1.1. Players

1.1.1. Eligibility

Any person that has a standing ban by Ubisoft for Rainbow Six Siege is ineligible to participate in any USL leagues or tournaments including playoff matches, This ineligibility will last long as Ubisoft upholds the ban.

1.1.2. Requirements

All players need to enter their correct game account associated to the Uplay in their USL profile before the start of the tournament.All persons must be university students from within the United Kingdom and have a valid university email address to be used for registration.

1.1.3. Technical Issues

Players are responsible for their own hardware and internet connection. Matches will not be rescheduled because of technical issues or substitute a player. If a team can't play with the amount of players which are written in the requirements then this will be resulted as forfeit.

1.1.3.1. High Ping

The ping limit for a match is 150 ms. If a player is over this value please try to do a re-host first, before a protest is opened. Be sure a dedicated server was created. In the case the player has still a ping over 150 ms and it´s not possible to play the match without problems, a protest can be opened. It only counts as high ping if the ping is continuously over 150! By opening a protest due to high ping the match mustn´t be finished and the team must hand in at least three screenshots of the scoreboard which was taken in different time over two rounds.

1.2. Team rules

1.2.1. Roster

Team rosters must consist of at least 5 players to participate in a tournament or match. Playing with different players and/or illegal ringers will be punished.

1.2.2. Substitute Players

Teams can have up to 10 players on their roster, which must be locked in at least 1 hour before the game is set to begin. Teams are allowed to make substitutions of players between maps only using from their locked roster.

1.2.3. Majority team ruling

There will no longer be Majority or mixed teams in the Current season or forseeable future as of January 2019.

1.3. Tournament rules

1.3.1. Settings for the tournament

All players are expected to follow the given settings. Different agreements are not allowed.

1.3.2. No show

If a contestant is not ready to play after 15 minutes, then they should be reported as a no show to an admin or moderator, in which the team will forfeit the match.The match must not have started for you to then report that the game started late.

1.3.3. Protests

If a controversial situation occurs, whether or not it is described in this rulebook during a match, the team that has spotted it should immediately stop the match and inform the administrator about it. If the team does not stop the match and continues to play, will be taken as an acceptance of the situation. Because of that the team will lose all rights to file a protest concerning that situation after the game has ended. Protests must be made immediately, or they may be ignored depending on the circumstances.

1.3.4. Results

Both teams are responsible to enter correct results on the NUELwebsite. When submitting results, team captains must include URL's for end-game screenshots of each map. This will be used to confirm match results are correct.

Example of a correct screenshot: [Correct #1](#)

Example of incorrect screenshot: [Incorrect #1](#) & [Incorrect #1](#)

1.3.5. Rescheduling

There will no longer be rescheduling in the Current season or forseeable future as of January 2019.

1.3.6. Check-In

Teams must be checked-in to be seeded for a swiss week's matches. Check-in is open between 00:00 - 19:00 on WEDNESDAY. Shortly after check-in closes, the fixtures will be released. Between the release of fixtures and 18:00 Thursday is when captains must contact each other regarding rescheduling of matches.

1.3.7. Map Bans

Map bans can be done either through, dms with the opposing captain, in the custom lobby chat or with the website https://www.mapban.eu/

Order for these bans will go as follows :

BO1: Ban 1 > Ban 2 >Ban 3 > Ban 4 >Decider map

BO3: Ban 1 > Ban 2 > Pick 1 > Pick 2 > Ban 3 > Ban 4 > Decider map

In week 1 teams will play 3 x BO1's back to back.Matching Pro league rules and for the BO1 match setup 2 maps will be pre-banned for this week which have chosen to be: **Clubhouse** and **Oregon**, these maps will be unbanned again after for the remaining weeks.

1.3.8. Starting Sides

From the companion on the NUEL website you will recieve one of the 2 messages

"You have first ban" - you will be hosting the lobby and have first choice of map ban and map pick.

"You have choice of sides" - You will get to choose whether you start on attack or defence on the 1st map

After the first map the loser of the previous map will choses side of whether they want to start in attack or defence.

Blue team starts as attackers and orange starts as defenders.

1.4. Ingame

1.4.1. 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

In case the above conditions are met, players should instantly request a rehost by writing in the ingame chat "rehost", followed by the reason.

Each team can receive up to 2 rehost per map maximum

1.4.2. 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.

1.4.2. Illegal Actions

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

1.4.3 List of bugs or glitches

Below is a list of known intended and unintended game mechanics. Any situations that arise and are not specified below will be dealt with on a case by case basis.

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

- Capitao fire arrow that allows the fire to go through the reinforced wall is prohibited
- All one way shoot through spots are not allowed, such as the one way shot on Oregon that allows a player in meeting room to shoot down and onto the player on the designated Mira in the laundry room.
- No shield glitching with castle this is when players put a shield in front of a castle barricade close enough that it does not allow attackers to destroy the barricade and vault over the barricade.
- No shield glitching windows, when a player put a shield at a window at an angle that does not allow attackers to vault into the window unless the opposing side destroys the shield using say an ash charge or grenade.
- The use of Valkyrie cameras that can't be seen by attackers or be destroyed. an example is if I throw a Valkyrie camera into a certain spot in the ceiling that can still be viewed by defenders for info but cannot be seen by attackers nor can it be destroyed.
- 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
- Shooting through what should be non-destructible walls/floors/ceilings/objects
- Glitching through walls, objects, surfaces etc at any moment

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.

1.4.4 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

1.4.5. Spawnkilling / Spawnpeaking

Killing somebody who already spawned, moved out of cover or is spawnrushed is considered spawnpeaking and will not be rated as glitching / bug using.

1.5. Spectating

1.5.1. Casting

Casting a USL match is only allowed with a USL admin agreement. To get an agreement please dm one of the admins and then proceed to make sure the following rules on observing/streaming are followed.

1.5.2. Observers/Streaming

Observers are allowed only if both teams agree. Exception to these rules are USL admins and people that are explicitly allowed to observe (e.g. shout casters or streamer).

Teams should only allow observers they trust. It is not allowed to protest after a match to complain about observers that were allowed in the game.

Any personal streams or University streams must be agreed upon by both teams and have a delay of 3 mins to prevent any sort of ghosting or assistance in game.

2. Game settings

Matches have to be played with the following settings:

- The tournament consists of five (5) weeks where week one will consist of 3 Best of 1's then returning to one (1) Best of Three (Bo3) for the remaining 4 weeks which will be played each once a week in a swiss style format. The Top 8 teams from swiss (ties decided by OMWP) will

move onto the quarter-finals. Playoff matches will be one (1) Best of Three (Bo3) excluding finals which will be Best of 5 (Bo5)

- For the first week of 3 B01's and to follow Pro league rules 2 random maps will be banned for this week which have chosen to be: **Clubhouse** and **Oregon**, these maps will be unbanned again after for the remaining weeks.

2.1. Settings

- Playlist Type: Normal Mode

- Server Type: Dedicated Server

- Voice Chat: Team Only

- Time of the Day: Day

- HUD Settings: Pro League

2.2. MATCH SETTINGS

- Number of Bans: 4

- Ban Timer: 30

- Number of Rounds: 12

- Attacker/Defender role swap: 6

- Overtime: 3 Rounds

- 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

2.3. GAME MODE: TDM BOMB

- Plant duration: 7

- Defuse duration: 7

- Fuse time: 45

- Defuse Carrier Selection: On

- Preparation Phase Duration: 45

- Action Phase Duration: 180

2.4. Operator

- **Lion, Kaid and Nomad** are not allowed to be used! Announcment for when Kaid and Nomad will be unbanned will be posted in the discord. The **picking of any banned ops will result in an auto loss for the round.**

- All other operators are allowed.

2.5. Mappool

- Bank

- Border

- Club House

- Consulate

- Coastline

- Oregon

- Villa