



USL Rulebook Winter 2019

Bans

Bans are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or a University, ban time varies depending on severity.

Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned at least until the end of season.

Rule Changes

USL reserves the right to amend, remove, or otherwise change the rules to promote fair competition. USL also reserves the right to make judgments brought to its attention not only on issues that go against the rulebook but also on cases not specifically covered in order to preserve the spirit of fair competition and sportsmanship.

Season Finals

The first and second placed teams from playoffs will then play in the finals of B05 not being able to attend finals or refusing to attend finals will mean their position and whatever prizing will be handed to the next seed in those playoff games.

Unsportsmanlike Behavior

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished. The administration may assign penalties for unsportsmanlike behavior (e.g. harassment). Every Player should represent their team and university by participating to the best of their abilities. Anything that falls short of that is considered to be unsportsmanlike and will be penalised depending on the severity of the behaviour as determined by the League Administration.

1.1. Players

1.1.1. Eligibility

Any person that has a standing ban by Ubisoft for Rainbow Six Siege is ineligible to participate in any USL leagues or tournaments including playoff matches. Players remain ineligible as long as Ubisoft upholds the ban.

1.1.2. Requirements

All players need to enter their correct game account associated to the Uplay in their USL profile before the start of the tournament. All persons must be Higher education students from within the United Kingdom. University email address to be used for registration to verify but student status but further proof may be required.

1.1.3. Technical Issues

Players are responsible for their own hardware and internet connection. Matches will not be rescheduled because of technical issues or to substitute a player. If a team does not have enough available players for a match they will forfeit that match.

1.1.3.1. High Ping

The ping limit for a match is 150 ms. If a player is over this value please try to do a re-host first, before a protest is opened. Be sure a dedicated server was created. In the case the player has still a ping over 150 ms and it is not possible to play the match without problems, a protest can be opened. It is only considered high ping if the ping is continuously over 150. when opening a protest due to high ping, the match must not be finished and the team must hand in at least three screenshots of the scoreboard which was taken at different times over two rounds.

1.2. Team rules

1.2.1. Game Accounts

Every playing member must have their game accounts entered in their USL profile and must provide it to the tournament administration at the start of each season

1.2.2. Team Names

Offensive team or player names are not allowed. Whether a team name is considered offensive is to be determined at the sole discretion of the USL Admin Team.

1.2.3. Roster

Team rosters must consist of at least 5 players to participate in a tournament or match. Playing with different players and/or illegal ringers will be punished.

1.2.4. Substitute Players

Teams can have up to 10 players on their roster.

Teams will be locked in at least 1 hour before the game is set to begin.

Teams are allowed to make substitutions of players between maps only using from their locked roster. Any emergency changes that are wanted to be made when rosters are locked require admin permission and the reasoning for why this sub needs to be made so late.

1.3. Tournament rules

1.3.2. No show

All 5 members from one team must be in the lobby for the official timer of 15 minutes to start.

One member from the team must screenshot the lobby with all 5 of their team and invite at least 1 member of the opposing team with the timestamp. This invite to the opposing team must go out by 7:05.

If all 5 of their opposing team isn't in the lobby at 7:20 message an admin with screenshots and remain in the lobby until told otherwise by an admin.

There will be no extra delays after this point and the administration will make their decision on a case by case basis on admin discretion.

1.3.4. Results

Both teams are responsible to enter correct results. When submitting results, team captains must include URL's for end-game screenshots of each map. This will be used to confirm match results are correct.

Example of a correct screenshot: [Correct #1](#)

Example of incorrect screenshot: [Incorrect #1](#) & [Incorrect #1](#)

1.3.5. Rescheduling

Reschedules are, in general, not allowed. Unless the case of extenuating circumstances, in which tournament administration needs to be informed of such based on the terms of it in which the games can only be rescheduled to Friday or Saturday and no later.

1.3.6. Check-In

Teams must be checked-in to be seeded for a swiss week's matches. Check-in is open between 00:00 - 18:30 on Thursday. Shortly after check-in closes, the fixtures will be released.

1.3.7. Map Bans

Map bans can be done either through, dms with the opposing captain, in the custom lobby chat or with the website <https://www.mapban.eu/>

The two most picked maps from the previous week will be banned, an announcement will be made for what maps these will be. In terms of the first week 2 maps will be randomly banned.

Order for these bans will go as follows :

- Team A bans map
- Team B bans map
- Team A picks map 1
- Team B picks side on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team A bans map
- Team B bans map
- Remaining map is map 3

1.3.8. Starting Sides

In each match there is a “home team” and “away team”. Team on the left hand side of bracket is considered the home . E.g. in the match “Universe 1 vs Universe A” Universe 1 is home team and Universe A is the away team.

The home team is responsible for hosting the lobby and have first choice of map ban and map pick.

The away team chooses whether you start on attack or defence on the 1st map

After the first map the loser of the previous map will choses side of whether they want to start in attack or defence.

Blue team starts as attackers and orange starts as defenders.

1.4. Protests

A protest is for problems that affect the match outcome, it is the official communication between the teams and tournament administration. If a controversial situation occurs, whether or not it is described in this rulebook during a match, the team that has spotted it should immediately stop the match and inform the administrator about it. If the team does not stop the match and continues to play the match result will not be changed retroactively. Teams may still contact admins about any issues they had during game including poor sportsmanship or cheating accusations, however these complaints will not affect matches already played.

1.4.1. Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is during the map and not after completion of the match.

1.4.2. Contents of a Match Protest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple “they are cheaters” will not do.

1.4.3. People in a Match Protest

In team matches unless otherwise requested by USL staff only one representative per team should be writing in the protest.

1.4.4. Behaviour in Match Protests

Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.

1.5. Ingame

If a player has any issues with anything for example joining lobbies, connecting to Ubisoft or in game problems they should message an admin as soon as possible, especially when having problems joining lobbies rather than waiting till when the games are due to start or a protest has already been made.

If a player has the uplay bug and is not receiving invites they need to quit the game and close uplay then relog and it should be working again, also try getting everyone in the lobby to add and invite the person as we have found that often one person is able to still send out invites to that person with the bug.

1.5.1. Rehost requests

Rehost rules are specified below, including the conditions in which they will be allowed:

- Any issue before the preparation phase starts (game, software or hardware related)
- Player can't move (unless it's done on purpose) - rehost in the first 30 seconds of the action phase, if no players have taken damage
- Game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc) - rehost up to the first 30 seconds of the action phase, no damage taken by anyone
- Disconnect/hardware problem/software problem - rehost in the first 15 seconds of the preparation phase

- Observer issue - rehost up to the first 30 seconds of the action phase, no damage taken by anyone

In case the above conditions are met, players should instantly request a rehost by writing in the ingame chat “rehost”, followed by the reason.

Each team can receive up to 2 rehost per map maximum of which are 5 minutes at most each, where the team with the missing player must continue the map after their 2 rehosts have been used.

1.5.2. Continuing a Disrupted Game

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 starting sites, same bombsites, same equipment and same gadgets.

1.5.3. Illegal Actions

It is up to the tournament administration discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher

1.5.4 List of bugs or 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.

Unallowed - instant round loss to the team that uses it, further penalties if used again by the same team during the tournament

- Captao fire arrow that allows the fire to go through the reinforced wall is prohibited
- All one way shoot through spots are not allowed, such as the one way shot on Oregon that allows a player in meeting room to shoot down and onto the player on the designated Mira in the laundry room.
- No shield glitching with castle this is when players put a shield in front of a castle barricade close enough that it does not allow attackers to destroy the barricade and vault over the barricade.
- No shield glitching windows or doorways, when a player put a shield at a window at an angle that does not allow attackers to vault into the window unless the opposing side destroys the shield using say an ash charge or grenade.
- The use of Valkyrie cameras that can't be seen by attackers or be destroyed. an example is if I throw a Valkyrie camera into a certain spot in the ceiling that can still be viewed by defenders for info but cannot be seen by attackers nor can it be destroyed.
- Any position that you must get to or out of by glitching through walls/objects/surfaces, or you cannot be seen or shot at normally
- Using a Mira shield to boost
- Standing on a window ledge undetected
- Shield boosting on to undetected window ledge

- Shooting through what should be non-destructible walls/floors/ceilings/objects
- Glitching through walls, objects, surfaces etc at any moment

Allowed

- 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 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 through wall

The tournament directions reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

1.5.5. New Positions

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable timeframe before an official match

1.5.6. Spawnkilling / Spawnpeaking

Killing somebody who already spawned, moved out of cover or is spawnrushed is considered spawnpeaking and will not be rated as glitching / bug using.

1.6. Spectating

1.6.1. Casting

Casting a USL match is only allowed with a USL admin agreement. To get an agreement please dm one of the admins and then proceed to make sure the following rules on observing/streaming are followed.

1.6.2. Observers/Streaming

Observers are allowed only if both teams agree. Exception to these rules are USL admins and people that are explicitly allowed to observe (e.g. shout casters or streamer).

Teams should only allow observers they trust. It is not allowed to protest after a match to complain about observers that were allowed in the game.

Any personal streams or University streams must be agreed upon by both teams and have a delay of 3 mins to prevent any sort of ghosting or assistance in game.

2. Game settings

Matches have to be played with the following settings:

2.1. Settings

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

2.2. 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

- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off

2.3. 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

2.4.1 Picking banned cosmetics or operators

If any player of a team will select cosmetic or operator that is currently listed as banned, first the team of such player must teamkill that player within the first 10 seconds of the round, on the second instance of a team having an illegal skin or operator they will lose 1 point from the league table

2.4.2 Operators, gadgets, equipment, attachments

The tournament 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.

- **Goyo and Amaru** are banned from play until further notice, the **picking of any banned ops will result in an auto loss for the round.**
- All other operators are allowed.

2.4.3 Banned cosmetics

Cosmetics that are listed as banned, are not allowed in USL matches.

List of currently banned cosmetics:

- Outbreak Collection
- Wind bastion Bundle
- Blood orchid Bundle
- Twitch & Valkyrie Elite

2.5. Mappool

- Bank
- Border
- Club House
- Consulate
- Coastline
- Kafe Dostoyevsky
- Villa

3.1. Prizes

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 fulfill this role, a member of the respective team should contact USL staff.

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.