REDCUBE

SEASON 3 RULE BOOK

1 Definitions

Range of Validity

This is the only rulebook which is valid for the RCR6, its participants and all matches played within the scope of the RCR6. With his participation, the participant states that he understands and accepts all rules.

Participants

A RCR6 participant is a team or a player that is participating in the RCR6. Any member of a RCR6 team is a participant of that team, and locked to it regardless of whether or not the person has played for the said team.

The Season

The season starts with the week of the first online playdays for a region and ends with the final match of the finals.

Punishments

Definitions and Scope of Punishments

Punishments are given for rule violations within the RCR6. They may be either warnings, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by msg and will be given a time until which they can appeal the decision. Only the team representative are eligible to make appeals.

Warnings

Official warnings are given for first time minor incidents such as not uploading required match media, being late, delaying a broadcast, insufficient match statements, insufficient information on a team account or other related material, and so on. Any repeated offense of the same kind will lead to more severe punishments.

Monetary Fines

Monetary fines are given for failure to fulfill obligations that are not directly related to the tournament, like press/media appointments, interviews, or planned sessions for fan interaction.

Bans/Barrages

Bans or barrages are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned at least until the end of that season.

Additional Methods of Punishment

In special cases, the tournament administration can define and come up with other methods of punishment.

Combination of Punishments

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

Punishments for Repeat Offences

All punishments outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

Punishments, League Bans and Penalty Points Outside the RCR6

League bans and penalty points outside the RCR6 do normally not apply towards the RCR6 except when the punishment has been awarded for cheating. Some other misbehaviours like ringing/faking or insults can also be punished, depending on the severity.

Live Matches

The term "Live Matches" refers to matches that take place in a public location, during events, matches in a studio, or matches broadcast by RCR6 TV or an official partner.

Player Transfer

When a player in moves to another League team, this is considered a transfer.
In general, transfers are only allowed 3 times during the entire season. Unless otherwise noted.

General

Rule Changes

RCR6 reserves the right to amend, remove, or otherwise change the rules, without further notice. RCR6 also reserves the right to make a judgment on cases not specifically covered by or that go against the rulebook in order to preserve the spirit of fair competition and sportsmanship.

Validity of the Rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

Confidentiality

The content of protests, support tickets, emails, discussions or any other correspondence with tournament officials and tournament administration are deemed strictly confidential. The publication of such material is prohibited without a written consent from the RCR6 administration.

Additional Agreements

The RCR6 administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The RCR6 administration highly discourages such agreements taking place, and any agreements that go against the RCR6 rulebook are under no circumstances allowed.

Match Broadcasting

Rights

All broadcasting rights of RCR6 are owned by RCR6. This includes but is not limited to: IRC bots, shout cast streams, video streams, replays, demos.

Waiving These Rights

RCR6 has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases, the broadcasts must have been arranged with the tournament administration before the start of the match.

Player Responsibility

Players cannot refuse to have their matches broadcasted, nor can they choose in what manner the match will be broadcasted. The broadcast can only be rejected by an admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

Communication

E-Mail

The main official communication method of the RCR6 is email. The email used will be the one provided by the participants at the start of a season, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed.

Discord

Discord is used as a second form of communication during playdays and offline events. Official communication will still always be sent via email.

Match Protests

Problems that affect the match outcome should be discussed in the private call/discord.

Sponsor Restrictions

Mature Content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to RCR6.

Conditions of Participation in the RCR6

The following conditions must be met in order to participate in the RCR6.

Age Restriction

All participants of the RCR6 have to be over 13 years of age.

Regional Limitations for Participants

Any team or player may not try to qualify for the same event from more than one country or region.

Home Country/Region

Participants may only play in the region they belong in. A player's home country is the country where his main place of residence is (proven by legal registration or long term visa in connection with evidence of long time habitation - 90-day visas are not enough) or the country he holds a valid passport from. This decision can be made anew for every season, but once made it will be final and irreversible for that season and its qualifiers. The home region is the region that this country belongs to.

coaches

Coaches are an exception to the above rule, as they may be part of teams from another region. In this case, they cannot play in any matches.

Physical location during online matches

Online matches have to be played from the region a player belongs to. An exception to this rule is only possible by written consent from RCR6. It can only be granted if the participant can explain and prove having a valid reason to play from elsewhere, and if his ping is reasonable.

Player Details

When requested, players are required to provide all the needed information including but not limited to full name, contact details, date of birth, address, photo and photo of passport.

Game Accounts

Every playing member must have their game accounts entered in their RCR6 profile and must provide it to the tournament administration at the start of each season.

Ingame nickname

Players must use appropriate ingame nicknames that match their online nicknames. These nicknames should match what is provided in the lineup.

Teams

Slots in the RCR6 are considered owned by the majority of the players in each team.
Each team must select a team representative. The team representative must be a main player or a coach.
The team representative must choose the official point of contact for the team. The official point of contact can request the prizemoney, submit a protest, add or remove players, etc.

Changing the team representative

A team representative may be changed at any moment by:
- Request from the current team representative
- Request from the majority of the main players and coach in the team
  - In teams without coaches, 3 out of 5 main players
  - In teams with coaches, 4 out of 6 players

Standards

When requested, teams are required to send us all needed information including but not limited to logo, social media accounts and any other requested information.
A RCR6 team must abide by certain standards of quality. The following information must be provided at the start of the season:
- Relevant team name
- Team logo, in vector format, both dark and light versions
- Team representative contact and backup representative
- Organization contact

Team Names

The RCR6 team name may not have any extensions such as "CS team". It may only consist of the team name and/or a potential name sponsor. To prevent confusion, only names that are not already being used by another team in the same discipline are allowed. Sponsor names may appear on more than one team as long as the main part of the team name differs.

Changes in Teams

All changes must be requested 12 hours before the start of the next playday in which the team is participating in.

Any changes in the team account should be approved by the tournament administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players (roster changes)
- Changing the team name
- Changing the team logo

Any changes done without approval of the tournament administration may be revoked, not shown on the broadcast, and subject to fines or penalties.

Approval may only be granted via DISCORD or RCR6 email.

Roster changes

Formal Requirements

Before a player can be officially added to the roster, the administrators of the RCR6 must be formally informed via an RCR6 msg. This information should contain:

- Nickname
- Gameaccount
- Full Name

Failure to notify the RCR6 Administration with the necessary information before adding the player may be penalized. After a

player is added to the team, the player or team representative also needs to fill in the Roster Change Form provided in the discord.

Player Addition Deadline

During the season, a player needs to be added to the roster at the latest 12 hours before a match is scheduled to start.

Number of changes

Adding players to the team outside of a transfer window is limited to the number displayed on the roster doc.

2.10.6 Team composition

2.10.6.1 At the start of the season

Teams which have been invited to the RCR6 due to their final placement in the qualifier event or the previous season have to consist of at least five main players, 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.

In case of a tie between two teams, the spot will be granted to one with more main players at the end of a season.

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 RCR6.

2.10.7 Match lineup

The team's lineup for every match should have at least three main players as well, and exactly 5 players.at least three of the players in the lineup must have been members of the team that was invited to the Pro League and need to have played in at least 50% of the Matches of the qualifier or previous season.

The team will not be allowed to play if this restriction is not met.
Lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

2.10.8 Insufficient players

If a team for any reason does not have the sufficient number of players to participate in a RCR6 match, the team will be awarded a loss with the worse possible result. Therefore it is suggested that every RCR6 team has substitutes added in the roster to compensate for any player losses during the season.

2.10.9 Multiple Contracts

For a player in the RCR6 to have a contract or agreement with 2 or more RCR6 teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, RCR6 reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the RCR6 have the right to remove the player or team(s) in question.

2.11 Cheating

2.11.1 Cheat Software

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No- Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

Players are also not allowed to run the following programs: Teamviewer (or any other similar screen sharing program), or Virtual Machines of any kind including but not limited to Hyper-V, VM Ware, or VirtualBox. If these programs are detected during a match, the guilty player will be barred from league play for a certain number of games decided on by the tournament administration team.

2.11.2 Information Abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

2.11.3 Methods to Detect Cheating

RCR6 reserves the right to use different methods to inspect participants and their equipments, with or without prior information. Participants are not allowed to refuse these inspections.

2.12 Anti-Cheat

MOnitor System Status (MOSS)

Moss Anticheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use MOnitor System Status (MOSS) then they may not allowed to take part in a match. At offline events, this rule will usually not be applied.

Prize Money

All prize money should ideally be paid out 90 days after the RCR6 season in question has been completed, but it may take as long as 180 days for the payment to be completed. If a team does not request the prize money payment within the presented deadline, their payment will be delayed.

Withdrawal of Prize Money

Prize money must be requested by the official point of contact for a team.
As long as the prize money for the RCR6 has not been paid out, RCR6 reserves the right to cancel any pending payment if any evidence of fraud or foul play have been discovered.

Transfer of Prize Money

The prize money will be sent as a bank transfer or over PayPal as specified by the team representative. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings within one year of the initial payment date the prizes are forfeited. The full amount of prizemoney will be sent to one recipient only.

Leaving the RCR6

Leaving During the Season

If a team leaves the RCR6 during a season, the team forfeits all prize money accumulated for the season and all its players get banned until the end of the season from the RCR6 and all qualifiers to the RCR6. (Subject to Change)

Deletion of Matches

All matches involving teams or players that have left the RCR6 before the end of the season will be deleted.
At offline events this rule is limited to the time availability of the tournament.

Replacement teams

If a participant for any reason leaves the RCR6, a replacement will be called up. If this happens before the replacement deadline. Usually groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the administration can still change or even re-draw the tournament.
Replacement participants will be considered and contacted to ask whether or not they want to participate.

Replacement Tiebreaker

If participants have an identical score/position on/in the relevant invite list or qualifier, the one that has had the smallest change in lineup since then will be preferred.
If that leaves several options, the tournament administration will make a choice based on other results or, if the schedule permits, additional matches.

Match Start

Punctuality

All matches in the RCR6 should start as stated in the official communication or as soon as the previous match is over. Any changes in the starting time must be approved by the tournament administration.
All participants should be ready 60 minutes before the scheduled time for each match.
In offline events, we expect every player to be at the tournament area as stated in the tournament directions info mails to setup, prepare and solve any technical problems that might occur.
If you notice at any point you will be late for any match, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty points which means a prize money deduction for you / your team.

Delaying the match

Penalties for delaying a match will be awarded if a participant is more than 10 minutes late.

Participants Not Showing

If a participant is not ready to play until 25 minutes after the scheduled start of the match, it is considered a no show. In that case, the participant will be penalized and lose the match with the worse score possible.

Mappool

- Bank
- Consulate
- Border
- Oregon
- Club House
- Villa
- Coastline

Match Procedures

Lineup

Teams have to submit their lineup (list of players for each match) for offline and online events before the deadline given by the tournament administration. In online matches, this deadline is usually 2 hours before each match.

Determining the "better seed"

Unless the team with the better seed is obvious from the tournament progression, a coinflip will be used to determine the better seed. The team with the better seed will choose which team starts the veto.

Map veto process

The map veto must be completed one hour prior to the match starting time, or as soon as the teams for that match are determined (whichever is later).
Each Team has 3 Minutes per step, during that time they are allowed to speak and talk about the next pick or ban.

Maps are played in the order they are picked.
Sides in the last map (except in Best of 1) are chosen by the team with the best round difference in the previous maps.

Best of 1
After each playday, team will receive map pools for next match.

Map pools will contain 7 maps. And Both Teams Will ban until One Map is Left and The Last Team to Ban does not choose the side.

Best of 3

- Team A bans map
- Team B bans map
- Team A picks map 1
- Team B picks side on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team A bans map
- Team B bans map
- Remaining map is map 3

Best of 5

- Team A bans map
- Team B bans map
- Team A picks map 1
- Team B picks side on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team A picks map 3
- Team B picks side on map 3
- Team B picks map 4
- Team A picks side on map 4
- Remaining map is map 5

Breaks between Maps

After each map a player may take a maximum of seven minutes to join the next game. Longer breaks will be given after every two maps.

Leaving the Lobby

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when the final scoreboard is shown on screen.

Match Result

The result must be immediately added and confirmed by both parties on RCR6 Play, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted on the RCR6 website. Please refer to the game specific rules for what match records and media that needs to be uploaded.

Storage and keeping of Match Media

All match media (screenshots / demo's / replays / etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest on the match, the records needs to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

Match Protests

Definition

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the parties and an tournament administration.

Match Protest Rules

Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:
- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of 10 minutes have to be kept between two matches by all participants)

Contents of a Match Protest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple „they are cheaters" will not do.

People in a Match Protest

In team matches, only one representative per team is supposed to be writing in the protest.

Behavior in Match Protests

Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.

Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

Tournament administration

The instructions of tournament administration should always be obeyed and followed. Failure to do so may result in penalties being awarded.

Reschedules

Reschedules are, allowed. But there must be prior notice of at least 3 hours.

Interviews

For every game, one player from each team must be available for an interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match.

Photo and Other Media Rights

By participating, all players and other team members grant RCR6 the right to use any photographic, audio or video material on their website or for any other promotional purpose.

Tournament progression

Ties in standings

In case of a tie, the following rules will be applied, in the order they're presented in:
1. Mini league points
2. Mini league round difference
3. Overall round difference
4. Mini league rounds won
5. Overall rounds won
6. Rematch

A mini league considers the matches only between the tied teams.

Rematch

The rematch is played in a best of 3 format.

Seeding

Seeding on season finals will be based on position of a team in regional ranking.

Seeding in semifinals and grandfinal will be done by coinflip.

Game Specific Rules

Game hosting

Only the Administrator / Observer / Commentator is allowed to create a server. The game must be hosted on a local Server with the correct Settings.

Game settings

- Time of the Day: Day
- HUD Settings: Pro League

Best of 1

- Number of Bans: 4
- Ban Timer: 30
- Number of rounds: 12
- Attacker/Defender role swap: 6
- Overtime: 0

- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 25
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 20
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

Best of 3

- Number of Bans: 4
- Ban Timer: 30
- Number of rounds: 12
- Attacker/Defender role swap: 6
- Overtime: 3
- Overtime Score Difference: 2
- Overtime role change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 25
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 20
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

Best of 5 (5th map with infinite overtime)

- Number of Bans: 4
- Ban Timer: 30
- Number of rounds: 12
- Attacker/Defender role swap: 6
- Overtime: Infinite

- Overtime Score Difference: 2
- Overtime role change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 25
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 20
- 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

Operators, gadgets, equipment, attachments

All Operators are allowed, unless tournament administration explicitly forbids it. 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.

Use of Bugs and Glitches

It is up to the tournament administration discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

Unallowed - instant round loss to the team that uses it, further penalties if used again by the same team during the tournament

- 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 a Valk cam in a place where it can't be destroyed

Allowed

- Any position that you can get to and out of without glitching through walls/objects/surfaces, and you can be seen and shot at normally
- Shield boosting
- Standing on a window ledge and being detected
- Shield boosting onto a detected window ledge
- Hibana and Thermite charges can be placed anywhere
- Using teammate to boost
- Long arming
- Using equipment or defusing through a destructible surface
- Destroying the whole floor of a bomb spot so the enemy team can not plant the defuser
- Smoke through wall

The tournament directions reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

Rehost requests

Rehost rules are specified below, including the conditions in which they will be allowed:
- Any issue before the preparation phase starts (game, software or hardware related)
- Player can't move (unless it's done on purpose) - rehost in the first 30 seconds of the action phase, if no players have taken damage
- Game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc) - rehost up to the first 30 seconds of the action phase, no damage taken by anyone
- Disconnect/hardware problem/software problem - rehost in the first 15 seconds of the preparation phase
- Observer issue - rehost up to the first 30 seconds of the action phase, no damage taken by anyone

Each team can receive up to 2 rehosts per map maximum.

Rehost request procedure

In case the above conditions are met, players should instantly request a rehost by writing in the ingame chat "rehost", followed by the reason. Players should continue playing until the rehost is confirmed by an admin. Once confirmed, everyone should instantly leave the game.

Continuing a Disrupted Game

If a match is interrupted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same operators, same sixth pick, same starting sites, same bombsites, same equipment and same gadgets.

New Positions

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable timeframe before an official match.

Rule Violations and Punishments

All penalties are at the discretion of the tournament administration, and may be more or less severe than what is specified in this rulebook depending on the circumstances.

First-time and repeat offences

All punishments listed below are meant for first-time offences. Repeat offenders (both the specific player and - in team competitions - his team) will be punished proportionally harder.

Duration of punishments

Unless otherwise specified, punishments usually last one season.

Code of Conduct

All RCR6 participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, RCR6 and more. Being role models is the occupational hazard of being a RCR6 player or organizer and we should behave accordingly. Any sort of harassment should be reported to the tournament administration immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual

General Punishments

Breaking confidentiality

Depending on the information and platform where it is leaked, participants will be punished accordingly.

Refusal of match broadcast

Participants that refuse to have their match broadcasted or do not make the necessary accommodations for it to happen will be punished with the loss of the match with the worse result possible.

Providing and changing participants details

Providing incorrect details

Participants that provide incorrect details will be punished. If there is proof of faking details, the player may be banned and/or the team disqualified.

Providing details after the deadline

Participants will receive an official warning if they do not provide details on time. Depending on the details requested, this step may be skipped.
If the details are still not provided by the new deadline imposed by the tournament administration, participants are punished.
If the details are again still not provided by the new deadline imposed by the tournament administration, participants are punished.

Details provided not up to the standard

An official warning will be given, with a deadline and request to provide details that meet the league's criteria.
If the new details are still not up to standard, the participant will be punished.

Multiple contracts

If a participant is found to be in breach of the multiple contracts rule, the participant will be banned. In the case where it's a player, he will be banned, and his team disqualified.

Match lineup

If the match lineup is not provided by the deadline imposed by the tournament administration, participants are punished.
If the lineup is not provided for a match, no show rules are followed.

Team composition

If at any point teams do not fulfill the team composition rules, they are disqualified from the league.

No Show

Participants that receive a no show for a match will lose it with the worse score possible

Punishments for Cheating

When cheating is uncovered in the RCR6, the result(s) of the match(es) in question will be voided. The player will be banned, the team disqualified, forfeit his prize money, and be banned from all competitions in RCR6 for a duration of normally 1 year. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

Doping

Refusing to be tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the Esports Integrity Coalition (ESIC) is valid for the RCR6 tournaments. The list can be found here: http://www.esportsintegrity.com/the-esic-integrity-programme/esic-prohibited-list/
Any unsanctioned use of these substances is considered doping.

Prescribed medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

Using Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the RCR6 matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all RCR6 competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with RCR6 with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

Punishments for Competition Manipulation

When competition manipulation is uncovered in the RCR6, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in RCR6 for a duration of between one and two (1-2) years. A monetary fine is possible. In team competitions, the team will be disqualified from the current season of RCR6.

Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

Punishments for Match Fixing

When match fixing is uncovered in the RCR6, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned

from all competitions in RCR6 for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

Breach of Netiquette

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one to six minor penalty points. The most important and most common offenses are listed below. However, the tournament administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

Insults

All insults occurring in connection with the RCR6 participants will be punished. This primarily applies to insults during a match but also on the RCR6 website (forums, match comments, player guestbooks, support and protest tickets, etc.). Insults on IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the RCR6 and the evidence is clear. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player. Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the RCR6. Spamming on the website (forums, match comments, player guestbooks, support and protest tickets, etc.) will be punished depending on the nature and severity.

Spamming In-game

Minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match tournament administration.

Unsportsmanlike Behavior

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

Faking Match results

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be awarded a minor penalty.

Faking Match media

Match media are all uploads, including but not limited to: Screenshots, RCR6 Wire Anti-Cheat files, demos, models, and so on. Faking match media may result in minor penalty points.

Cheat Suspicion

When cheating is suspected, and the match media in question has been faked, then RCR6 address according.

Ringer/Faker/Disallowed player

Any players involved in these cases will be banned for one season, and any teams involved may be disqualified.

Misleading tournament administration or players

Any attempts to deceive opposing players, tournament administration, or anyone else related to the RCR6 may be penalized.

Punishments in matches

Player punctuality

For delays with players being ready at the start of a match, or between maps or breaks, players will be punished for every ten minutes after the deadline. From 10 minutes onwards, a no show will be awarded.

Leaving the lobby early

An official warning will be given to the team that leaves a lobby early.
The second time it happens in a season, the team will be punished. Further infractions will be punished more severely.

Game punishments

Using unallowed operators, gadgets, equipment or attachments

A round loss will be awarded as a punishment.

Use of Bugs and Glitches

Using a game mechanic that is Unallowed will lead to instant round loss to the team that uses it.

Rehosts

Giving an invalid reason for a rehost, or leaving the match before having approval to do so will lead to instant round loss to the team that uses it.
If the team breaks this rule again in the same match, they will lose the map.