

Rulebook

The R6 Challenger League rulebook is based on the R6 Pro League rulebook, which can be found [here](#). Whenever the Pro League, it should be interpreted as Challenger League, if applicable. Any differences can be found below.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, detailed, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

2.10.6 Team composition

2.10.6.1 At the start of the season

Teams which have been invited to the Rainbow Six Pro League due to their final placement in the qualifier event or the previous season have to consist of at least five main players and up to two substitute players and up to one coach. At least three of the main players have to be members of the team that is invited to the Pro League and need to have played in at least 50% of the Matches of the qualifier or previous season. If two teams qualify for the same spot, the Team with the highest sum of matches across their Players will be invited.

If a player leaves a team, all the matches played by that player before leaving will not be considered in this calculation.

2.10.6.2 During the season

Three of the five main players need to be members of the team till the end of the season to be allowed to play during that season.

If at any point this restriction is not fulfilled, the team will lose it's slot in the Rainbow Six Pro League

4 Offline general rules

Does not apply.