

## ebattle Clash

Game: Rainbow Six Siege

Platform: PC

Version: 1.0.0

Date: 30.06.2022

Changes to the last document are marked in red

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## 1 Preamble

### 1.1 Scope of application

This rulebook is valid for ebattle Clashes (PC). By participating in ebattle Clashes, every team member accepts this rulebook. Each player is independently responsible for informing himself about the current version of the rulebook.

### 1.2 Change of rules

ebattle reserves the right to punish unsportsmanlike or unfair behavior or actions that are not stated in this rulebook. Should a change of the rules be necessary during the season, this change may be made and will be communicated to all teams.

### 1.3 Disclaimer

If any paragraph or rule in this rulebook is found to be invalid, illegal, unenforceable, or in violation of applicable law, the remainder of the rulebook shall remain in effect. German law is considered to be the applicable law. Likewise, the decision on any situation not stated in this rulebook is at the discretion and power of the tournament director and admins.

### 1.4 Betting

Betting in any form is strictly prohibited and may result in the disqualification of the entire team. Each player of a team is equally responsible for this.

### 1.5 Violations and disqualification

Violations of the rules can be punished e.g. with bans or prize money reductions. Should a team be disqualified, this disqualification applies to the entire ebattle Clashes. Should a player be banned, the duration of the ban will be determined by the tournament management. Any multiple violations of the rules may be punished more severely.

### 1.6 Confidentiality

All contents of protests, support requests and correspondence with the admins or the league management are to be treated confidentially and may not be published in picture, text or in analogous reproduction. A publication requires the agreement of the league management. In case of violation the league management reserves the right to impose an appropriate penalty.

## 2 General rules

### 2.1 Additional agreement

ebattle does not allow any agreements between the teams, which limit the validity of the rules or make them completely invalid. Additional agreements between two teams must be approved by the tournament management or the admin team and must be recorded in writing in the match channel. This agreement cannot be cancelled afterwards.

### 2.2 Participants

Participants are players who are registered and logged in on the ebattle website. Each player must have entered the correct player ID (Uplay Name) in the field provided, before the tournament starts. If this name needs to be changed, this change must be requested via support ticket on our Discord. The ingame name must be legible (e.g. no "barcode" names). Each player may only play in exactly one team per platform on the ongoing Clash. If a player participates with more than one team in the ebattle Clashes of a platform, the admin team has the

possibility to remove this player from the highest ranked teams and thus revoke the player's eligibility to play in these teams.

## 2.3 Change of players/team

The best 4 teams of the qualifying tournaments qualify for the final event. A team may only qualify once.

At least 3 players of the team that participated in the qualification tournament and qualified for the final must also participate in the same team at least in the first match of the final event.

The players of the team that qualified for the final event are not allowed to not be allowed to participate in any further qualifying tournaments, unless the originally qualified team is left. The tournament management must be informed of this be informed via the ticket system integrated on the Discord. An entry It is no longer possible to join the originally qualified team after a change of team.

## 2.4 Player bans

If a player is banned or suspended by another league or cup organizer, this has no effect on ebattle. Only players with a developer or publisher based ban are also banned from ebattle.

## 2.5 Match dates

The match dates of the website have to be kept. Every team has to inform itself about the given game dates and to be present at them. A match will not be repeated due to a missing team. Time shifts due to the stream will be announced by the admin team and have to be considered.

## 2.6 Season

An ebattle Masters season includes:

- 2x ebattle league season
- 1x Midseason Clash
- 1x Postseason Clash
- monthly Blitz Cups

## 2.7 Conditions of participation

Players admitted to the ebattle Clashes must meet the following criteria:

- The player must be a natural person
- Players from Germany must be at least 16 years old. Players from all other countries must be at least 18 years old.
- Each person may only have one account within ebattle.
- Communication in German or English writing and language must be guaranteed.
- The player must have entered Uplay name.
- The player must not record any penalty imposed by the developer or publisher

## 2.8 Change of players

Players may be changed at any time up to 30 minutes before the start of the tournament.

## 2.9 Distribution of winnings

The winnings will only be distributed to the league team owner. The league team owner is then responsible for any further distribution. The distribution of winnings

is done by bank transfer. For this purpose, the information required for a bank transfer must be entered in the team view.

## 2.10 Casting/Streaming

Casting or streaming a match is only allowed for ebattle and may not be done by anyone else.

If there is no official ebattle stream, it is allowed to stream from the first person perspective. Likewise, ebattle must be mentioned in the stream title. The stream title must not be offensive, racist or generally defamatory. In case of disregard, the entire team can be disqualified. Each team is responsible for its own stream. If a match is cast by an ebattle caster, it is not allowed to stream from the first person perspective.

## 2.11 Match protests

Protests are directly match-related issues or allegations that determine the course or outcome of a match.

A protest may be claimed by any team at any time during the match. A protest must be reported in the match channel immediately after the offence has occurred. It must be marked "protest" and tagged @ebattleADMIN. In case of violations during an ongoing match, the match must be interrupted and the protest must be reported in the match channel before the action phase of the next round has begun. After the end of the match, only offences from the last round played can be protested. This can be done until the result is confirmed. Protests not made in the match channel are invalid and cannot be used as a reference. This rule also includes personal messages to admins or tournament management.

A protest is only valid as long as the result has not been confirmed. If the match has already ended and the result has been confirmed, a protest will no longer be accepted and processed. The tournament committee reserves the right to overrule this rule in case of proven cheating.

The tournament management and the admins always decide on the basis of the presumption of innocence. This means that the protester has to present valid evidence or arguments, otherwise the protest will not be processed due to insufficient evidence.

## 2.12 Result spoilers

Should a team, be it on social media or in the Twitch chat, announce a match result that has not yet been published in the associated stream, this team will be punished with appropriate severity.

## 2.13 Support requests

Support requests are indirect or non-match related requests, which concern purely informative, administrative or organisational concerns of the teams towards the tournament management.

A support request must be submitted via the support ticket system integrated on Discord. Support requests that are not submitted via the ticket system are invalid and cannot be used as a reference. This rule also includes personal messages to admins or tournament management.

## 2.14 Trolling and non-attendance

In this case, the team will receive a warning first, then a suspension of the current season. This is to avoid, that matches are voluntarily given away.

All matches of ebattle Clashes must be played according to the "best-effort" principle.

## 2.15 Sportsmanship and fairness

Sportsmanship and fairness must be maintained throughout the ebattle league by all players and teams on all associated platforms.

Failure to comply with this rule in live matches will be punished with extra severity.

## 3 Player requirements

### 3.1 Illegal programs and modifications

Any hardware or software that gives a player an advantage over his opponent is strictly prohibited. In case of violation, the entire team may be disqualified.

Spawnkilling is only allowed 2 seconds after the start of the action phase.

### 3.2 Additional hardware and software (general)

Any hardware or software that gives a player an advantage over his opponent is strictly prohibited. The same applies to actions that give a player or team an advantage in any way. This applies in particular to the exploitation of bugs and glitches.

### 3.3 Bugs and glitches

The intentional use of bugs, glitches or errors in the game is prohibited. It is at the discretion of the Admin whether or not the use of said bugs had an impact on the game. Exploiting glitches and game errors can lead to the loss of the round. It is important to distinguish glitches and game errors from mechanics and normally accessible spots on the map. In case of doubt, the tournament management must be informed. Using paths outside the map (out of map) is not a violation of the rules.

### 3.4 Anti-Cheat software: MOSS

The decision to require MOSS is up to the participating teams. MOSS must only be used if one of the teams wishes to use MOSS in a match. This must be stated on the website during the line-up selection. Both teams then have the obligation to play with MOSS. Both teams are also obliged to upload the MOSS files to the website within 20 minutes of the end of the match without being asked. Point 1.6 also applies to the content of the MOSS files.

If a team wants to open a protest based on the MOSS files, it must not have confirmed the match result yet. By confirming the match result, a team forfeits any right to protest in relation to MOSS files. The match result must be confirmed at the latest 30 minutes after the end of the match without a protest in progress

#### 3.4.1 Guard

All important information about the Moss Guard can be found in the following post:

<https://discord.com/channels/459736610813247498/623586548239171604/940629371692150855>

## 3.4.2 Incomplete Moss files

If a MOSS file does not contain all the necessary contents for completeness, it is considered invalid and will not be evaluated. A complete MOSS file includes the following files:

- Correct parameters: Rainbow Six Siege
- Screenshots
- Logfile.log

## 3.4.3 Black screenshots

In a submitted moss file, no more than 30% of the images may be black. Otherwise the moss file is considered invalid and will not be evaluated.

## 3.4.4 Edited Moss files

If a demonstrably edited or invalid MOSS file is submitted, it will not be scored and will be deemed not to have been submitted. In addition, the tournament committee may disqualify the player or the entire team if the MOSS files are edited.

## 3.4.5 Missing Moss files

If moss files are requested but a team is not able to submit them completely, this team will be disqualified from the victory (if it has been won).

If the match channel has already closed automatically, the moss files must be submitted without being asked via ticket with the corresponding match link.

## 3.4.6 RemoteControlSystems (RCS) & VPN

RCS and VPNs are strictly prohibited in use at ebattle and will result in disqualification of the team. The use of a remote control system must be properly verified. The listing of an active "Kernal Time" or "User Time" in the MOSS system file, which exceeds a time of 00:00:15, is sufficient proof.

## 3.4.7 Unreliability of MOSS

If a crash occurs in MOSS during a round, the opponent must be informed immediately. The round must then be interrupted and is repeated from the moment of the crash. If the crash is only noticed after more than two rounds, the round is repeated from the current round and the opposing team wins the skipped rounds. This must also be noted in the match channel and an @ebattleADMIN must be marked.

## 4 Game settings

### 4.1 Game host

#### 4.1.1 Observer

Usually, an observer opens the lobby. The observer will invite players to the game lobby and ensure the correct settings. It is not allowed to open your own lobby or start the game on your own if an observer is set as game host.

#### 4.1.2 Caster

If a caster is set as match host, the players will be invited to the match lobby and the caster will take care of the correct settings. It is not allowed

to open an own lobby or to start the game independently, should a caster be set as match host.

#### 4.1.3 Teamhost

The team that has chosen the map hosts the match and is responsible for the correct settings.

#### 4.1.4 Timings

Each team must be ready in the game lobby 15 minutes before the scheduled match time to avoid delays. Each team is also responsible for the individual team members and their punctuality.

### 4.2 Lineup

5 players can be selected for the line-up. The match may only be played with these players. A match can be started with less than 4 players, but it is not allowed to start the match with less than 4 players. It is forbidden to exchange players during the match.

### 4.3 Mapvoting

The mapban takes place on the website in the respective match. 21 minutes before the start of the match the mapvote will be activated. There, the maps that are not to be played will be banned. The maps will be banned in turn so that one map (decider map) remains. Each team has 2 minutes to ban a map. If no bans are made within this time, the system will automatically ban a map and the map vote will continue. The team that banned the second to last map chooses the desired side (attacker or defender) on the decider map.

The team that does not have the choice of side chooses the side for the overtime. If the team has not chosen a side for the overtime before the start of the match, this setting remains random.

Bo3 Mapvote:

Ban-Ban-Pick-Pick-Ban-Ban-Ban-Decider

The team that did not pick the map may choose the side of that map.

Bo5 Mapvote:

Ban-Ban-Pick-Pick-Ban-Ban-Pick-Pick-Decider

The team that did not pick the map gets to choose the side of that map.

### 4.4 Mappool

The following maps are in the Mappool:

Oregon, Clubhouse, Kafe Dostojewski, Chalet, Villa, Bank, Theme Park, Skyscraper, Border

### 4.5 Game settings

- Server Type: Dedicated Server (Region: West Europe)
- Voice Chat: Team only
- Match Replay: On
- HUD settings: Pro League

Match settings:

- Number of Bans: 4
- Ban Timer: 20

- Number of Rounds: 12
  - Attacker/Defender Role swap: 6
  - Overtime Rounds: On
  - Overtime Rounds: 3
  - Overtime Score Difference: 2
  - Overtime Role swap: 1
  - Objective Rotation Parameter: 2
  - Objective Type Rotation: Rounds Played
  - Pick Phase Timer: 20
  - Damage Handicap: 100
  - Friendly Fire Damage: 100
  - Reverse Friendly Fire: Off
  - Injured: 20
  - Sprint: On
  - Lean: On
  - Death Duration: 2
  - Death Replay: Off
- Tactical Timeout:
- Requests available per team: 1
  - Allow requests from: Players
  - Timeout duration: 45
- Game Mode BOMB:
- Plant Duration: 7
  - Defuse Duration: 7
  - Fuse Time: 45
  - Defuse Carrier Selection: On
  - Preparation Phase Duration: 45
  - Action Phase Duration: 180

#### 4.6 Operator

The quarantine (3 months) of new operators will be lifted from the playoffs of Season 2022.1. New operators will be released as soon as they are no longer exclusively accessible to Battlepass users. Operators that are officially banned by Ubisoft are also considered banned operators by us.

Ebattle reserves the right to announce its own Operator bans.

## 4.7 Allowed visual modifications

- Esports Programs' Cosmetics
- Six Major Set Skins
- Default Skins
- Victory Celebrations
- Operator Portraits
- Card Backgrounds
- Unique Ability: Nur Default Skins

All other modifications are not allowed.

Explicitly excluded from this rule are weapon skins. Therefore, all weapon skins are allowed.

Battlepass skins are not allowed.

## 4.8 Use of prohibited skins

If a round is started with a forbidden skin, the player concerned must immediately be removed from the current round via teamkill without performing any action in the game and adjust the skin. The round that was started must be played with a shorthanded team.

## 4.9 Wrong game settings

If a game has been started with incorrect game settings, the opponent must be informed immediately. If two full rounds have passed and the incorrect settings have not been brought up, the settings shall be deemed accepted and shall not be changed.

# 5 Player obligations and rights

## 5.1 Discord

From the beginning of the match day at least one player of each team has to link his ebattle account to Discord via "My Profile" "Connect Discord" and has to be active on Discord during the whole match and the scheduled lead time. On Discord, a channel will be created for each match, in which support and questions will be dealt with. Communication between the players will also take place here. Before the start of the match, each team must declare its presence.

Each player represents his team in Discord. This means that each player has an equal function in Discord and is entitled to give instructions.

## 5.2 End of match

Each player has the obligation to stay in the lobby after the end of the match. Players are not allowed to leave the lobby until the host is back in the settings menu. Should this rule be disregarded, the player will be admonished once. Should the behaviour occur repeatedly, the player's playing rights will be revoked for the coming matches.

At least one player per team must upload a screenshot of the result, including scoreboard, in the match channel at the end of the match to confirm the match. Both participating teams are equally responsible for the compliance and execution of this rule.

## 5.3 Interviews

After the end of the match, the designated player of the winning team has the duty to go to the Discordchannel "Interviews". This player will then be moved to the casters and conduct an interview with the casters.

## 5.4 Connection

Each player is responsible for ensuring the best possible connection for him, considering the region and technical conditions (ping).

### 5.4.1 Ping

The maximum latency in the ebattle Clashes is 120ms. If a player repeatedly exceeds this limit, a rehost must first take place before a match protest may be opened. If a protest is opened, the match will be interrupted and, if the problem is not solved, must be played to the end with the remaining players. For a protest to be valid, at least 3 screenshots over the period of 2 rounds must be submitted showing the latency violation.

## 5.5 Break (formerly: Rehost)

Each team is entitled to one rehost/break per map.

Instead of a rehost, the pause function should be used.

A rehost is done as follows:

The team that wants to use a rehost must have completely left the lobby by the beginning of the preparation phase at the latest, otherwise the round must be played to the end. If an observer is present, it is sufficient if the observer confirms the rehost. However, even for this confirmation, a rehost must be requested before the start of the preparation phase. If a team leaves the match due to a protest, their rehost will not be honoured. Should a team, 10 minutes after the rehost, not be fully in the match lobby, the match must continue with the players present. Alternatively, a match protest may be opened.

Should a rehost have to be made due to publisher-side problems (e.g. highping in the entire lobby), this will not be credited to either team.

If the match was started with an incomplete team, the rehost can be used to bring missing players into the match.

### 5.5.1 Disconnect

Should a player fly out of the game or leave the game intentionally, the current round must be completed (the round starts with the first second of the match time). If the entire team leaves a round, the team still in the match receives the point for that round. Between rounds, the player who left the match can reconnect or a rehost can be claimed. If a player repeatedly disconnects and the rehost has already been redeemed, the team must finish the map with the remaining players.

Each player is responsible for their own software and hardware.

## 5.6 Technical errors

Each player is responsible for their own hardware and internet connection. A match will not be rescheduled due to technical problems or missing players. Should a team not be able to compete with the roster registered for the tournament, the match will be considered a freewin for the opponent.

## 6 Ruleset

Grey areas and ambiguities in the rulebook must be reported immediately and must not be exploited in any way.