

1.1. Players

1.1.1. Eligibility

Any person that has a standing cheating ban by Ubisoft for Rainbow Six Siege is ineligible to participate in any USL leagues or tournaments, all persons must be university students from within the United Kingdom and have a valid university email address to be used for registration.

1.1.2. Requirements

All players need to enter their correct game account associated to the Uplay in their USL profile before the start of the tournament.

1.1.3. Technical Issues

Players are responsible for their own hardware and internet connection. We allow rescheduling of swiss matches when required, provided the team lets their opponents know at least 1 hour before and results are reported by 7pm Sunday, otherwise the team that required the reschedule will get a match loss for that week.

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. All roster changes must be made prior the generation of the matches:

1.2.2. Substitute Players

Teams can have up to 7 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

Teams of 3 or 4 players (Majority Team) can be mixed with a team of 2 or 1 players (Minority Team) respectively to create a "Mixed Team". Creation of Mixed Teams is done by the admins shortly after the deadline closes. This will be done randomly unless majority/minority teams have specifically requested to be mixed.

This rule exists to allow students to compete that would otherwise be unable to, as they don't have enough players at their university for a full team. The rule does not exist so that players can play with their friends from other universities, that is just simply a by-product which may sometimes occur due to the existence of the rule. Minority teams will not be mixed with Full Teams.

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

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

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. We will also use the screenshots to create a public database of team's map choices.

1.3.5. Rescheduling

If a team requires a reschedule on a regular week match, they must inform the opponent captain by 6pm Thursday. After that point, if they need a reschedule then the opponent team gets to decide whether they allow it or not. If a rescheduled time can't be agreed on, the team which required the reschedule will receive a loss. If the results for the rescheduled match aren't reported by Sunday 7pm then the team that required a reschedule receives a loss. Playoffs matches cannot be rescheduled

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 :

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

1.3.8. Starting Sides

From the companion on the NUEL website you will receive 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 choose 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. Player drops

If a player drops from the server during a match, the round will continue uninterrupted until the end (Round starts with the first second of the preparation phase). After completion of the round, the player who disconnected will be allowed to re-join the server or a re-host can be requested.

1.4.2. Illegal Actions

Any actions that result in an unfair advantage are illegal. This includes bug and glitch using of any kind. If a team is caught using a bug or glitch, the team will get a warning. Upon the second use, the team will get disqualified

Some of the Bugs include:

- Captao 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 cast le 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.

1.4.3. 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:

- All matches will be played in a Bo3, other than finals which will be played in Bo5

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: 10
- Attacker/Defender role swap: 5
- 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: 25
- 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

- All Operators are allowed to be used.

2.5. Mappool

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