham  
University of Bolton  
University of Bradford  
University of Brighton  
University of Bristol  
University of Buckingham  
University of Cambridge  
University of Central Lancashire  
University of Chester  
University of Chichester  
University of Cumbria  
University of Derby  
University of Dundee  
University of East Anglia  
University of East London  
University of Edinburgh  
University of Essex  
University of Exeter  
University of Glasgow  
University of Gloucestershire  
University of Greenwich  
University of Hertfordshire  
University of Huddersfield  
University of Hull  
University of Kent  
University of Leeds  
University of Leicester  
University of Lincoln  
University of Liverpool  
University of London  
University of Manchester  
University of Northampton  
University of Nottingham  
University of Plymouth  
University of Portsmouth  
University of Salford  
University of Sheffield  
University of South Wales  
University of Southampton  
University of St Andrews

University of Stirling  
University of Strathclyde  
University of Suffolk  
University of Sunderland  
University of Surrey  
University of Sussex  
University of the Arts London  
University of the Highlands and Islands  
University of the West of England (UWE)  
University of the West of Scotland  
University of Wales Trinity St David  
University of Wales Trinity St David Lampeter  
University of Wales Trinity St David Swansea  
University of Warwick

University of West London  
University of Westminster  
University of Winchester  
University of Wolverhampton  
University of Worcester  
University of York  
Wakefield College  
Walsall College  
West College Scotland  
West Lothian College  
Wrexham Glyndwr University  
Writtle University College  
York St John University