

AORUS Cup - Rainbow Six: Siege (Powered by Game.tv)
Complete Rule-set

Tournament Format:

- The tournament will only have 1 single phase which will apply a single-elimination format.
- All matches will be BO1 except the Semi-final and Finals.
- Semi-finals and Finals will be BO3.

Registration:

- 1) Join the Critical X Discord server through this link: <https://discord.gg/eJcqEzM>
- 2) Go to the #get-your-roles channel and react to the message with the R6S logo to get the Rainbow Six Siege role.
- 3) Now, find the 'Aorus Cup - Rainbow Six Siege Powered by Game.tv' category and type !register in the '#tournament-lobby' channel
- 4) The Tourney Bot will send you a message giving you further instructions.
- 5) Reply with !createteam <team name> <your in-game username> to create a new team.

Reply with !jointeam <team code> <your in-game username> to join an existing team.

NOTE: Both players of a squad must register to participate in the tournament.

If anyone has accidentally created a team instead of joining one, you can unregister yourself using the !unregister command.

Date & Time:

4th April: 5:30 PM onwards.

5th April: 1:00 PM onwards

Prize-pool Distribution:

1st - Rs.5000

2nd - Rs.3000

3rd - Rs.2000

Game-rules:

- If a player drops in the first 15 seconds of a round, and there has been no contact between opponents, the game may be re-hosted. If the game will be rehosted the match starts by the previous score. If a player is disconnected after the 15 seconds of a round, the round will be played till the end. The match will be interrupted and rehosted with last score.

- All Operators are allowed, as long as they are available to all players. If an operator is only available to Season Pass holders, it cannot be used.

Match Settings:

Number of Rounds: 12

Attacker/Defender role swap: 6

Overtime: 3

Overtime score difference: 2

Overtime role change: 1

Objective Rotation Parameter: 2

Attacker Unique Spawn: On

Pick Phase Timer: 15

6TH Pick Phase: On

6TH Pick Phase Timer: 20

Damage handicap: 100

Friendly fire damage: 100

Injured: 20

Sprint: On

Lean: On

Death Replay: Off

Standard ESL Map Pool:

Theme Park

Border

Club House

Coastline

Consulate

Villa

Kafe Dostoyevsky

The following operators are not allowed in this cup:

Oryx

lana

Detailed Rules :

Eligibility

Any person that has a standing cheating ban by Ubisoft for Rainbow Six Siege is ineligible to participate in this tournament. This ineligibility will last long as Ubisoft upholds the cheating ban.

Technical Issues

Players are responsible for their own hardware and internet connection. Matches will not be rescheduled because of technical issues or substitute a player. If a team can't play with the number of players which are written in the requirements then this will be resulted as forfeit.

Connection

Everyone is responsible to have a connection (ping) as good as possible for their team region and technical situation. Also, all downloads and other programs which are unnecessary for the match must be turned off. For abusing this rule, the team can be disqualified.

High Ping

The ping limit for a match is 130 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 130 ms and it's not possible to play the match without problems, a protest can be opened. It only counts as high ping if the ping is continuously over 130 (same player)! By opening a protest due to high ping the match mustn't be finished and the team must hand in at least three screenshots of the scoreboard which was taken in different time over two rounds (In action phase).

Player Settings:

Graphics drivers, or similar tools

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph

Furthermore, it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

Team rules:

Roster

Team rosters must consist of at least 5 players to participate in a tournament. All roster changes must be made prior the generation of the matches:

Playing with different players and/or illegal ringers will be punished.

Substitute Players

It is only allowed to substitute a player before the match starts. If the match is started (picking operator and spawn points) all 5 players of a team must play the game till the end. It is possible to switch players in a Bo3 between the maps.

Tournament rules:

Settings for the tournament

All players are expected to follow the given settings. Different agreements are not allowed.

Map Veto and Hosting rights

Map bans must be done via the map veto system on the discord link provided.

The team with the higher seed (lower number in the bracket) gets the host right. The game must be hosted on a dedicated server. The dedicated server location must be settled by default (based on ping). Who is the lower and higher seed?

The Team who picked the Map in a Best of One can not choose the starting sides, the other Team can do that. During a Best of Three each can pick the sides of the Map picked by the other Team. Team A picks the Map and Team B can choose the starting sides on that one. Team B picks a map as well and Team A can choose the starting sides on this one.

No show

If a contestant is not ready to play after 15 minutes, then they should be reported as a no show to an admin via protest ticket. The countdown starts from the moment both teams have progressed to the match, and not at the time stated in the match page.

Forfeit

If a contestant chooses to forfeit a match, they will forfeit any prizes and if possible will be replaced by their opponent in the previous round.

Results

There can be a scenario where in the decision can also mean that both teams are disqualified, if there is not enough proof for either team to be the clear winner. Overall Results: Bo1: 1:0 or 0:1 Bo3: 2:0 2:1 1:2 and 0:2 Possible Overtime Score to win the map: 2:0 2:1 1:2 and 0:2

MOSS

All media files (MOSS, screenshots, etc) must be kept for at least 14 days. In general, you should upload the match media for a match to the moss submission channel as soon as possible.

Faking or manipulating match MOSS files is of course forbidden and will result in disqualification. If MOSS for (>1) players if found missing, it is an instant disqualification. If a single guy misses moss the team gets away with a warning for the first time. Next time if such a thing happens with a team it is a direct disqualification for this as well as future mogul tournaments. In case of moss missing the decision will be taken by the admins and will be final.

There is no such "specific procedure" to be followed when moss is corrupted or missing. Admins will look into the severity of the case and will take the decisions.

Disqualification

The match must be played as soon as possible (both teams added to the match).

To keep the delay during the cup as low as possible we reserve the right to disqualify teams from the tournament. This will only be done in cases where a team shows no real effort to get a match done or is even obviously blocking. In severe cases this can even affect both teams.

Instant disqualification for VPN usage.No services also allowed(0 Kernel, Background time)

Banned Skins:

Outbreak Collection

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

First Offense leads to a warning, second offense leads to disqualification

Ingame:

Player drops

If a player drops from the server during a match, the round will continue uninterrupted until the end (Round starts with the first second of the preparation phase). After completion of the round, the player who disconnected will be allowed to re-join the server or a re-host can be requested. The match is considered "live" when the first round has started. At Least half of all players need to remain and the match needs to be played until the match end and a winner is decided. If this isn't possible due to connection issues, it will be considered a forfeit in favour for the team who is able to have all players on the server.

Every team can re-host the server once in a match. If problems like this appear again, such as a player dropping out when the match has already been re-hosted, the team need to play the match with the remaining players to its conclusion. Any abuse of this rule will be considered as deception and will result in penalization and including disqualification of the team.

If a Team leaves the server without informing the opponent, the team risks forfeiting the match. Each user is responsible for his/her own Hardware.

Re-host

In a re-hosted game, each player need to choose the same settings as they picked at the start of the original game. All ruling which isn't explained in the previous point, the teams had to open a protest ticket. Only admins of the staff can decide, if the game will be complete restarted by a score 0:0.

Pausing the game

If a player pauses a game they must state the reason for the interruption and how long it will approximately take. The game can only be resumed by the player that paused the game after they asks their opponent if they are ready. The pause should not be longer than 10 minutes.

Violation of this rule are handled as unsportsmanlike behavior and can lead to a re-game.