



Rainbow Six Siege PS4 Tournaments, Open Series

TOURNAMENT RULESET

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1. Overview

The Rainbow Six Siege PS4 Tournaments, Open Series ("RB6OS" or "Competition") is operated by ESL Gaming (alternatively "ESL" or "Tournament Organizer").

The RB6OS is a video game competition conducted using Ubisoft ("Tom Clancy's Rainbow Six: Siege") for the PlayStation®4 console ("PS4"). RB6OS will have Weekly Qualifiers and a Monthly Final of online tournaments.

PS4 Tournaments is in no way sponsored, endorsed or administered by, or associated with, Ubisoft Entertainment SA.

If you have any questions about this competition, its registration process and how to participate, please visit the link [Discord](#).

2. Player Eligibility

2.1 Registration and acceptance of official rules

Participants must sign up for RB6OS using the integrated tournament app on the PS4 ("Tournament App") or the ESL Play landing page. Participants who meet the eligibility requirements in the Player Eligibility section below (individually a "Player" or "competitor" or "Participant") must also (1) own or have access to Rainbow Six Siege on the PS4; (2) own or have access to a PS4; (3) have a valid Account for PlayStation Network ("Account for PSN") and an associated PSN ID; (4) be residents of an applicable jurisdiction as outlined in Appendix B. (5) have at least 5Mb of internet connection bandwidth to be able to broadcast.

Player must link their PSN Account to their ESL account on the Tournament App or sign up on the ESL Play tournament hub page. Player must read the RB6OS ruleset and relevant privacy policies, including the [ESL privacy policy](#), and agree to these rules before entering the tournament. Once a Player has registered, they are considered for eligibility for the entire RB6OS tournament series.

2.2 Age

Players must be eligible to play RB6OS according to their local age restrictions, at the point of tournament registration, as outlined in Appendix B: Countries & Age.

2.3 Employees & Conflicts of Interests

Employees of ESL, Sony Interactive Entertainment LLC ("PlayStation"), Ubisoft (alternatively "Publisher") and RB6OS respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the competition.

3. Competition Structure

The RB6OS will be run in the following regions:

- Europe
- Middle East
- North America
- South America
- APAC

The full list of countries per region is available in Appendix B: Countries & Age.

From each Weekly Qualifier for APAC, Middle East and South America the TOP16 is qualifying to the Monthly Finals.

From each Weekly Qualifier for Europe, North America and the TOP8 is qualifying for the Monthly Finals.

Teams qualify and advance through qualifiers within the month. Each month lasts for 1 month and consists of Weekly Qualifiers and the Monthly Finals. Team eligibility resets every month. Teams who qualified for the Monthly Finals in previous months need to qualify again through Weekly Qualifiers in the current month.

Teams can participate in this competition against teams from across their tournament Region (as defined in Appendix B). As a result, prize winners are not guaranteed to be participants from a particular country except where stated otherwise.

3.1 Open Qualifiers

Registration

All players are eligible to participate in Weekly Qualifiers tournaments.

Tournament Format Details

- Mode: 5on5, TDM Bomb
- Random team seeding
- Tournament system: Swiss* Best of 1
- Number of rounds: 4+
- No elimination until round 4, after that there will be elimination after 1 loss
- The 5th Swiss round will start for only the teams with a 4:0 score. If there's less than 16 teams with a 4:0 score additional teams will be added according to the ranking
- Round 6th will start only for teams that went 5:0 score

*Swiss is a cup system where you won't get kicked out of a Swiss cup after your first loss, you will stay in the Swiss cup until a certain loss-threshold has been reached or the cup has finished. Every Swiss cup has a fixed amount of rounds. In every round you will be matched against opponents of your skill group, based on the current team score (for example, teams who have a 1-1 score face others with the same score). A ranking will be shown at the end of the cup based on the points of every contestant's performance.

Ranking and tiebreaker system

Final position in the ranking will be determined by the number of wins, or if equal than determined - by tiebreakers. Tiebreaker system takes three values into account which are described below.

- **Tiebreaker 1 (Buchholz system):** represents the sum of the opponents' wins.
- **Tiebreaker 2 (W/L Sum):** represents the performance of opponents that a player played during the tournament. Players who played against stronger opponents will be ranked higher within the standings of the tournament. To calculate this value, sum the number of points each opponent contributes. Opponents contribute +1 for each win they accumulate throughout the tournament and -1 for each loss they accumulate throughout the tournament. Each single opponent may never contribute less than -3 points to a player's first tiebreaker. Default wins contribute 0 points to the player's W/L Sum tiebreaker.
- **Tiebreaker 3 (First Tiebreaker Sum):** represents the performance of the opponents that all of a player's opponents played. Players who played against opponents who consistently played against stronger opponents throughout the Tournament will be ranked higher within the standings of the tournament. To calculate this value, total the sum of W/L Sum for all opponents that the player

played. Default wins contribute 0 points to the players Second Tiebreaker Sum tiebreaker.

3.2 Monthly Final

Registration

Teams who qualify from Weekly Qualifiers will be invited to the upcoming Monthly Finals tournament from the current month. Invited teams will be able to see their invitation via email and in their PS4 Notifications. Invited teams need to sign-up and check-in to the eligible tournaments in order to participate.

In case Monthly Finals will be broadcasted additional rules can apply. In this case all participants will be informed of the new ruleset along their invitation to the Monthly Finals.

Tournament Format Details

- Mode: 5on5, TDM Bomb
- Team seeding: position is taken from team's best qualification result in the weekly qualifiers of the month. In case a team has played more than 1 weekly qualifier, his best position will prevail. In case of tie, the team with less tries takes the spot.
- Tournament system: Double Elimination Bracket Best of 1

3.3 Match Rules

Game settings

- HUD Settings: Standard HUD
- Option to request a Surrender vote is disable

Game details

- Number of Bans: 4
- Ban Timer: 10

- Number of rounds: 6
- Attacker/Defender role swap: 3
- Overtime: 3
- Overtime score difference: 2
- Overtime role change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Won
- Attacker unique spawn: On
- Pick Phase Timer: 30
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

Game mode: TDM BOMB

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

Map rotation

- **Map Pool:** Oregon, Clubhouse, Consulate, Chalet, Kafe, Coastline, Villa.
- **Map Ban:** The system selects randomly three maps from the previous pool. Each team votes to ban one of those three maps.

Operators, gadgets, equipment, 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.

Match start time

All matches are being played on scheduled match time. To see the match schedule, access the match event page in your PS4 by going to My Events.

Joining your game lobby

1. Access the match event page (you will be able to see it in my events tab)
2. Click "Join Now" option to automatically load into your match lobby
3. The result will be automatically submitted at the end of the match

Match details

- One map per match
- Each cup: 10 Players in one Lobby
- Maps: Oregon, Clubhouse, Consulate, Chalet, Kafe, Coastline, Villa

No show

Each team has **10 minutes** to show up to a match. (scheduled match start time +10 minutes). Not showing up within 10 minutes means you won't get points for the match. You have to report your opponent as a "no show" via the PS4 match event.

Results

Results are automatically submitted by the system at the end of the match.

High Ping

The ping limit for an ESL match is 130 ms. If a player is over this value please try to do a re-host first, before a protest is opened and make sure a dedicated server was created. In case the player still has a ping over 130 ms and it's not possible to play the match without there being problems, a protest can be opened. It can only be counted as high

ping if the ping is continuously over 130 ms and the necessary evidence was provided. When opening a protest due to high ping the match must not be finished and the team must submit at least three screenshots of the scoreboard which were taken at different times over two rounds with the high ping visible from the same player (in the action phase!).

Disconnection

- In the event of a team disconnecting that team will forfeit the entire game, not just a round. It will be the responsibility of the team that got disconnected to connect to his opponent within 5 minutes.

Each user is responsible for his/her own hardware.

Match Disputes

- If any issues are encountered in a match, it's the players responsibility to create a dispute and reach out to the admin team.
- In order to create a dispute, go to the match page in your PS4 and select the option "Go to Support Page"
You can also create a dispute using the [ESL Play App](#) or directly on the ESL Play website (<https://play.eslgaming.com/protest/add>).
- Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as Youtube or Twitch.

3.4 Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- Twitch livestream VODs (with clear naming of the players, selected fighters, date, tournament round).
- Screenshots (or photographs) showing both players and the result/issue.

4. Prizing

Players can participate in this competition against players from across their tournament Region (as defined in Appendix B). As a result, prize winners are not guaranteed to be participants from a particular country except where stated otherwise.

Prize distribution for Weekly Qualifiers

1st place: \$250

2nd-4th: 3000 Rainbow Six Credits per team

Cash prizes are always before taxes. For this competition ESL uses [Matcherino](#) to deliver prize money. Matcherino will automatically deduct taxes from the prize winnings, except where prohibited by local law.

The players that sign up, check in and play the first 4 swiss rounds of the qualifier will receive:

- PS4 Tournaments Base Theme and Avatar (can only be won once per player)
- Rainbow Six Siege Base Theme and Avatar (can only be won once per player)
- Best 40% of the players will receive an exclusive Rainbow Six Siege Elite Theme and Avatar (can only be won once per player)
- Best 40% of players will receive an exclusive PS4 Tournaments Elite Theme and Avatar (can only be won once per player)

Prize distribution for Monthly Finals

1st place: \$500 per team

2nd place: \$375 per team

3rd place: \$250 per team

4th place: \$125 per team

5th-8th: 6000 Rainbow Six Credits per team

Cash prizes are always before taxes. For this competition ESL uses [Matcherino](#) to deliver prize money. Matcherino will automatically deduct taxes from the prize winnings, except where prohibited.

All the finalists will receive the PS4 Tournaments Champions Theme and Avatar (can only be won once per player). The winner of the Final will additionally receive the exclusive Rainbow Six Siege Champions Theme and Avatar (can only be won once per player).

Apac Specific Prizing

Prize distribution for Open Qualifiers

1st place: 3000 Rainbow Six Credits per team

Cash prizes are always before taxes. For this competition ESL uses [Matcherino](#) to deliver prize money. Matcherino will automatically deduct taxes from the prize winnings, except where prohibited by local law.

All the players that sign up, check in and play the first 4 swiss rounds of the qualifier will receive:

- Rainbow Six Siege Base Theme and Avatar (can only be won once per player)
- Best 40% of the players will receive an exclusive Rainbow Six Siege Elite Theme and Avatar (can only be won once per player)

Prize distribution for Monthly Final

1st place: 6000 Rainbow Six Credits per team

2nd - 4th place: 3000 Rainbow Six Credits per team

Cash prizes are always before taxes. For this competition ESL uses [Matcherino](#) to deliver prize money. Matcherino will automatically deduct taxes from the prize winnings, except where prohibited by local law.

All the finalists will receive the PS4 Tournaments Champions Theme and Avatar (can only be won once per player). The winner of the Final will additionally receive the exclusive Rainbow Six Siege Champions Theme and Avatar (can only be won once per player).

*Total value including cash prize, them, and avatar not to exceed 2000 yen.

4.1 Prizing Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except ESL reserves the right to provide a substitute Prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Winner.

Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of ESL's choosing. Potential winners may be required to provide a shipping address to claim the prize. Allow up to 3 months for delivery of prizes.

5. Game Coverage

PlayStation reserves exclusive rights to the coverage of PS4 Open Series matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, live broadcasts on platforms like Twitch, Youtube and the likes. PlayStation can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions would have to be arranged with PlayStation management, or ESL as tournament organizer, before the match.

In general, PlayStation or ESL as tournament organizer, will contact any player or team if they wish to broadcast one of their matches. If no contact is made, individual players are allowed to arrange their own broadcasts.

6. General Terms

Participants' personal information will be subject to [ESL privacy policy](#) and Cookie Policy, available at for the purposes listed therein. Furthermore, Participants' personal information will be processed for the purpose of organizing, running and monitoring the Competition and prize fulfillment, including, if Participant wins a prize, publishing (i) their name on the Winner(s) List and (ii) their name and country of residence online or in any other media in connection with the Competition.

Players can remove their name from the Winner(s) List by unlinking their PSN and ESL account and deleting their ESL account.

Personal information will be processed in the United Kingdom or any other country in which, ESL, RB6OS subsidiaries, or third party agents operate. By entering the Competition, you consent that your personal information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in your country of residence or citizenship.

Participants have the right to access, withdraw, and correct their personal information on their [account page](#).

By participating in this Competition, each Participant further agrees:

(a) That the tournament organiser's decisions will be final and binding on all matters related to this Competition.

(b) The Competition is governed by the laws of the State of California and all claims must be resolved in the United States.

Nothing in these Official Rules shall have the effect to deprive you of the consumer

protection rights granted to you by the laws of your residence that cannot be derogated from by agreement.

(c) The Tournament Organizer reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Competition, as determined by Tournament Organizer in RB6OS sole discretion. If terminated, the Tournament Organizer may, in RB6OS sole discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. Tournament Organizer, in RB6OS sole discretion, reserves the right to disqualify any individual it finds to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or those of any other Competition or in an unsportsmanlike or disruptive manner and void all associated entries. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and, should such an attempt be made, Tournament Organizer reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. Tournament Organizer's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

(d) By accepting any of the prizes, you acknowledge and agree that the Tournament Organizer and RB6OS designers have the right to use the below information and any other information provided in the RB6OS in the administration, marketing, and promotion of the RB6OS, without further consent or compensation to you, unless otherwise noted below:

Background info: Full name, country of residency, age, likeness, platform, persona (including PSN ID)

Social Media info: Twitter handle and Twitch account (if applicable)

(e) THE PLAYERS ACKNOWLEDGE THAT GIVING AND TAKING BRIBES ARE ILLEGAL. THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO DISQUALIFY, AT RB6OS SOLE DISCRETION, ANY PARTICIPANT THAT IS INVOLVED WITH ANY ILLEGAL ACTIONS. Nothing in these Official Rules shall be deemed to exclude or restrict any of the Winner's

or the Entrant's statutory rights as a consumer.

Commercial Rights

All commercial rights (including without limitation any and all marketing and media rights) relating to the RB6OS belong to Tournament Organizer and RB6OS licensors. Participant shall not associate themselves with the RB6OS, ESL, Ubisoft, or PlayStation in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Tournament Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretions.

Any Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the RB6OS, will need prior written consent from Tournament Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretion.

The recording and dissemination of images or footage of the RB6OS for commercial purposes by or on behalf of participants is strictly prohibited.

APPENDIX A: CODE OF CONDUCT

The below Code of Conduct applies to all Players in the RB6OS at all levels of the competition unless otherwise specified. The tournament organiser reserves the right to levy penalties, sanction or disqualify any player at RB6OS discretion.

PLAYER BEHAVIOR

Competitors must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct and activity on live streams. All Players are expected to adhere to these standards of sportsmanship.

DURING THE TOURNAMENT

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other

Players. These requirements apply to both offline and online, including with respect to social media conduct. All players are expected to adhere to the standards of good sportsmanship at all times.

Players will refrain from using vulgar or offensive language.

Abusive behavior, including harassment and threats is prohibited.

Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.

Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition.

Gambling, including betting on the outcome of games, is prohibited.

All Players must not disclose any confidential information provided by the tournament organiser or any of RB6OS affiliates to any other people or groups of people, including via social media.

No Players may accept any gifts, rewards, or compensation for services that are promised to be rendered in connection with competing in the RB6OS. The only exception to this rule is for players with sponsors who are paying them based on their performance.

All Players must be available for any interviews and any promotional activities reasonably requested by the Tournament Organiser or RB6OS designees. A Player who, if having been invited by the tournament organiser, fails to attend such ceremonies shall forfeit the right to any award that may be granted, or the benefit that may accompany such award.

COLLUSION POLICY

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by the tournament organiser at any phase of the RB6OS to be engaging in Collusion will be removed from the competition, and be forced to return any compensation and prizes they've received from Live Events.

Examples of collusion include, but are not limited to:

Intentionally losing a match for any reason.

Playing on behalf of another competitor, including using a secondary account, to aid them.

Any form of match-fixing.

Agreeing to split prize money.

PENALTIES

Violation of any part of these Official Rules will, at the Tournament organiser's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the tournament organiser's directions. All decisions and rulings of the tournament organiser are final and binding. The Tournament organiser reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

Warning

Reprimand

Forfeiture of single match

Forfeiture of all matches

Loss of awards (including prize money and other paid expenses)

Disqualification from the RB6OS

The tournament organiser also has the right to publicly announce penalties that have been levied on Players. Players who have been penalized by the tournament organizer hereby waive any right of legal action against the RB6OS and PlayStation, and/or any of RB6OS affiliates.

PLAYER SPONSORSHIP

Players in the RB6OS have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the RB6OS. Tournament Organizer and RB6OS designees reserve the right to update the below list at any time. The following is a nonexclusive list of prohibited ad sponsors:

Gambling or gambling websites

Alcohol, Tobacco, and/or Non-“over-the-counter” Drugs

Firearms or any type of weapons

Pornographic or adult material

Products or services from direct competitors of PlayStation, RB6OS partners, and RB6OS other subsidiary brands

Direct competitors of PlayStation

Tournament Organizer reserves the right to prohibit any third party at their sole discretion.

Appendix B: Countries & Age

Below is a comprehensive list of all eligible countries, their respective tournament region and minimum age required to participate in RB6OS tournaments:

Country	Region	Age
Canada	North America	18
Mexico	North America	18
United States	North America	18
Austria	Europe	18
Belgium	Europe	18
Bulgaria	Europe	18
Croatia	Europe	18
Cyprus	Europe	18
Czech Republic	Europe	18
Denmark	Europe	18
France	Europe	18
Finland	Europe	18
Germany	Europe	18

Greece	Europe	18
Hungary	Europe	18
Iceland	Europe	18
Ireland	Europe	18
Italy	Europe	18
Luxembourg	Europe	18
Malta	Europe	18
Netherlands	Europe	18
Norway	Europe	18
Poland	Europe	18
Portugal	Europe	18
Romania	Europe	18
Slovakia	Europe	18
Slovenia	Europe	18
Spain	Europe	18
Sweden	Europe	18
Switzerland	Europe	18
Turkey	Europe	18
Ukraine	Europe	18
United Kingdom	Europe	18
Argentina	South America	18
Bolivia	South America	18
Brazil	South America	18
Chile	South America	18
Colombia	South America	18
Costa Rica	South America	18

Ecuador	South America	18
El Salvador	South America	18
Guatemala	South America	18
Honduras	South America	18
Nicaragua	South America	18
Panama	South America	18
Paraguay	South America	18
Peru	South America	18
Uruguay	South America	18
Bahrain	Middle East	18
Israel	Middle East	18
Kuwait	Middle East	18
Lebanon	Middle East	18
Oman	Middle East	18
Qatar	Middle East	18
Saudi Arabia	Middle East	18
United Arab Emirates	Middle East	18
South Korea	APAC	18
Hong Kong	APAC	18
Taiwan	APAC	18
Singapore	APAC	18
Malaysia	APAC	18
Indonesia	APAC	18
Thailand	APAC	18
India	APAC	18
Japan	APAC	18

