



Australian Esports University League

Rainbow Six Siege

Ruleset v1.1

Season 2, 2020

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Overview

As an Australian University Esports League (AEL University League) competitor, players must abide by rules listed within this document.

1. Player Eligibility

Players may register their interest or teams via the [AEL Website](#). A team can only consist of players from the same institution. For teams from institutions with multiple campuses, please refer to [1.2.6. Multiple Campus Locations](#).

1.1. Terms & Conditions

Players wishing to enter and compete in this tournament must have read, adhere to and be aware of the [Terms & Conditions of Entry](#).

1.2. Player Information

Users are required to forward accurate personal details when registering for the tournament. All personal information a user provides to the Australian Esports League must be accurate. Any information collected will be handled pursuant to our [Privacy Policy](#).

1.2.1. AEL Player ID

An AEL Player ID is an identifying number that will be used to track your registration. All players must provide an AEL Player ID when signing-up to an AEL competition.

To obtain an AEL Player ID, please head to this [form](#).

1.2.2. Student Verification

A player must provide a current and valid student ID or statement of enrolment issued by their tertiary institution in order to compete in this competition. Student ID's and statement of enrolments will be verified prior to the competition start date.

A statement of enrolment may be obtained from the university for FREE or a FEE, this is dependent on each institution. Please seek your institution's assistance prior to contacting the AEL University League admins for help.

1.2.3. In-Game Name, Alias and/or Avatar

All players must label themselves in their matches with in-game alias' similar to or distinguishable enough to their alias provided during registration.

Inappropriate alias', handles or avatars will not be tolerated, including names which contain themes of discrimination, racism or sexism.

1.2.4. Game Account

Competitors must play on their own game accounts that have been provided to the AEL during registration.

You must provide your correct account details or you will be ineligible to compete. Game accounts are the sole responsibility of the user. We are not responsible for any issues, problems or concerns regarding game accounts.

1.2.5. Discord

The AEL University Esports League's Discord channel will be the primary mode of communication between players and tournament officials regarding this tournament.

All players must join the AEL University Esports League [Discord channel](#). Teams that do not abide by this rule and miss out on communications may be subject to disqualification from the league.

1.2.6. Multiple Campus Locations

Institutions with multiple interstate campus locations may compete under the same team.

1.3. Team Information

Teams must be formed only with players from the same Australian University. A player may only play for one team per game for the duration of the tournament. This includes substitute players (a player may not substitute for two different teams, even within the same organisation).

Team names containing any of the following will not be tolerated: profanity, racism, sexism, drug use or too big in size. Refusing to change a team name or repeat use of an inappropriate name will result in punishment. Teams may not use the name of a team which is not theirs.

1.3.1. Minimum Number of Players

The minimum number of players for a team when registering to the AEL University League: Rainbow Six Siege is 5 players.

1.3.2. Substitutes

Teams are allowed up to two (2) substitute players during the tournament.

Player substitutions may only occur prior to a map/game starting. All substitute players must also be enrolled at the same institution as their teammates.

Note: additional substitutes may be allowed at the discretion of an admin and the opposing team.

1.4. Changes to Information

If a player seeks to change their information, please contact the AEL University League admins via the Discord by opening up a ticket via the #support_request channel ([1.2.5. Discord](#)).

1.5. Player Bans

Players that have been banned from their respective games, either by tournament organisers, AEL or game publishers will not be eligible for this competition.

2. League Information

2.1. Matches

The AEL will arrange teams into matches and provide a schedule three (3) days prior to the competition start date.

2.1.1. Match Scheduling

Matches should be scheduled with, at minimum, 24 hours notice. Matches can be scheduled or rescheduled by contacting the opposing captain via Discord. Matches that are not scheduled with at least 24 hours notice may be further rescheduled by an admin.

2.1.2. Match Start Times

There will be a grace period of 10 minutes after the scheduled match starting time, after which, the first game will be deducted with a further game being deducted every 10 minutes.

Any further time will be granted solely at the discretion of the waiting team or an administrator. As such competitors are encouraged to check in within 15 minutes prior to the scheduled starting time.

2.1.3. Match Seeding

A team that is designated on the LEFT/TOP SIDE is considered Team A. A team that is designated on the RIGHT/BOTTOM SIDE is considered Team B.

2.2. Competition Stages

The competition will consist of three stages.

2.2.1. Group Stage

The group stage will consist of multiple groups of teams battling it out for their spots in the playoffs.

The top two teams from each group will advance to the Playoffs Stage.

2.2.2. Tiebreakers

The tiebreaker stage will only occur if teams in the group stage are tied with one another.

2.2.3. Playoffs

The playoff stage will be a double-elimination bracket with the top teams from the group stage.

The playoff seeding format is as follows:

A1 vs B2

D1 vs C2

B1 vs D2

C1 vs A2

2.3. Tiebreaker Scenario

All ties in standings will be resolved in the following order:

1. Head-to-Head Results
2. Head-to-Head Round Differential
3. Overall Round Differential

If any step resolves the tie for one or more teams but not all teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaker mechanisms listed above.

Note: additional 'tiebreaker' matches may be organised at the discretion of an admin as per [2.2.2. Tiebreakers](#).

3. Player Connections

Player connections are solely the responsibility of the individual. Should an issue arise regarding widespread connection problems to the server, then the match is rescheduled, cancelled or postponed. This decision is made at the discretion of the administration team.

4. Observers & Streaming

Only tournament admins or casters that have been approved by AEL admins may observe in game and/or stream the matches.

Players may only stream their point of view.

Teams that allow an individual to cast their matches may be penalised or have matches overturned.

5. Match Settings

5.1. Platform

Rainbow Six Siege (R6S) is to be played on PC via Steam or Uplay.

5.2. Competition Format

5.2.1. Group Stage

The Group Stage will consist of Best of 2's (2x Best of 1's).

5.2.2. Playoff Stage

The Playoff Stage will consist of Best of 3's.

5.3. MOSS Anti-cheat

All users will be required to use [MOSS Anti-Cheat](#).

MOSS Anti-Cheat will need to be enabled during all competition games. The data recorded from the program must be kept for the duration of the season. Players will be required to provide administrators with the MOSS Anti-Cheat data on request.

5.4. Match Settings

Matches will use the ruleset as follows:

- HUD Settings: Pro League
- Time of day: Day
- Number of bans: 4
- Ban timer: 20
- Number of rounds: 12
- Attacker/defender role swap: 6

- Overtime rounds: 3
- Overtime score difference: 2
- Objective role change: 1
- Objective rotation parameter: 2
- Objective type rotation: rounds played
- Attacker unique spawn: On
- 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 Game

Mode: TDM Bomb

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

5.5. Match Server

Match servers will be hosted by players. Ensure that the match settings listed above ([5.4. Match Settings](#)) are adhered to.

5.6. Map Pool

The following maps constitute the map pool:

- Theme Park
- Oregon
- Clubhouse
- Coastline
- Consulate
- Kafe Dostoyevsky
- Villa

5.7. Map Veto Process

The higher seeded team (team on the LEFT or ON TOP) will decide which team is Team A.

5.7.1. Group Stage

- Team A - Ban Map
- Team B - Ban Map
- Team A - Ban Map
- Team B - Ban Map
- Team A - Pick Map 1
- Team B - Pick Map 1 Side
- Team B - Pick Map 2
- Team A - Pick Map 2 Side

5.7.2. Playoffs

- Team A - Ban Map
- Team B - Ban Map
- Team A - Pick Map 1
- Team B - Pick Map 1 Side
- Team B - Pick Map 2

- Team A - Pick Map 2 Side
- Team A - Ban Map
- Team B - Ban Map
- Remaining Map is Map 3*

*The team with the highest round differential picks the side for Map 3.

6. Match Rehosting

Players may encounter issues during tournament play that may require a rehost. If an issue occurs a rehost may be allowed during the following times:

- Before players enter preparation phase (issue may not be game related – software/hardware issue)
- During preparation phase (disconnect or a game mechanic is not working e.g. gadgets, movement or shooting issues)

If there is a major game mechanic issue (operators unable to move or shoot) during the action phase, a rehost is allowed if no damage has been taken by anyone.

If an admin has requested a rehost, please acknowledge the rehost via in-game chat and relay that an admin has requested a rehost.

A match that has been rehosted AFTER action phase will require the players to choose the same site, operators/sixth pick from the rehosted action phase. This does not apply to any other rehost mechanics.

When a rehost is initiated, the in-game settings will allow for allocation of the map score. Please update these scores to ensure the flow of the match.

7. Illegal Actions

7.1. Spawn Killing

An illegal spawn kill is a spawn kill that results in a kill within the first two (2) seconds of the action phase.

For example, bank main door runouts are not allowed.

7.2. Bugs/Glitches

The following bugs or glitches are prohibited:

- Any position that you must get to or out of by glitching through walls/objects/surfaces, or you cannot be seen or shot at normally
- Using a Mira shield to boost
- Standing on a window ledge undetected
- Shield boosting on to undetected window ledge
- One-way shots
- Shooting through what should be non-destructible walls/floors/ceilings/objects
- Glitching through walls, objects, surfaces etc at any moment
- Blocking window vaulting with a destructible shield
- Placing any kind of equipment or gadget in a place where it can't be destroyed
- Placing a Maestro's Evil Eye on Alibi's decoy

8. Cosmetics

8.1. Weapon Skins & Charms

All weapon skins and charms are allowed in this competition.

8.2. Uniform & Headgear Cosmetics

All uniform and headgear cosmetics are banned from this competition except for the following whitelisted cosmetics:

- Pilot Program 1 & 2 team skins
- Pro League Gold Sets
- Default Skins
- Future Phase 3 Esport Skins

8.3. Banned Operators

The operators that are banned for this competition are the following:

- Ace
- Melusi

9. Sportsmanship

Users are required to uphold, observe and respect a reasonable level of sportsmanship. This level of sportsmanship is expected to be conducted prior to, during and after matches and during their general participation in Our tournaments. Unsportsmanlike conduct is not allowed. This includes, but is not limited to, interactions with other teams and general abuse or non-compliance towards administrators, casters or spectators.

10. Cheating

Cheating will not be tolerated in any form. This includes but is not limited to; bugs, cheats, scripts, hacks and macros. The offender and potentially the team will forfeit all matches for the current tournament.

11. Penalties

Tournament officials reserve the right to issue any of the following penalties:

- Warning
- Final Warning
- Forfeiture of a single round or game
- Forfeiture of a match
- Player suspension from competition
- Player disqualification from competition
- Team disqualification from competition
- Temporary ban from all AEL events
- Permanent ban from all AEL events
- Forfeiture of prize money

11.1. Lateness Penalties

See: [2.1.2 Match Start Times](#)

12. Competition Administration

A no-tolerance policy will be in place for abuse, harassment and/or assault of any AEL or Game Admin.

In addition to this, administrators reserve the right to alter and/or update the rules at their own discretion to maintain competitive integrity.

13. Version History

Version	Date	Change Log
0.1	22/06/2020	
0.2	19/07/2020	
1.0	23/07/2020	
1.1	27/07/2020	Rehost Rules Updated