



# Rulebook



This is a rulebook that applies only to events hosted by Vanguard E-Sports League. It is important to note that these rules should be followed at all times while participating in these events.

Failure to adhere to these rules will lead to a penalty, disqualification or even result in a ban. It should be noted that these rules are subject to change and the Administrators of the league have the final say regarding decisions that are not specifically stated. The Event Administrators may in some cases even go against the

Rulebook in the name of sportsmanship, but this may only be applied in exceptional cases.

Our Goal is to create a professional atmosphere and to give you, the participant, and spectator a great experience.

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## **1. Definitions:**

### **1.1) Scope of Validity**

This rule book applies only to Tournaments hosted by Vanguard E-Sports League. A participant of the tournament should ensure that they understand the rules of the rulebook

### **1.2) Participant**

A Rainbow Six Vanguard E-sports League participant is a person participating in the tournament Presented by Vanguard E-sports League. No member of any team, whether participated or unanticipated may be in more than one team.

### **1.3) Team Representative**

A team representative is a person who represents a team competing in the tournament. The team representative does not have to be a competitor, it may be a third party representing the players. A team representative may also be the said captain of a team. Note that there may only be one representative per team. A representative may represent more than one team, only if they are part of the same organisation.

### **1.4) Punishment**

Punishments are given to participants who violates the rules of Vanguard E-sports League. The administration may provide the violator with either a ban, warning round loss or even match loss. Depending on the offence which will be evaluated on said event. Team participants will be notified of penalties/punishment. Only team representatives are eligible to lodge appeals.

#### **a) warnings**

Official warnings are given for first time minor incidents such as not uploading required match media, being late, delaying a broadcast, insufficient information on a team account or other related material, and so on. Any repeated offenses of the same kind will lead to more severe punishments.

#### **b) Disqualifications**

A disqualification will happen in the most severe cases of rule violations. If a participant is disqualified the team may resort to their substitute but in extreme cases the team will be disqualified. All disqualifications are final at the decision of the tournament administrators.

#### **c) Bans**

If a participant is banned, the participant will be banned for the current as well as the next tournament. The participants team representative may appeal or call for a review of the ban after 21 days after the ban took place.

#### **d) Repeat Offences**

A repeat offence occurs when a participant or participating team continues in the same conduct or manner that lead to them receiving the first warning. Repeat offences will lead to a forfeit.

### **1.5) Match Protest**

A protest relates to problems occurring during the match that may affect the outcome of the match. Protests may be filed during ongoing matches. A protest will be part of official communication between competitors and the tournament administration.



## 2. General

### 2.1 Rule Changes

VEL reserves the right to amend, remove, or otherwise change the rules, without further notice. VEL also reserves the right to make a judgment on cases not specifically covered by or that go against the rulebook in order to preserve the spirit of fair competition and sportsmanship.

### 2.3 Communication

#### a. Discord

Discord is currently our official form of communication during tournaments.

### 2.4 Match Broadcasting

#### a. Broadcasting Rights

Broadcasting rights are solely reserved for VEL, VEL reserves all rights to use and distribute broadcasting rights to third parties and affiliates.

#### b. Player Responsibility

Participants can't refuse to have their matches broadcasted, nor can they choose the manner in which it is broadcasted. Only tournaments administration can refuse events to be broadcasted.

### 2.5 Player Details

Tournament administration may, upon anytime require players to provide certain sets of information including but not limited to, Full Name, Contact Details, Date of Birth, Discord Details and game ID Details.

#### a. Game Accounts

##### *I. Verified accounts*

Every participant needs to have a verified Siege account to be able to participate in the tournament.

##### *II. Smurf Accounts*

Strictly under no circumstances are smurf accounts allowed. If a person is suspected to be using a smurf, the said person will have to provide evidence that the account in question is indeed not a smurf.

#### b. In-game username

accounts with inappropriate nicknames will not be allowed to participate. If a participant has an inappropriate username, the user will have a short period to change the nickname before the event starts. Failure to do so will result in a forfeit of entry.

### 2.6 Teams

#### a. Team Names

Team names need to be appropriate and fit community guidelines. Team names may not contain "R6", "RainbowSix" or anything of that nature in their names, nor may they only contain numerals and letters.

#### b. Multiple Teams

Teams from the same organisation may compete in the same tournament, only if they do not share the same roster. A participant may not be registered for more than one team.



### I. Team Hopping

Team hopping occurs when a player is part of said Team A, Transfer to Team B then transfers back to said Team A. the reason for transfer is not taken into consideration.

### II. Exclusions.

Only under extreme conditions such as *vis major* may team members or an unregistered participant compete in a tournament. Such as Loadshedding.

#### c. Number of Team members allowed.

The max amount of team members allowed per team is 6. 5 players and 1 sub. Please do take in consideration that a non-participating team manager does not count as a player.

#### d. Changes in teams

Changes in teams may occur up onto the start of the tournament. If any participant wishes to change a team member, this has to be done by notifying a member of the tournament administration. Failure to do so, will render team unchanged for the remainder of the tournament.

#### e. insufficient players

insufficient players for a match of the tournament will lead to a forced forfeit.

## 2.7 Cheating

### a. Cheating Software

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No- Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well. Players are also not allowed to run the following programs: Teamviewer (or any other similar screen sharing program), or Virtual Machines of any kind including but not limited to Hyper-V, VM Ware, or VirtualBox. If these programs are detected during a match, the team will be penalized and the guilty player might be barred from league play for a certain number of games decided on by the tournament administration team.

### b. Information Abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

## 2.8 Anti-Cheat

### a. Monitor System Status

Moss Anticheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use MOnitor System Status (MOSS) then they may not be allowed to take part in a match. At offline events, this rule will usually not be applied.

## 2.9 Prize Money

To be determined.

## 2.10 Match

All contestants should be in the lobby 10 mins before the start of the event so that the map ban process can begin. This is add to the spirit of fairness to all competitors



**a. Timeliness**

All matches should start as stated in the official communication or as soon as the previous match is over. Any changes in the starting time must be approved by the tournament administration.

**b. No Show**

If a participant is not ready to play until 25 minutes after the scheduled start of the match, it is considered a no show. In that case, the participant will be penalized and lose the match.

**c. Mappool**

Oregon  
Clubhouse  
Coastline  
Consulate  
Kafe Dostoyevsky  
Theme Park  
Villa

**d. Map Ban Process**

The map ban process needs to be done before the match is supposed to take place. Maps are played in the order they are picked. Sides in the last map (except in Best of 1) are chosen by the team with the best round difference in the previous maps. In case of a same round difference, coinflip will determine which team decides the starting side. The team that does not decide the starting side decides the starting side on overtime.

*I. Best of 1*

Team A bans map  
Team B bans map  
Team A bans map  
Team B bans map  
Team A bans map  
Team B bans map  
Remaining map is played map  
Team A decides the starting side on the map

*II. Best of 3*

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

*III. Best of 5*

Team A bans map  
 Team B bans map  
 Team A pick's map 1  
 Team B picks side on map 1  
 Team B picks map 2  
 Team A picks side on map 2  
 Team A pick's map 3  
 Team B picks side on map 3  
 Team B picks map 4  
 Team A picks side on map 4  
 Remaining map is a map 5

**e. Breaks between maps**

After each map, a player may take a maximum of five minutes to join the next game. Longer breaks will be given after every two maps.

**f. Leaving Lobby**

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when the final scoreboard is shown on screen.

**g. Match Result**

A screenshot of match result must be sent to the Tournament Administration directly after the match. This includes a screenshot showing the scoreboard of each and every participant.

**h. Match Protest**

*I. Deadline protest*

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

72 hours after the scheduled starting time of the match.

The beginning of the next match for either of the two participants (a minimum of 10 minutes have to be kept between two matches by all participants)

*II. Contents of 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.

*III. Person involved in Protest*

In team matches, only one representative per team is supposed to be writing in the protest.

*IV. Conduct of Protest*

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

**i. Reschedules**

Reschedules are strictly not allowed, only tournament administrators can reschedule a match. Unless the administrators have notified otherwise

## 3.Tournament

### 3.1 Progression

tbd

### 3.2 Seeding

tbd

## 4. Game Rules

### 4.1 Hosting

Hosting has to be hosted on official South African servers.

### 4.2 Settings

Time of the Day: Day

HUD Settings: Pro League

#### a. best of 1

Number of Bans: 4

Ban Timer: 20

Number of rounds: 12

Attacker/Defender role swap: 6

Overtime: 0

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

#### b. best of 3

Number of Bans: 4

Ban Timer: 20

Number of rounds: 12

Attacker/Defender role swap: 6

Overtime: 0

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

### c. best of 5

Number of Bans: 4  
 Ban Timer: 20  
 Number of rounds: 12  
 Attacker/Defender role swap: 6  
 Overtime: 0  
 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

## 4.3 Game Mode

Plant duration: 7  
 Defuse duration: 7  
 Fuse time: 45  
 Preparation: 45  
 Action: 180

## 4.4 Operators, Gadgets, Equipment and Attachments

All Operators are allowed, unless tournament administration explicitly forbids it or they are marked as quarantined. 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.



### a. Quarantined operators

Operators that are listed as quarantined are not allowed in matches. List of currently quarantined operators:

### b. Evaluation Period

Evaluation Period is a period within which the operators of any new season are unavailable to pick in competitive play. Operators currently in Evaluation Period:

Zero

### c. Banned Cosmetics

Cosmetics that are listed as banned, are not allowed in Pro League matches. List of currently banned cosmetics:

- Outbreak Collection
- Wind bastion Bundle
- Blood orchid Bundle
- Twitch & Valkyrie Elite
- Ember Rise bundle
- Seared Flats bundle
- Satellite bundle
- Wanderer Bundle
- Desolate Bundle

If any team will spot their opponents using one of the banned cosmetics in any round, they should notify the tournament administration before the next round will start in order to apply penalty

## 4.5 Use of Bugs and Glitches

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.

### a. Spawn Killing

The spawn killing which results in a kill of an attacker during the first 2 seconds of the action phase is not allowed. Doing so will result in round loss for the defending team.

## 4.6 Rehost Request

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.

Each team can receive up to 1 rehost per map maximum.

### a. Rehost Request Procedure

In case the above conditions are met, players should instantly request a rehost by writing in the ingame chat "rehost", followed by the reason. Players should continue playing until the rehost is confirmed by an admin. Once confirmed, everyone should instantly leave the game.

### **b. 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.

### **c. Disconnected after rehost**

If a player will disconnect after match time specified in 5.5 Rehost requests, the round will continue. If a player wont reconnect till the end of a round, lobby will be remade. This redo of the lobby does not count as rehost that is requested by the team

## **5. Code of Conduct**

All conduct must adhere to the Constitution of the Republic of South Africa. Any behaviour that does not align with the morals of the organisation or does not align with the Constitution will be deemed to be illegal and will lead to punishment.

## **6. General Punishments**

### **6.1 Breaking confidentiality**

### **6.2 Refusal of match broadcast**

### **6.3 Providing and changing participant details**

#### **a. providing incorrect details**

Participants that provide incorrect details will be punished between 1 to 3 minor penalty points. If there is proof of faking details, the player may be banned and/or the team may be disqualified.

#### **b. providing details after the deadline**

Participants will receive an official warning if they do not provide details on time. Depending on the details requested, this step may be skipped.

#### **c. substandard details**

An official warning will be given, with a deadline and request to provide details that meet the league's criteria.

#### **d. No Show**

Participants that receive a no show for a match will lose it

### **6.4 Punishment for Cheating**

When cheating is uncovered in the ESL the results of the matches in question will be voided. The player will be banned and the team will be disqualified.

## **7. Betting**

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly for any VEL Matches. Any betting against your own organizations matches will lead to an immediate disqualification of the organization.

## **8. Matchfixing**

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

### **8.1 Punishment for match fixing**

When match fixing is uncovered in the Rainbow Six Pro League, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from the Tournament

## **9. Bans**

## **10. Breach of Etiquette**

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

### **10.1 Insults**

No insults of players, broadcasters or organizers will be allowed. Offenders will be penalized

### **10.2 Spamming**

The excessive posting of senseless, harassing or offensive messages is regarded as spamming

### **10.3 Spamming in-game**

## **11. Unsportsmanlike Behaviour**

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 with one to six minor penalty points. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment). Every Player should represent their Team 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.

### **11.1 Faking Results**

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will forfeit the match

### **11.2 Faking Match Media**

Match media are all uploads, including but not limited to: Screenshots

### **11.3 Cheat Suspicion**

When cheating is suspected, and the match media in question has been faked, six minor penalty points will be awarded.

#### 11.4 Disallowed Player

#### 11.5 Misleading Tournament administration

### 12. Punishment in Matches

#### 12.1. Late Map Veto

For any delays related to map vetoes, participants will be punished with 1 minor penalty point every 5 minutes after the deadline (for the team that is delaying). If any team is late for more than 10 minutes, their ban will go to the opponents.

#### 12.2. Player Punctuality

For delays with players being ready at the start of a match, or between maps or breaks, players will be punished with 2 minor penalty points for every ten minutes after the deadline. From 25 minutes onwards, a no show will be awarded

#### 12.3. Leaving the lobby early

For every player that leaves the lobby early, the team will be punished with 1 minor penalty point. Further infractions will be punished more severely

#### 12.4 Picking operatoris in quarantine or evaluation period

If a player will select (in pick faze or as 6th pick) operator that is currently in Evaluation Period or Quarantined, the team of such player will receive round loss. If the team will select an operator during the pick phase and use 6th pick on it after, an official warning will be given. Next time a situation like this will occur, round loss will be give

#### 12.5 Picking Banned Cosmetics

If any player of a team will select cosmetic that is currently listed as banned, the team of such player will receive a penalty based on the list below. • 1st violation - Official warning • 2nd violation - 2nd warning + 1minor penalty point • Further violations - Round loss + 1minor penalty point

#### 12.6 Missing Matched Media

f match media is not provided within the deadlines, 2 minor penalty points will be given to the team

### Disclaimer:

Some of the rules have been adopted from the ESL(E-Sports League) as they have set a standard for competitive gaming and we want to adopt that standard. This document is not here to take away from the ESL but rather continue to build on the standard they have set.