



Northern Premier League Rulebook

This rulebook outlines the rules to be followed when participating in the Northern Premier League, UKIN and Nordic Championship.

Failure to adhere to these rules may be penalised. We therefore strongly recommend that every participant reads every part of this ruleset before taking part in the competition.

It should be noted that decisions made by the Admin Staff and UBISOFT are final and cannot be contested.

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Introduction

Integrity – Innovation – Discipline

These are the core values of the Rainbow Six Circuit defined in **Section 2** of the Global Rulebook ("**Rainbow Six Circuit**"). Through these values, UBISOFT's wish is to operate Tom Clancy's Rainbow Six: Siege at the forefront of the esports industry, providing an environment for players and organisations alike to thrive. Through high standards only can we build an inclusive and fair ecosystem where discipline, hard work and results are rewarded.

It is the responsibility of each individual or organisation participating in the Rainbow Six Circuit to uphold these values, whether they are from UBISOFT, a competing organisation, a production entity or independent on-screen talents.

Any capitalised term in this Rulebook which is not listed in the introduction of the Global Rulebook shall have the meaning ascribed to listed terms in Rulebook.

Rainbow Six Circuit Global Rulebook

Points stated in this ruleset may refer to UBISOFT's [Rainbow Six Circuit Global Rulebook](#) and should be consulted for those points as well as some specific cases where the Global Rulebook takes precedence.

Rainbow Six Siege Code of Conduct

All teams and players agree to behave in an appropriate and respectful manner towards other players, teams, the broadcast team, viewers and all the event officials as per the official [Rainbow Six Siege Code of Conduct](#).

Any occurrence of racism, hate speech, severe insult, threat of violence or sexual harassment will be strictly penalized.

Any behaviour deemed disrespectful or otherwise by the Admin team may be penalised and lead to an immediate disqualification.

Please refer to Ubisoft's Circuit Global Rulebook (6. and Annex B "Penalty index") for an overview of the potential competition suspension penalties that may be applicable.

1. Acceptance and modification of the Rules

1.1 Acknowledgement and Acceptance of the Rules

1.1.1 Teams, Team Staff and Players

Each Licence Holder, Player and Team Staff must read, acknowledge and accept these Rules, and agree to abide by them at all times in order to remain eligible to participate in the Rainbow Six Circuit. A definition of the term Licence Holder, Player and Team Staff may be found in Section 4.1 of this Rulebook. By accepting these Rules, each of them consents to the Penalty Index and to UBISOFT's and/or the Tournament Organiser's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions ("Sanction(s)") in accordance with the Penalty Index, without prejudice to any other sanction issued under the Rainbow Six: Siege Code of Conduct and UBISOFT's Terms of Use. The Rules may be accepted either through the registration process of a Rainbow Six Circuit competition or deemed accepted when a Player or its Team enter and participate into any match of the Rainbow Six Circuit. Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

1.2 Modification of the Rules.

1.2.1 Modification of the Rules.

In order to ensure that the Rainbow Six Circuit is operated in accordance with the values conveyed by the [Principles of Esports Engagement](#) set forth by the Entertainment Software Association which Ubisoft is a part of, or for the protection of any interest that UBISOFT considers material in order to preserve the values, legitimacy and integrity of the Rainbow Six Circuit, or in order to comply with any applicable law, UBISOFT may amend or supplement these Rules with or without prior notice. The Tournament Organiser may modify the Specific Rules in accordance with the same principles, subject to UBISOFT's prior review and approval of such modifications in each instance.

1.2.2 Notification.

Any modification of the Rules will be communicated or made available to the Teams either through the update of a revised version of the Rules, through a public blog post linking to a revised version of the Rules, or by sending an email directly to the Point of Contact designed by each Team.

By default, the License Holder is the official Point of Contact of a team, i.e. the only person able to execute official communications for the Team regarding the prerogatives attached to the License (the "Point of Contact"). The License Holder may appoint another staff member of the Team as Point of Contact. The Point of Contact of a Team shall be limited to one person representing the Team,

Any change in the Specific Rules will be notified by the Tournament Organizer to the Teams in the manner described in said Specific Rules.

2. Rules & requirements

2.1 Player requirements

2.1.1 Age requirement

Each Player and Team Staff must be 18 years old or older, as stated on their official government issued documentations, at the time of their first match in the Rainbow Six Circuit in order to be eligible to participate.

2.1.2 Residence requirement

At least 3/5 players from the team must reside in one of the **participating countries**. Two (2) players are allowed to reside in any country outside of the participating countries. Read more in **section 3.2 Team composition**.

Team Coach(es) (as defined in **Section 3.2.3**) are allowed to perform their role from a different Region their Roster competes in for online competitions but must be physically present to perform their role for any competition taking place in an offline environment.

2.1.3 Player account

A player is not permitted to play with a game account other than their personal account that was registered with Ubisoft and the Admin Team in the period preceding the start of the season and before roster lock occurred.

This account is the only account that the player can use for the duration of the qualifier/relegation phases as well as the season.

Furthermore, the account should also be in "good standing" and **not be subject to competition suspension as per Ubisoft's Circuit Global Rulebook (3.2.5)**

A player using a wrong account will not be allowed to continue playing a match and may be further penalised by not being allowed to participate in the consecutive playday or in some cases may even be banned from competition.

The Admin team may, in specific cases, consider an account change if notified at least 12 hours before a match related to said account takes place.

2.2 Player information

The Admin team & Ubisoft will require certain information to be handed to them in order to proceed with the competition. This information must be provided for a player to be allowed to play in the Northern Premier League circuit.

The Admin team & Ubisoft may require a player to provide any issued form of identification to confirm a player's identity and eligibility, including a scan of an ID card or passport.

2.2.1 Personal information

First Name, Last Name, Date of Birth, Country of residence, email address.

2.2.2 Nickname

Nickname changes should always be notified and approved by the Admin team and should never contain a sponsor tag. Organisation tags are allowed.

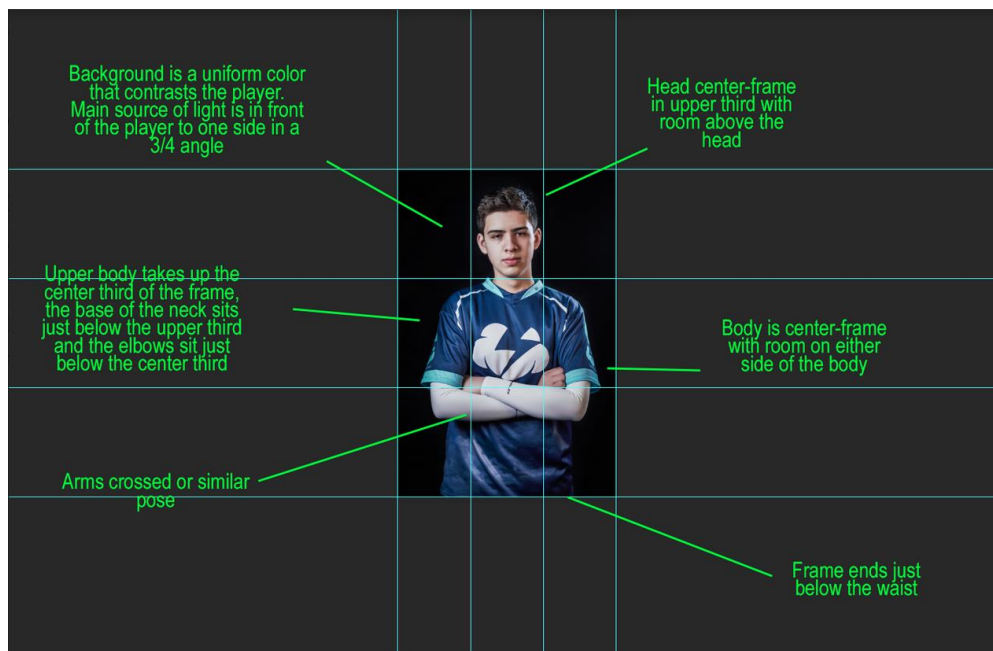
All nicknames must be appropriate and not contain any form of racism, sexism, toxicity or any offensive terms as well as being easy and clear to read.

This will be left at the appreciation of the Admin team.

2.2.3 Photo

The broadcast production may require a photo of each player in order to show all players during broadcast.

The Admin team will provide more information should it be required but as a general rule of thumb, we advise to look at the example below:



Credit: Devin "KraTyr" Hoot. Do not use this image without the written authorization of the author.

2.3 Additional player rules

2.3.1 Technical issues

A player is responsible for their own hardware and software. A match won't be rescheduled or paused because of a player's problem with technical issues. If a team can't participate in a match because of fewer players than required, then the match will be counted as a forfeit with the worst possible score, and the other team will receive a win.

2.3.2 Internet connection

All players are responsible for their own connection and ping. The ping limit is 100ms and any constant ping above that limit may lead to a rehost.

2.3.3 VPN and other tools

Any kind of software which could impact and influence the performance and/or the connection to a game is strictly prohibited. The use of VPN and likewise tools may lead to instant disqualification for the player/team using those tools as determined by the Admin team.

2.3.4 Confidentiality

Any discussion or communication held with Rainbow Six Circuit league officials at any point before, during and after the league is considered private and privileged information and should not be shared anywhere outside of used communication channels and without express written authorization from UBISOFT.

Any breach of this agreement will be strictly penalised and may lead to a player disqualification and ban from ongoing and future events.

3. Licence & team composition

3.1 Licence conditions and eligibility

Grant of Licence. Teams competing in the Rainbow 6 Circuit will be granted a licence, by UBISOFT, for the duration of the Season as long as the Team complies with the Rules and is duly qualified to participate in the Rainbow Six Circuit and meets the eligibility requirements of the Rulebook (the “Licence”).

The Licence grants the Team with ownership of the competition slot within the Rainbow Six Circuit which entails:

- Authorization to compete in all Regional and/or Local competitions the Team qualifies for in its respective region of the Rainbow Six Circuit (Licences are only valid within one Region); and
- Authorization to qualify and participate to Global competitions (up to three Majors per Season & the Six Invitational) based on the Team’s performance in Regional competitions; and
- Right to operate Transfer of Players in accordance with **Section 4.5 of the Global Rulebook**; and
- Eligibility to be paid prize money in accordance with the Team’s results; and
- Right to request a transfer or exchange of licence, conditioned to Ubisoft’s approval in each instance as set forth in **Section 3.1.3 of the Global Rulebook**.

The licences are held by the organisation/business entity notified to UBISOFT before the season starts and not the majority of the team.

The team will always have to comply with the composition requirements stated under **section 3.2 Team composition** in this Rulebook.

All roster changes are to be submitted and approved by UBISOFT at least 72 hours before the next playday, and only during transfer windows, requiring all the information stated in this Rulebook.

If an organisation/business entity fails to comply with the 72 hours rule regarding roster changes, the match will be counted as a forfeit with the worst possible score, and the other team will receive a win. The organisation/business entity may also lose their licence in the Northern Premier League circuit.

A licence is only valid for a season of competitive play in the Rainbow Six Circuit.

A Team can only be granted one licence at a time to compete in the Rainbow Six Circuit, but a Team may have both a Main Roster and a Secondary Roster in the same Region or in different Regions (as defined in **Section 4.1 of the Global Rulebook**).

3.2 Team composition

3.2.1 Main roster

Team rosters must consist of five players where three of these are main players and reside in any of the participating countries.

Participating countries: Sweden, Norway, Finland, Denmark, United Kingdom, Ireland, Iceland, Faroe Islands.

The last two players of a team can reside in any country outside of the participating countries within the European region including:

Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia And Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Estonia, France, Georgia, Germany, Greece, Hungary, Italy, Kazakhstan, Latvia,

Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Poland, Portugal, Romania, Russian Federation, San Marino, Serbia, Slovakia, Slovenia, Spain, Switzerland, Turkey and Ukraine.

Every roster **MUST** be approved by Ubisoft and registered with the Admin team.

Participation in any competition of the Rainbow Six Circuit is conditioned to the obtention, by each Player and Team Staff of any necessary official documentation (visas, work permits, governmental authorizations...) required to comply with applicable local laws where the competition of Rainbow Six Circuit is held.

UBISOFT and/or the Tournament Organiser cannot be held responsible for the failure of a Player and/or Team Staff and/or Team's failure to secure any required documentation needed to participate in a competition of the Rainbow Six Circuit in compliance with applicable law. Teams are responsible for providing to the Tournament Organiser operating a competition of the Rainbow Six Circuit with supporting document substantiating the compliance of their Players and Team Staff at the beginning of each Season and no later than seven days prior to the Team's first official match of a Season in the Rainbow Six Circuit or during the Season whenever a new Player is acquired.

3.2.2 Substitutes

Beside the main roster, a team is allowed to register up to two (2) substitutes that may not be a Coach, a Team Manager or part of the Team Staff as described in the Global Rulebook (4.3 Additional Team composition).

3.2.3 Team staff

The members of the staff for a team may include:

- A team Coach, which may be allowed to step in as a substitute player for a match, in extreme cases where no substitute players are available and upon express approval by the Admin team and where the residence rule may apply as seen in point 3.2.1.
- A team Manager, which may act as the point of contact with the Admin Team.
- Any number of support staff such as an analyst, a mental coach, ...

3.2.4 Stand-in player

Please see the Global Rulebook section: 4.4 Insufficient number of Players and Stand-in Player

The use of a Stand-in Player is subject to the Admin team approval and will be allowed only if there is no other means of substitution left (sub players, coach).

4. Contact & communication

4.1 Point of contact

4.1.1 Team point of contact

It is required for a team to designate **ONE** person that will be in charge of the direct communication between a team and the Admin team.

This may be the Team Manager, Team Coach, Team Captain or even a player, but in all cases, the Admin team will only accept protests/complaints/questions from one designated team point of contact.

4.1.2 Admin point of contact

Should a team have any questions, suggestions or remarks concerning the Northern Premier League season, they should always first contact the Admin team.

If the Admin team is not able to answer a specific query, they will direct the team to UBISOFT. In no case should the team contact UBISOFT without UBISOFT contacting the team first or without consulting the Admin team beforehand.

4.2 Disclosure

All communication behind closed doors (email, Discord, private messages etc.) with official Northern Premier League staff is considered private and confidential and should not be shared anywhere without written authorization of the league officials.

Any team or organisation breaching this rule in any way (i.e: Twitter, Reddit...) will face the same penalties detailed in **section 2.3.4 Confidentiality**.

5. Operation & administration

5.1 Game rules

Rainbow Six Siege is a 5vs5 first-person tactical shooter where two teams compete on various maps and across multiple rounds by attacking and defending objectives. All competitions of the Rainbow Six Circuit are played on PC.

5.1.1 Format

The league phase of the Northern Premier League circuit is played via a double round-robin format.

The playoff phase as well as the grand final of the Northern Premier League circuit is played via a double elimination format.

Best of 1, best of 3 and best of 5 maps may occur in the Northern Premier League circuit throughout different stages.

5.1.2 Match settings

All competitions across the Rainbow Six Circuit need to apply the following match settings.

- By default, the host of the game should be the observer or a commentator. Tournament Organisers may specify otherwise in the Specific Rules but the responsibility of hosting the game can never fall on one of the Players.
- A game must be hosted on a local server with the following settings for the corresponding match format:

	Best of 1 Match format	Best of 2 Match format	Best of 3 Match format	Best of 5 Match format
Game Mode	TEAM DEATHMATCH BOMB			
Plant duration	7	7	7	7
Defuse duration	7	7	7	7
Fuse time	45	45	45	45
Preparation	45	45	45	45

Action	180	180	180	180
Time of day	Day	Day	Day	Day
HUD settings	Pro League	Pro League	Pro League	Pro League
Number of bans	4	4	4	4
Ban Timer	20	20	20	20
Number of rounds	12	12	12	12
Attack/Defense swap	6	6	6	6
Overtime Rounds	0 or 3	0 or 3	3	3 or Infinite
Overtime score difference	2	2	2	2
Overtime ôle change	1	1	1	1
Objective rotation parameter	2	2	2	2
Objective type for rotation	Rounds played	Rounds played	Rounds played	Rounds played
Individual Attacker Spawn	On	On	On	On
Pick Phase timer	15	15	15	15
6th pick phase	On	On	On	On
6th pick phase timer	15	15	15	15
Reveal phase timer	5	5	5	5
Damage handicap	100	100	100	100
Friendly fire damage	100	100	100	100
Injured	20	20	20	20
Sprint	On	On	On	On
Lean	On	On	On	On
Death Replay	Off	Off	Off	Off

5.1.3 Results & Points attribution

The teams are required **NOT** to leave the lobby until the final result screen is shown.

The points will be attributed as follow:

- WIN: 3 pt
- OT WIN: 2 pt
- OT LOSS: 1 pt
- LOSS: 0 pt

5.1.4 Tie-breakers

The tie-breaker sequence works as follows:

Round difference
Head-to-head
Match win percentage
Round win percentage
Tie-breaker match

5.1.5 Rehost and pause

Rehost rules:

- Unable to move a player (unless it's done on purpose) – rehost can happen in the first 30 seconds of the action phase if no players have taken damage
- Game mechanic not working as intended (moving, shooting, reloading, gadgets, equipment, etc) – a rehost is possible up to the first 30 seconds of the action phase if no players have taken any damage
- Disconnect/hardware problem/software problem - rehost in the first 30 seconds of the preparation phase
- Observer issue – rehost up to the first 30 seconds of the action phase, if no players have taken any damage

In general, if no players took damage or were killed, a rehost is possible up to 30 seconds after the beginning of the action phase.

If a rehost is needed, each player is to choose the same settings as they picked at the start of the round. Rehosts have to be confirmed and agreed to by the Admin team. You should contact them immediately

after asking for a rehost via the in-game chat. Until confirmed, you should continue playing. When a rehost has been confirmed by the admin, the teams will immediately leave the lobby.

Not following this procedure may see your rehost request denied. Any situation related to rehosts is left at the appreciation of the Admin team.

Each team has a maximum of 1 rehost/pause per map available. This rehost is non-transferrable.

Pause rules:

- Any issue occurred during the operator selection phase (including sixth pick)

This applies to game, software or hardware related issues.

A pause is limited to 5 minutes and the team requesting it should immediately notify the Admin team (and through in-game chat) with an estimation on the time the pause will take and the reason for it.

If a round is to be replayed because of a rehost, every player must choose the same operator, same sixth pick, same bombsites/same places to spawn and same equipment

5.1.6 Disconnection after rehost time

If a player disconnects after match time specified in section 5.1.3, the round will continue.

If a player does not reconnect before the end of a round, the lobby will be remade. This redo of the lobby does not count as a rehost that is requested by the team.

Another pause may be allowed to replace a full rehost, specifically giving a team "2 chances" in a disconnect **IF** the time between disconnect and reconnect does not exceed 5 min.

5.2 Maps and operators

5.2.1 Map pool

The official map pool for competitive play in the Rainbow Six Circuit is constituted of 9 maps. At the end of every Stage of the circuit, or of the Season, Ubisoft may change some of the maps in the map pool. Tournament Organisers and Teams competing in their programs will be notified at least 2 weeks prior to the start of the next Stage or Season.

The current map pool is constituted of the following maps:

- **BANK**
- **BORDER**
- **CHALET**
- **CLUBHOUSE**
- **KAFE**
- **OREGON**
- **SKYSCRAPER**
- **THEME PARK**
- **VILLA**

5.2.2 Map bans

A match of Rainbow Six: Siege begins with a map ban sequence where both teams alternate banning and selecting maps of the official map pool in a predefined order that varies depending on the match

format; in order to determine which map is (are) played throughout the match. The following table presents the sequence of bans prior to a match between team "A" and team "B", for each match format:

Winner of the coin toss can decide on having side selection for whichever map is selected or decide which team will ban a map first. The loser of the coin toss gets to make the other decision.

	Map ban sequence
Best of 1	<p>Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first".</p> <p>A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played</p>
Best of 2	<p>Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map.</p> <p>B Ban – A Ban – B Ban – A Ban – B Ban – A Map pick – B Ban – B Ban – B Map pick</p>
Best of 3	<p>Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. New coin toss to determine who gets "side selection" for the decider map.</p> <p>A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider</p>
Best of 5	<p>If the format of the competition this is used for features a Single Elimination bracket: coin toss, winner chooses either "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. New coin toss to determine who gets "side selection" for the decider map.</p> <p>A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider-</p> <p>If the format of the competition this is used for features a Double Elimination bracket, the team coming from the Upper Bracket (UB Team) choses the map ban sequence out of the 3 options below. Side selection on the first 4 maps goes to the team that didn't choose that map, a coin toss will determine who gets "side selection" for the decider map.</p> <ol style="list-style-type: none"> 1. UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider 2. LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / Decider 3. UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider

In each of those ban sequences, should any map go to Overtime, the team that didn't get "Side Selection" on said map, will get "Overtime Side Selection".

5.2.4 Operators, gadgets, equipment or attachments

The introduction of new operators in competitive play of the Rainbow Six Circuit will be effective after each Stage of the Rainbow Six Circuit, or at the beginning of a new Season (i.e. after each Major, or the Six Invitational) as decided by UBISOFT at its sole discretion. The acceptance of usage of new operators will be communicated by the Admin team.

Ubisoft reserves the right to ban specific operators, as well as gadgets, equipment or attachments they may have, from time to time, in order to guarantee a fair competition, and if UBISOFT reckons that it contains a bug, creates imbalance or has a game-breaking effect on competitive play. Tournament

Organisers are responsible for notifying all Teams competing in their programs of such ban once notified by UBISOFT.

5.2.5 Cosmetics

During Rainbow Six Circuit competitions' official matches, players can only use the battle dress uniforms and headgears listed in the Global Rulebook **ANNEX C ESPORTS PROGRAMS & PRO LEAGUE BATTLE DRESS UNIFORMS AND HEADGEARS PERMITTED IN COMPETITIVE PLAY**.

Weapon skins and charms are not subject to any restriction.

The use of a prohibited cosmetic by any member of a team will result in an immediate round loss for that team. Team kills will NOT be taken into account. Please make sure ALL your operators are correctly equipped before starting a match. Please report any use of prohibited cosmetics immediately to the Admin team.

5.3 Roster rules

5.3.1 Playday roster lock and announcement

It is required for a team to confirm their line up for each playday to the Admin team (picked from the locked previously registered roster).

This will be communicated to the Admin team no later than 16:00 CEST on the day of the fixture.

Should the roster not be communicated in time, the Admin team may rule the team as no show as explained in **section 5.3.3 in this rulebook**. In extenuating circumstances teams may bring in an emergency stand-in without penalty upon approval of the Admin team.

5.3.2 Substitution

A Team may request that one or two of the registered Substitute Players of its Roster replaces one or two of the registered Starter Players of said Roster for a given match of the Rainbow Six Circuit.

To request a substitution, the Coach or Manager of the Team must notify the tournament administrator at least 15 minutes ahead of the game. The notification must mention the name(s) of the Starter Player(s) that will be substituted out and the name(s) of the Substitute Player(s) that will be substituted in.

Following acknowledgement of the substitutions, the tournament administrator will then notify each Team of the Player Substitution(s) operated. The tournament administrator will notify each team of the Player Substitution(s) at the same time, and once such notification is delivered, both Team will not be allowed to request an additional Player Substitution for the match.

5.3.3 No show

All players need to be ready and in the lobby 30 minutes before scheduled time. If all players are not ready and in the lobby at this time the team will be issued a warning and the team will be penalised as **Breach of competition protocol** according to the **Global Rulebook Annex B Penalty Index**.

5.3.4 Forfeit and match rescheduling

A team can forfeit a match by contacting the Admin team. If a team decides to forfeit a match, this will automatically grant a win to the opposing team and a loss for the forfeiting team.

Matches will not be rescheduled because of technical issues, to substitute a player or because a team is not ready to play for any reason. If a team is not able to play with 5 players, this will be considered equivalent to a forfeit as described above.

Once the season schedule is known, **NO** match will be rescheduled or swapped based on a last-minute unavailability of a team or a player. Any schedule change is left solely at the appreciation of the Admin team.

5.3.5 Personal streaming

Personal streaming from the player POV is only allowed with 240 seconds delay.

5.3.6 Requirements

All matches must be played with 5 players per team. Teams with fewer than 5 players will be forfeited, regardless of any agreements made with the opponents.

Note that schedule may be determined as **rolling scheduled**, therefore teams should be ready to play as soon as the match preceding their fixture is over, otherwise they may be ruled as no show according to **section 5.3.3 of this rulebook**.

5.4 Cheating and general rules

5.4.1 MOSS

Monitor System Status (MOSS) 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 are not allowed to take part in the related match and potentially consecutive matches.

It is mandatory to upload the MOSS files within 15 minutes after the match. A missing MOSS file may lead to the player being prevented from playing following matches or being disqualified.

All MOSS file tampering is strictly prohibited. Any evidence of tampering will result in the MOSS file being considered missing and a penalty will be handed accordingly by the Admin team.

Moss files are not public and are only handled by the Admin staff.

5.4.2 Prohibited cheating tools and methods

If cheating is uncovered, the offending team will be disqualified from the league.

The use of the following programs, along with VPN and remote-control software detailed before in this rulebook (2.3.3) will result in an immediate ban:

Multi-hacks, Wall-hack, No-Recoil, Aim-Bot, No-Flash, Macro, sound change and any other programs or methods that are considered cheats by the administration staff at any point.

Any match-fixing or match throwing is strictly prohibited and will be sanctioned by an immediate team or player ban when uncovered.

5.4.3 Unauthorised usage of bugs or in-game exploits

The list of bug exploits or in-game exploits that are prohibited from being used in any competition of the Rainbow Six Circuit is available here and will be updated by UBISOFT from time to time. Any bug exploit or in-game exploit not currently indicated in this list shall be escalated to UBISOFT and/or the Tournament Organizer so that UBISOFT can investigate as to whether such bug exploit or in-game exploit must be barred from usage in any competition of the Rainbow Six circuit.

These are known unintended mechanics that have been approved for use in the R6C and, unless a new variation or change impacts these, Teams may implement them.

- Using equipment or diffusing through a destructible surface
- Destroying a hatch with the diffuser on it to cause it to fall and deactivate (resulting in a win for the defending team)
- Smoking through walls
- Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere

These are known unintended mechanics that have been banned for use in the R6C and, at minimum, will carry an immediate round loss and/or further Sanction(s).

- Any position that Players can get to, and out of, by passing through any object, wall or surface, and the Player cannot be seen or attacked/shoot at as normal
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 3D models collisions)
- Any behaviour or action that Players can perform to create a situation where they can see or shoot at an opponent without the opponent being able to see them or attack/shoot at them as normal
- Standing on a window ledge undetected
- Blocking window vaulting with a destructible shield
- Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces.
- Placing any equipment or gadget in a place where it cannot be destroyed
- Vaulting on ledges and proning in order to reach normally inaccessible spots

5.4.4 Good sportsmanship Rules

Additionally, to all rules and mechanics established in the game Rainbow Six: Siege, competitive play in the Rainbow Six Circuit is subject to the following good sportsmanship rules:

- Teams and Players are expected to perform and play at their best at all times during any match, and to avoid any behaviour inconsistent with principles of honesty, and fair play
- Intentional teamkilling is strictly forbidden
- Spawnkilling (defined by killing an opponent within the first 2 seconds of the action phase of a round) is strictly forbidden

5.4.5 Tactical Timeouts

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Coach. In order to request a Tactical Timeout, the Coach needs to notify the referee or tournament administrator at the end of a round, or during the first 15 seconds of the operator pick phase. Upon notification, the game will be paused and a 45 second timer will start during which the Coach will be allowed to communicate with Players of his or her Team. A referee or tournament administrator will be listening to the communications between the Players and their Coach for the entire duration of the timeout. Once the

45 seconds have elapsed, the communication between the Coach and the Players will automatically be cut-off, and the game will resume.

Each Team may request one Tactical Timeout per map during any given match. Timeouts that are not used do not carry over to the next map and are lost.

When one Team requests a Tactical Timeout, the other Team also benefits from having their Coach allowed to communicate with their Players and will be subject to the same restrictions.

5.4.6 Protests and cheating complaints

If for any reason you are suspicious of an opponent potentially cheating or if you want to raise a complaint for the opponent not following one of the rules above, please contact an admin immediately. You must hand in a complaint via the point of contact of your team within 30 minutes after your match is over. The point of contact shall raise the complaint with the Admin team.

The complaint should be prepared based on full HD videos or any other proof that will help the admin team determine if cheating occurred or if a rule was broken.

Please include the following:

- Name of the team and/or player (Ubisoft Connect) the protest is about
- Name of the team and player (Ubisoft Connect) the protest originates from
- A short description of the issue and/or the suspected cheat being used
- Direct link or upload of every piece of evidence you will include in your case

Any protest not following this structure will be disregarded by the Admin team.

Please remember that the responsibility of bringing forth a protest for breaching rules in this rulebook lies exclusively on the teams

6. Nordic Championship

6.1 General rules

All rules stated in **section 1 until section 5.4.6** in this rulebook adhere to the Nordic Championship if not listed otherwise under section 6.

6.1.1 Roster requirements

Team rosters must consist of five players where three of these are main players and reside in any of the participating countries.

Participating countries: Sweden, Norway, Finland, Denmark, Iceland, Faroe Islands.

The last two players of a team can reside in any country outside of the participating countries within the European region including:

Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia And Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Estonia, France, Georgia, Germany, Greece, Hungary, Italy, Ireland, Kazakhstan, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Poland, Portugal, Romania, Russian Federation, San Marino, Serbia, Slovakia, Slovenia, Spain, Switzerland, Turkey, United Kingdom and Ukraine.



Every roster **MUST** be approved by Ubisoft Nordic and registered with the Admin team.

7. UK Ireland Nationals

7.1 General rules

All rules stated in **section 1 until section 5.4.6** in this rulebook adhere to the Nordic Championship if not listed otherwise under section 6.

7.1.1 Roster requirements

Team rosters must consist of five players where three of these are main players and reside in any of the participating countries.

Participating countries: United Kingdom, Ireland

The last two players of a team can reside in any country outside of the participating countries within the European region including:

Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia And Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, France, Faroe Islands, Finland, Georgia, Germany, Greece, Hungary, Iceland, Italy, Kazakhstan, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russian Federation, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine.

Every roster **MUST** be approved by Ubisoft UK and registered with the Admin team.



8. Relegation

8.1 Relegation process

After each season of the Northern Premier League the last two teams (i.e. placed 10 and 9) will be auto-relegated to their respective subdivisions. The winners of the Nordic Championship and UK Ireland Nationals will replace the auto-relegated teams in the upcoming season of the Northern Premier League.

The teams that place 8 and 7 in the Northern Premier League season will face the runners-up in the Nordic Championship and the UK Ireland Nationals. The winners of these matches qualify for the next season of the Northern Premier League, the teams that end up on a loss gets relegated to their respective subdivisions.

8.2 Subdivision placement

A relegated team will be moved to the subdivision which cohere with the major number of players residing in the region of the subdivision at the time of relegation. A team with a majority of players residing in the Nordic region will be relegated to the Nordic Championship, a team with a majority of players residing in the UK Ireland region will be relegated to the UK Ireland Nationals.

If a team at the time of relegation do not have a majority coherent with either subdivision, they will be relegated to the subdivision they originally came from. For example, a team that came from the UK Ireland Nationals originally, that has two Nordic players, two UK Ireland players and one from outside of these regions will be relegated back to the UK Ireland Nationals. **It is then up to the team to make sure that their roster adhere to the subdivision residency rules before the start of the upcoming season.**

All teams have to adhere to the residency requirements in the subdivision they are relegated to, if the rules are not followed, they may be denied to participate in the subdivision and they may lose their spot in the circuit.