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1. Preamble

1.1. Area of application

This ruleset applies to all Rainbow Six Siege tournaments of ebattle, independent of the platform. By joining ebattle tournaments, each team member accepts the ruleset. Each player is independently responsible for informing himself about the current version of the rules.

1.2. Modification of rules

ebattle reserves the right to penalize unsporting or unfair behaviour or actions as such, which are not included in this set of rules. If a change to the rules is necessary, this change may be made and will be communicated to all teams via discord and the tournament page.

1.3. Disclaimer

If a paragraph or rule in this set of rules turns out to be invalid, unlawful or unenforceable or violates applicable law, the rest of the set of rules shall remain valid. German law is considered to be the applicable law. Likewise, the decision on any situation not specified in this set of rules is at the discretion and in the decision-making power of the tournament management and the admins.

1.4. Betting

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

1.5. Violations & Disqualification

Violations of the rules can be punished with e.g. bans or price reductions.

If a team is disqualified, this disqualification applies to the entire event. 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requests and correspondence with the admins or the tournament management are to be treated confidentially and may not be published in pictures, text or in analogous reproduction. Publication requires the approval of the tournament leadership.

2. General rules

2.1. Advertising partners and sponsors

Participating teams may not have sponsors or partnerships associated with the following industries:

- Alcoholic products, especially liquors and beers (including the non-alcoholic version).
- Intoxicating substances whose sale or use is regulated by law
- Tobacco, cigarettes or electronic cigarettes and related paraphernalia
- Firearms, including accessories, replicas, or airsoft products
- Gambling or betting websites, including fantasy sports providers
- Pornography and other related materials and paraphernalia
- Drugs that require a prescription or are not sold freely at a pharmacy
- political campaigns

The name Ubisoft may not be used for advertising purposes.

Exceptions can be requested from ebattle.

ebattle reserves the right to exclude individual sponsors. In case of ambiguity, ebattle must be contacted in writing for clarification.

Teams and organizations are allowed to accept sponsors that meet the above criteria as long as it is ensured that the sponsors are not associated with ebattle.

2.2. Additional agreement

Ebattle does not allow any agreements between the teams, which restrict the validity of the rules or make them completely invalid.

Additional agreements must be approved by the tournament management or the admin team. This agreement can subsequently no longer be reversed.

2.3. Participants

Players who are registered in the participating team, before the tournament starts, and on the ebattle website, are considered participants and therefore eligible to play. At least 3 out of 5 players of each match must have their official main residence in:

- German Teams: in Germany
- BENELUX teams: in the Netherlands, Belgium or Luxembourg. German teams may not include players from the Netherlands, Belgium, or Luxembourg. BENELUX teams may not include players from Germany.

Each player must have entered the correct player ID (Uplay ID) in the field provided before the start of the tournament. The ingame name must be legible (e.g. no "barcode" names). Each player may only be registered in exactly one team per tournament.

2.4. Player bans

If a player is banned or suspended from 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. Dates of play

Each team has the obligation to inform themselves about the given game dates and to be present at them. A game is not revoked due to a missing team. The tournament management reserves the right to postpone matches within a reasonable time frame.

2.6. Terms of participation

Players admitted to ebattle tournaments must meet the following criteria:

Player must be a natural person.

- Players must be at least 16 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 his Uplay-ID.
- The player must not have a penalty imposed by the developer or publisher

2.7. Change of player

New players can be admitted to teams between cups without penalty. During a running cup, only players who are entitled to play may be used. These may be switched between two matches.

2.8. Pricepool distribution

The winnings will only be distributed to persons who are resident in Germany, or the Netherlands. The winnings will only be distributed to the tournament team owner. The owner is then responsible for any further distribution. The distribution of the winnings will be done by bank transfer or PayPal. For this purpose, the information required for a bank transfer must be entered in the team view.

2.9. Casten/Streamen

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

2.10. Match protests

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

A protest may be claimed at any time during the match by any team. A protest must be reported in the match channel immediately after the offense occurs. It must be marked with the word "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 violations from the last round played can be protested. This can be done until the result is

confirmed. Protests that are 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 management reserves the right to override 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 further due to insufficient evidence.

2.11. Match result spoiler

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

2.12. Support requests

Support requests are indirect or non-match related requests that are purely informational, administrative or organizational concerns of the teams towards the tournament management.

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

2.13. Trolling and No-Shows

The team will get a warning first, then a suspension of the current tournament. It must be avoided that matches are given away voluntarily.

All matches of ebattle tournaments have to be played according to the "Best-Effort"-principle.

2.14. Sportsmanship and Fairness

Sportsmanship and fairness must be exhibited throughout ebattl 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. Requirements of players

3.1. Illegal software and modifications

Any hardware and 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 after 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 und glitches

The intentional use of bugs, glitches or errors in the game is prohibited. It is at the discretion of the admin whether the use of said bugs had an impact on the game or not. Exploiting glitches and game bugs can lead to the loss of the round.

It is important to distinguish glitches and game bugs from mechanics and normal reachable spots on the map. In case of doubt, please inform the tournament management. The use of paths outside the map (out of map) is not a violation of the rules.

3.4. Ingame-chat

All-chat may be used primarily for starting and requesting a rehost/timeout only.


In addition, the following terms and associated abbreviations are allowed:

- Good Luck
- Have Fun
- Good Game
- Well Played
- Rehost
- Pause/Break
- Timeout

3.5. Anti-cheat software

3.5.1. MOSS (PC)

The decision of playing with MOSS is up to the participating teams. MOSS must only be used if one of the teams wants to use MOSS in a match. This has to be mentioned in the matchchannel. Both teams then have the obligation to play with MOSS. Likewise, both teams have the obligation to upload the MOSS files to the



match channel without being asked, within 20 minutes after the end of the match. If the MOSS files exceed the 8mb provided by Discord, the files must be uploaded to an external cloud service. The player will then send the appropriate link to the file to the Discord channel. Providing this link is the responsibility of the player. If a player does not provide a download link for the MOSS files, their files will be counted as non-existent. Point 1.6 is also valid for the content of the MOSS files.

If a team wants to open a protest based on the MOSS files, the team must not have confirmed the match result yet. With the confirmation of the match result a team forfeits any right to a protest regarding MOSS files. The match result is automatically confirmed at the latest 30 minutes after the end of the match, if there is no ongoing protest.

3.5.2. Incomplete MOSS files

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

- Gamesettings.ini.001
- All images, which are needed over the corresponding period. To be considered here is the point 1.9.1
- Logfile.log

3.5.3. 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.

3.5.4. Edited MOSS files

If a proven edited or invalid MOSS file is submitted, it will not be scored and will be considered as not submitted. In addition, if the MOSS files are edited, the tournament committee may disqualify the player or the entire team.

3.5.5. 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 achieved).

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

3.5.6. 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

Systems (e.g. TeamViewer) 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. The same rule applies to programs such as Skype, Zoom or Microsoft Teams (the programs mentioned are only a selection).

3.5.7. Unreliability of MOSS

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

4. Game properties

4.1. Match host

4.1.1. Observer

Normally, 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, should an observer be set as game host.

4.1.2. Caster

Should a caster be set as match host, the players will be invited to the game lobby and the caster will take care of the correct settings. It is not allowed to open an own lobby or 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. Timing

Each team must be ready to arrive 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 lineup. The match may only be played with these players. A match may not be started with less than 5 players per team. An exchange of players during the match is prohibited. Players may be exchanged between two maps (e.g. in a Bo3).

During an entire Bo3, a maximum of two players may be changed.

During an entire Bo5, a maximum of three players may be changed.

4.3. Mapban

The mapban takes place on the website in the respective match. 22 minutes before the start of the match the mapvote will be activated. The maps will be banned alternately, 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 mapvote will continue. The team that banned the second to last map chooses the desired side (attack or defense) on the decider map. The team that does not have the side choice 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.

4.4. Mappool

The following maps are in the mappool:
Oregon, Bank, Coastline, Clubhouse, Kafe Dostojewski, Chalet, Villa

4.5. Game settings

Playlist settings:

- Playlist Type: Normal Mode
- Server Type: Dedicated Server (Region: West Europe)
- Voice Chat: Team only
- Time of the Map: Day
- 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: 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
- Death Duration: 2 sec

Game Mode BOMB:

- Plant Duration: 7
- Defuse Duration: 7
- Fuse Timer: 45
- Defuse Carrier Selection: On
- Preparation Phase Duration: 45
- Action Phase Duration: 180

Match Replay must be enabled in the lobby settings.

4.6. Operators

All operators are allowed except the following:
Thorn

4.7. Allowed optical modifications

- Default Skin(s)
- Pro League Gold Skin(s)
- Pilot Program Skin(s)
- Kaid Six Major EU
- E-Sports All Region Set(s)
- R6 Share Skin(s)

All other modifications are not allowed.

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

Battlepass skins are not allowed.

4.8. Incorrect game settings

If a game has been started with incorrect game settings, the opponent must be notified immediately. If two full rounds have passed and the incorrect settings have not been brought up, the settings are considered accepted and will not be changed again.

5. Player obligations and rights

5.1. Discord

From the beginning of the tournament, 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, where support and questions will be handled. Also, the communication between the players takes place here. Before the start of the match each team has to announce its presence.

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

5.2. End of match

Each player has the obligation to stay in the lobby after the match ends. Players are not allowed to leave the lobby until the host is back in the settings menu. If this rule is disregarded, the player will be admonished once. Should the behavior occur repeatedly, the player's eligibility to play in the upcoming games will be revoked.

At least one player per team must upload a screenshot of the result, including the 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 enter the interview via the provided link. This player will then be switched to the casters and will conduct an interview with the casters there.

Interviews will be conducted with audio and video. The interview partner has to ensure an appropriate sound and picture quality before the start of the interview.

5.4. Connection

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

5.4.1. Ping

The maximum latency in the ebattle tournaments is 120ms. If a player repeatedly exceeds this limit, a rehost must first take place

before a match protest can be opened. If a protest is opened, the match will be interrupted and must be finished with the remaining players if the problem is not solved. For a protest to be valid, at least 3 screenshots over the period of 2 rounds must be submitted showing the latency violation.

5.4.2. Timeout

A timeout can be used once per team and per map and can be announced with the word "timeout" in the ingame chat. A timeout can only be used in the operator pick phase and may last a maximum of 60 seconds. If the timeout was announced too late, it will be carried over to the next round.

5.4.3. Pause (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 made as follows:

The team that wants to use a rehost must have announced the rehost via ingame chat at the latest at the beginning of the preparation phase, otherwise the round must be played to the end. If an observer is available, 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 redeemed. If a team, 10 minutes after the rehost, is not completely in the game lobby, the game 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 of the two teams.


5.4.4. Disconnect

If a player is kicked out of the game or leaves 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 will receive the point for that round. Between rounds, the player who left the match can reconnect or a break/timeout can be taken. If a player has repeated disconnects and the rehost has already been redeemed, the team must finish the map, with the remaining players.

Each player is responsible for his own software and hardware.

5.5. Technical issues

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 play with



the roster registered for the tournament, the match will be considered a freewin for the opponent.

6. Ruleset

Gray areas and ambiguities in the rules and regulations must be reported immediately and not exploited in any way.