



COPL

Rulebook

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1 Preamble

OPL is an open league, which offers every player to get in touch with competitive play. Additionally we implement a zero tolerance policy against any type of fraud in competitive play.

With this objective in mind, Event Operations, which is responsible for this process, will act within the range set by our rules to guarantee a fair course of the tournament. Event Operations has the right to impose penalties to act in the interest of promoting esports. Players who are behaving in an unacceptable manner and/or who have already attracted attention in other areas due to unfair/illegal behavior may have their right to participate in all events revoked by Event Operations.

1.1 Area of application

This rulebook is to be used for all games offered on our website. By registering for OPL, the current version of the rules is accepted. Each player is obliged to keep himself informed about changes to the rules. The instructions of Event Operations must be followed. Failure to do so may be penalized by Event Operations.

1.2 Change of the rulebook

The OPL reserves the right to penalize offenses not stated in the rulebook to ensure a sporting and fair competition. Should a change become necessary during an event, this will be communicated to all teams.

1.3 Disclaimer

If any part of this rulebook is determined to be invalid, illegal, or unenforceable, the remainder of the rulebook shall not be invalidated. If any paragraphs of this rulebook are found to be in violation of applicable local law, Event Operations reserves the right to amend such paragraphs so that they no longer violate applicable law but the character of the rule remains.

1.4 General health advice

- (1) Computer games can lead to physical and mental restrictions. For this reason, health warnings from game publishers should be heeded in all cases.
- (2) If you have a serious medical condition, it is recommended that you consult a doctor before playing the game.
- (3) Players suffering from fatigue, illness, or under the influence of medication or drugs are not recommended to participate.
- (4) A minimum distance between eyes and monitor must be observed. Between 50 and 80 centimeters is recommended.
- (5) When using audio equipment, it is recommended not to operate it at too high a volume to prevent hearing loss.
- (6) To prevent stiffness and numbness, it is recommended to play in a comfortable posture.

1.5 Confidentiality

The content of protests, support requests, match chat and correspondence with Event Operations and/or League Officials must be kept confidential and may not be published. Publication requires written permission from Event Operations. Violation will result in a penalty of no less than 29 penalty points.

2 General regulations

2.1 Events

1) Major / Casual Events

- (1) Only Major teams are admitted to a Major event.
- (2) Casual events may be played by Major and Casual teams.
- (3) The type of event is defined in the event description.

2) Qualifier

- (1) Qualifiers are part of a main event.
- (2) In a Qualifier, teams earn points to be eligible for the playoffs. Points earned by a team may not be sold or transferred.
- (3) For Qualifiers, the transfer deadlines according to the OPL Rulebook apply. Should a team disband or have too few eligible players, that team will lose its points and eligibility for a playoff spot.

2.2 Additional agreements

The OPL is not responsible for agreements made between players or teams.

1) Deviations from the rules

- (1) Teams are allowed to deviate from the rules as long as there is no disadvantage for opposing teams in terms of time or competition.
- (2) Each deviation must be recorded in the match chat and confirmed by the opposing team.
- (3) A confirmation cannot be revoked afterwards.
- (4) Any deviation from the rules must be confirmed by Event Operations.
- (5) In the following points it is allowed to deviate from the rules without confirmation by Event Operations, a confirmation by the opposing team in the matchchat is still mandatory:
 - accepting players who joined after the start of the event and who are not eligible to play for this reason
 - using banned operators
 - using banned optical modifications
 - changing the minimum number of players
 - playing without MOSS anti-cheat program

2) Manipulative agreements

(1) Agreements that violate the rules and regulations will be strictly rejected by Event Operations. This includes, but is not limited to, manipulative agreements.

(2) If a team is proven to have interfered in a manipulative way with the course of an event, for example by deliberately losing matches, the team will be disqualified.

(3) If the collusion can be proven directly against a player, the player will be penalized with not less than 45 penalty points.

(4) Interference in the running event (for example by adjusting results) is reserved for Event Operations.

3) Exceptions

If teams agree on a date other than the one specified by the OPL and this date has no influence on the event, this is generally allowed. The previous match date is valid until the new one is confirmed by Event Operations.

2.3 Match dates

All match dates are displayed on the OPL homepage (www.opleague.eu).

2.4 Special regulations

Event Operations reserves the right to determine deviations from the rules for specific events. These changes will be visible in the Rules section or in the Conditions of Participation before the start of the event.

2.5 Penalties within the OPL

1) Admin decisions

Transparency and fairness is the most important thing in eSports. For this reason, all decisions made by Event Operations are published anonymously. This makes it possible to create a basis on which Event Operations can orientate themselves in case of the same offences and to exclude arbitrariness in decision making.

2) Penalty points

The amount of penalty points will be based on the offense and will be determined by Event Operations.

Duration of the probation period

Each penalty point last for 45 days after being set. If no further offenses are committed within this time, they expire. If another offense is committed, the period starts again with a period of 45 days from the day of the latest offense.

Player exclusion

If a player has more than 30 active penalty points, he will be suspended for 45 days due to the offenses. If there are more than 30 penalty points, only 30 points will be dismissed after 45 days of suspension, any excess penalty points will remain and the probation period will begin from the first day the suspension was lifted.

3) Loss of prizes

Depending on the offense, the loss of prizes may additionally be threatened. Prizes can also be withdrawn in a graduated form.

4) Disqualifications

(1) In case of a disqualification, the team will lose their event place and will be excluded from all official matches in this event on OPL at least until the end of the event.

(2) In case of a disqualification, the player loses his eligibility to play at least for the corresponding event.

5) Bans

Bans may be imposed in cases of hardship by Event Operations or OPL management. They may be imposed for a limited period of time or for life.

6) Alternative penalties

Event Operations reserves the right to deviate from the above penalties and to impose alternative penalties in special cases.

7) Combination of penalties

In the case of several, different offenses, it is possible to issue a combined penalty, which can also vary in the amount of the penalty.

8) Repeat case

In the case of repeated violations of the rules, the above penalties may be waived and harsher penalties may be imposed according to the frequency.

9) Punishments for offenses outside the OPL

Normally, offenses outside the OPL are not punished within the OPL. This does not include punishments for racism, discrimination and cheating. However, Event Operations reserves the right to impose penalties for offenses outside the OPL.

10) Provoking an action

If a player is proven to have deliberately provoked an incident, Event Operations may decide to reduce the penalty to a maximum of 50%. The same penalty can be imposed on the provoking player.

11) Hardship regulation

Should Event Operations be informed of any offenses that involve a gross violation of the rules, Event Operations is required to pursue and resolve them. This also includes, but is not limited to, protests that are submitted late.

12) Violation during a live match

For violations committed during a live match, penalty points can be increased up to three times.

13) Violations not covered by the rules and regulations

In the case of offenses that are not covered by the rules, Event Operations will decide on the further course of action in accordance with the rules already written down and in the spirit of eSports.

3 Conditions for participation in the OPL

For various reasons, partly due to applicable laws, restrictions are made. The following conditions are mandatory to participate in the OPL:

- Only natural persons are allowed to participate.
- The minimum age for participation in events can be found in the event description.
- The registration of a legal person requires the written consent of the management of the OPL.
- Each natural person may only create and own one account within the OPL.
- Communication in German or English language and writing must be ensured.

3.1 Regional restrictions

It may happen that only players from one country are allowed to participate in special events (e.g. "Germany Cup"). Corresponding restrictions can be seen in the registration.

3.2 Bets

No Player or Staff Member may participate, directly or indirectly, in any betting or gambling (including fantasy betting) that is directly or indirectly related to OPL or any events offered on OPL's platform.

3.3 Naming

- (1) Each user and team name can only be assigned once.
- (2) Each user must be clearly identifiable (also in his Ubisoft Connect display name). Event Operations has the right to ban misleading and/or non-phonetic names. The use of e.g. a barcode (IIIIIIIIII) is not allowed.
- (3) The use of insulting, derogatory, discriminatory, racist, sexist or similar insinuations is prohibited.
- (4) The use of user or team names in which a different name is created through the exchange or use of letters, numbers and/or characters, but which offers conclusions about prohibited names according to sentences 2 and 3, can also be punished.
- (5) In a minor case, the player may be assessed a penalty of not less than 15 penalty points.
- (6) In a major case, the penalty may be extended to a ban.
- (7) Teams that violate the OPL naming policy may be disqualified from current events.
- (8) In case of serious violations, a permanent ban may be imposed on the team.
- (9) Players who assign team names contrary to the OPL naming guidelines will be prosecuted separately.
- (10) The team name includes the long name and the team abbreviation (short tag).
- (11) If more than one team is provided by an organization, each team must have a unique name (for example "Academy").

3.4 Player

(1) The data provided during registration must be truthful. In case of untruthful information, OPL reserves the right to block the corresponding account.

(2) If a player has given incorrect information when creating his user account, the player can be fined not less than 10 penalty points.

(3) In the case of multiple false statements, a separate penalty may be imposed for each untrue statement.

1) Permission to play

(1) Each player must have his/her Ubisoft Connect ID entered to be eligible to play in OPL tournaments.

(2) The Rainbow-Six account, which is linked to the Ubisoft Connect ID given at OPL, must be used for all matches.

(3) A change of the Ubisoft Connect ID will only take place in exceptional cases and with justified interest. The old ID will be blocked for use in OPL.

(4) The use of accounts whose Ubisoft Connect ID does not match the Ubisoft Connect ID stored in the user account is not permitted.

(5) With linking of the Ubisoft Connect ID the user is rated as an active player.

2) Age verification

1) The OPL reserves the right to conduct age checks at any time, even without suspicion.

2) Players who do not comply with an age check may have their playing rights temporarily revoked.

3) Players who have not reached the minimum age of the corresponding event and participate in the corresponding event despite this will be temporarily banned. The minimum participation age of the corresponding event is to be used for the length of the ban:

- For events with the 16+ restriction, the player's ban is the period until the player reaches the age of 16 plus 365 days.
- For events with the 18+ restriction, the player's ban is the period until the player reaches the age of 18 plus 365 days.

3) Loss of permission to play

The playing authorization can be withdrawn by the OPL. This can be done, for example, due to offenses within the OPL. Likewise, bans of the publisher are enforced within the OPL. Blocks from third party providers (e.g. FACEIT) can be checked and taken over in individual cases. If bans from third party providers are taken over, the rules of the OPL apply for penalties.

4) Multi-Accounting

(1) If a user is found to be using multiple user accounts on the OPL site, that user will be banned until they have only one account.

(2) Furthermore, the user may be fined not less than 15 penalty points. Depending on the offense, the user may also be permanently banned from the OPL.

(3) The team/s for which he is in the line-up can be disqualified from the current events.

3.5 Teams

- (1) The slot of the teams will be awarded to the players. Teams / organizations are not entitled to the slot of their team.
- (2) Users have claims according to the number of members.
- (3) If a team splits into two teams, the slot belongs to the team with the most remaining players.
- (4) If a team splits and/or too few players remain, the slot will be forfeited.
- (5) All members of the team are eligible to play for that team regardless of their function.

1) Minimum requirements

Certain requirements apply to participation in an event. If a team does not meet these requirements, Event Operations may deny participation. The requirements can be found in the participation conditions. The requirements must be met in each individual match.

2) Preservation of event spots

- (1) At any given time, at least 50% of the team members currently on the team must have been on the team for the last half of the event game days to receive the ranking.
- (2) If less than half of the event game days have been played so far, all game days already played will count.
- (3) Break times between events (off-season) are only counted as an interruption, the 50% rule must still be fulfilled with the start of the following event.
- (4) Relegation, Qualifier and Playoffs are also subject to the 50% rule. For teams that already had a spot before, these matchdays are not considered as event matchdays in the sense of regulation 3.7.2 sentence 1, the last half of the event matchdays of the main event will be used.
- (5) For newly qualified teams, the 50% rule applies from the start of the first Qualifier played. With the start of the main event the 50% rule must be fulfilled.
- (6) The number of players required to obtain the event spot is retroactively determined by the maximum number of players on the team at any one time. The maximum number of players who have been on the team at the same time for the last half team for the last half of the event.

3) Sponsorship restrictions

- (1) Sponsorship of the OPL directly or its participants is not permitted if the sponsors are related to these areas:

- Alcoholic products especially liquors and beers (including the non-alcoholic version)
- Intoxicating substances whose sale or use is regulated by law
- Tobacco, cigarettes or electronic cigarettes and related paraphernalia
- firearms, including accessories, replicas or airsoft products
- Gambling or betting websites, including fantasy sports operators
- Pornography and other related mature materials and paraphernalia
- Any drugs that require a prescription or are not sold freely at a pharmacy
- political campaigns

(2) The Ubisoft display name may not contain advertising. Exceptions shall be regulated by the management of the OPL.

(3) OPL management reserves the right to exclude individual sponsors.

(4) In case of any ambiguity, the management of the OPL must be contacted in writing for clarification.

(5) Teams and Orgas are allowed to accept sponsors that meet the above criteria as long as it is ensured that the sponsors are not associated with the OPL.

4) Playing with non-eligible players

(1) Playing with non-eligible players will result in an automatic loss in all matches in which the player(s) participated in. The matches will be counted as lost in the highest possible form. A penalty of not less than 29 penalty points will be imposed on the player(s) involved.

(2) If a team uses a player who is not eligible to play or tries to cover this up (for example by pretending to be another eligible player) a penalty of not less than 90 points will be imposed onto the player and the OPL account holder. All matches in which the non-eligible player participated will be counted as lost in the highest possible form. A penalty of not less than 20 points will be imposed on the teammates who tolerated this behavior.

3.6 Player changes and conditions for participation

Players can join a team anytime.

Suspension during a Cup

Should a player join a team during a running cup, will make him ineligible to play for said cup

Suspension during a League

Should a player join a team that holds a League spot, that player will be ineligible to play in the League for 3 game days.

Suspension reduction during a League

The barrage after joining a league will be reduced by one game day at the beginning of the second half of the season and on game day 01 of the following season.

Barrages for upcoming Events

- (1) Should a Team be disqualified from an event, it will cause a barrage for all players from said team.
- (2) All members of a team are counted as players, which were part of the team until 2 match days before the disqualification took place
- (3) Every player will be disqualified from the qualifier of the next event, as well as the first half of the next season (in case of a league)

4. Modifications and illegal programs

The use of programs that modify contrast, brightness and similar parameters in a way that is also possible with a modern graphics card is allowed.

4.1 Cheating

(1) All programs that have a game-changing effect are not allowed in the OPL. This includes, but is not limited to, macros, wallhacks, aimbot, no-recoil modifications. The use of such tools, or any other tools that provide a similar advantage, will be considered cheating in the OPL and punished accordingly.

(2) Proven cheating inside and outside the OPL will result in a lifetime ban from all OPL events.

(3) The player's team may be disqualified for the current event.

(4) All games in which the player participated may be voided and reviewed.

(5) The OPL has the right to temporarily revoke the playing rights of players who are suspected of cheating, until final clarification.

4.2 DOS- / DDOS-Attacks

(1) A DOS / DDOS attack will be considered as cheating and will be punished accordingly.

(2) The management of the OPL reserves the right to prosecute DOS/DDOS attacks.

4.3 Not allowed software

(1) Any programs that allow/enable remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list:

- Remote Control Tools (for example, TeamViewer, Microsoft Teams).
- Virtual Machine (or similar programs)
- VPN

(2) It should be noted that background processes of Blacklisted Programs (see sentence 1) will result in a penalty. A background process is also present with a runtime of 00:00:00.

(3) If a player uses a program that is officially banned within the OPL, the player will be fined not less than 20 penalty points. The match may be considered lost depending on the software used.

4.4 Bugs and Glitches

- (1) The exploitation of bugs and glitches is not allowed.
- (2) In the event of a protest, it is up to Event Operations to decide whether a bug/glitch was present and whether it had an influence on the course of the game.
- (3) In case of unsportsmanlike use of a bug/glitch, the player can be fined up to 20 penalty points.
- (4) In case of unsportsmanlike use of a bug/glitch, the penalties can be round loss, map loss or a rematch. Penalties may be combined and/or higher for repeated use.

4.5 Use of Anti-Cheat Software

The anti-cheat software to use is linked in the event. For special events, the software can be customized.

5. Match Process

5.1 Map Pool

- (1) The Rainbow Six Competitive Map Pool serves as a template for the map pool.
- (2) The currently valid map pool is linked in the event.
- (3) Changes to the map pool during an event will be communicated by Event Operations to all teams in a timely manner.
- (4) For special events the map pool can be adjusted, this will be shown in the registration.

5.2 Map Veto

The map ban and pick starts 15 minutes before the official match start. Each team has 3 minutes to submit their ban or pick. The maps will be played in the order in which they were picked.

5.3 Non-submission of the veto

If a team does not submit its ban within 3 minutes after the start of the ban, the opposing team may take over the ban. An admin must be called for this purpose. Additionally all ban-eligible players can receive a penalty of not less than 3 penalty points.

5.4 Lobby Settings

1) Hosting

The game must be hosted on a dedicated server from Ubisoft.

In a live match with the caster, the lobby will be opened by the caster or observer. If this is not the case, the lobby will be created by the first named team. For offline matches, the lobby will be created exclusively by an administrator, observer or caster.

2) Overtime Sidepick

The team that starts the map in Attack will start in Defense in Overtime.

3) Incorrect lobby settings

(1) With the start of the third preparation phase, the lobby settings are considered accepted.

(2) If the hosting team has not set the lobby correctly, the settings must be corrected. The rounds already played will not be scored and must be repeated.

(3) If the hosting team demonstrably does not set the lobby correctly after a hint, the map is considered lost.

(4) If a match goes into overtime and there are incorrect settings, the map must be restarted at the beginning of the overtime. The side selection remains in place.

4) Lobby Setting

The currently valid lobby settings are linked in the event. For special events, the lobby settings can be adjusted, this is apparent in the registration.

5.5 Match start

All players are required to be on time. Lateness as well as no-show of a team may be penalized by Event Operations.

1) Postponement of the match

(1) If technical limitations on the part of the publisher make it impossible to play, a postponement can be requested by means of a support ticket (for example server problems and patches).

(2) During a league, the match date can be adjusted by up to 7 days. Both teams must agree to a postponement in the match comments. After both teams have agreed, Event Operations must be informed immediately about the postponement via Admin-Call. The old match date will remain valid until the new date is confirmed by Event Operations. Event Operations has the right to refuse a postponement.

2) Delays

If a team either does not ban, does not respond in match chat, or does not fully join the lobby 10 minutes after match start, a protest must be opened immediately. With Event Operations intervention, the late team will have 5 minutes to respond. Failure to do so will result in the match being counted as a no-show.

3) No show

(1) If a team does not show up, the opposing team will be awarded a free win.

(2) In the event of a non-appearance at a match, a penalty of not less than 5 points may be imposed on each member of the team.

(3) In case of a non-appearance at a match or event in a special case, a penalty of not less than 15 points can be imposed on each member of the team. A special case is, for example, playoffs after Invite or winning the Qualifiers.

(4) In certain events, the 3rd place match does not have to be played:

- King of the Hill

4) Ping

(1) Within the OPL, an in-game ping limit of 100ms applies.

(2) If a player is proven to have a constant ping of more than 100ms during a match, the disadvantaged team has to play the match outnumbered after a hint.

(3) At the end of the map, the disadvantaged team may replace the player with a substitute player.

(3) If a team does not get the ping problems of a player under control despite request by the opposing team and does not take him out of the game, the map, in which the player participated after indication by the opposing team, is rated as lost.

Matchprotest in case of excessive ping

(1) If a team does not replace the player in question or continues to play shorthanded despite being notified, a match protest must be filed immediately.

(2) The match shall be terminated in a regular manner.

(3) An excessive ping will only be recognized after 3 completed rounds. The exceeding of the ping limit as well as the indication must be supported with evidence by the disadvantaged team.

(4) Evidence from at least 3 different rounds plus proof of information must be presented. At least two screenshots must be proven per round, at least one of which must be taken in the action phase.

Deliberate increase of the ping

It is forbidden to deliberately increase one's ping. If a player is proven to have deliberately increased his ping, for example by means of downloads or additional programs, this player will be penalized with no less than 25 penalty points. In addition, the match will be counted as lost.

5.6 Unsportsmanlike conduct

All participants have the right to be treated fairly and with respect. Within the OPL, as well as on its external platforms, a civilized behavior and a polite tone is required. Violations of this, as well as the spreading of untruths, will be judged as unsportsmanlike conduct. During the broadcast of official matches of the OPL, the stream, as well as the associated chat, is also considered to be within the OPL and offenses there can also be punished.

Less serious violations

In a less serious case the player can be assessed a penalty of up to 8 penalty points

Major unsportsmanlike conduct

In cases of Major unsportsmanlike conduct, a player will be assessed a penalty of not less than 15 penalty points. In cases of particular hardship or multiple violations, the penalty may be increased to disqualification, and as the most severe measure, banishment.

Racism and discrimination

(1) A player who violates human dignity will be punished with a penalty of not less than 90 penalty points.

(2) The player's team may be disqualified.

5.7 Ingame chat

All-chat is not to be used except for whitelisted words, as well as requesting a rehost.

1) Spamming of whitelisted words is not allowed.

2) Whitelisted words

- Good Luck (and the abbreviation GL)
- Have Fun (and the abbreviation HF)
- Good Game (and the abbreviation GG)
- Well Played (and the abbreviation WP)
- Rehost (as well as the abbreviation RH; as a request to recreate the lobby)
- Pause (and the abbreviation PT; as a request to pause the lobby)
- Timeout (as well as the abbreviation TO; as a request to pause the lobby)

3) If players spam in the in-game chat during a match, the player involved may be fined up to 10 penalty points.

5.8 Tactical Timeout

1) A Tactical Timeout may be used once per map per team.

2) A Tactical Timeout must be announced (e.g. with the words "Timeout").

3) A Tactical Timeout is only allowed during the Operator Pick Phase, if the announcement is too late the timeout can be taken in the next Pick Phase.

4) A Tactical Timeout may be a maximum of 60 seconds. Both teams are responsible for keeping the timeout.

5.9 Pause times between maps

The standard pause time between maps is five minutes. If there are more than two maps to be played, a break of up to 15 minutes can be requested after every second map.

5.10 Late Night Game

1) For a Late Night Game to take place, both teams and, if the match is a live match, caster and observer team must agree.

2) If a match has to be moved due to this rule, this has to be communicated in the match chat with the opposing team.

3) If a team can't or doesn't want to play after the times stated below, the following day will be set as the new match date. The match will start at 19:00.

4) Week Grouping:

Week group 1: Friday, Saturday

Week group 2: Sunday to Thursday

1) Bo1

(1) The Late Night Game regulation applies for appointments according to week group 1 from 00:00 o'clock.

(2) The Late Night Game regulation applies for appointments according to week group 2 from 23:00.

2) Bo2

(1) The Late Night Game regulation applies for appointments according to week group 1 from 23:00.

(2) The Late Night Game regulation applies for appointments according to week group 2 from 22:00.

3) Bo3

(1) The Late Night Game regulation applies for appointments according to week group 1 from 22:00.

(2) The Late Night Game regulation applies for appointments according to week group 2 21:30 hrs.

5.11 Operator Restrictions

All operators, as well as all attachments and gadgets, are allowed in the OPL unless Event Operations restricts them. Event Operations reserves the right to block any Operator, Gadget or Attachment at any time. Suspensions during an event will be communicated to all participating teams in a timely manner.

1) Operators suspended until further notice

The Operators of an ongoing Rainbow Six Season are banned until the release of the new Season. Please refer to the event's rules page for details.

2) Allowed cosmetic modifications

The following cosmetic Operator modifications are allowed in the OPL:

- Default Skin(s)
- Pro League Gold Skin(s)
- Pilot Program Skin(s)
- Kaid Six Major EU
- E-Sports All Region Set(s)
- R6 Share Skin(s)

All other Uniforms and Headgear are not allowed within the OPL. There are no restrictions on weapon skins and charms.

3) Use of unauthorized operator / modifications

If a team uses an operator with non-permitted optical modifications or a locked operator, it must be removed from the round at the beginning of the action phase (for attackers) or at the beginning of the preparation phase (for defenders) using a team kill. Gadgets of the locked operator may not be used. If the operator is still in the match after 15 seconds of the action phase or he has caused damage, the round is automatically considered lost and the match is to be re-hosted with an adjusted result. A subsequent protest cannot be penalized with any result adjustment or a replay.

5.12 Spawnkill

There is a two second suspension for spawnkills after the end of the preparation phase. Should a defender cause damage to an attacker within this time, the round is considered a loss and the match is to be re-hosted with an adjusted result.

5.13 Rehost

- (1) Each team may request one Rehost per map.
- (2) The rehost may only be performed between rounds. No rehost may be performed once the drone phase begins.
- (3) Further Rehhosts of a team are subject to the approval of the opposing team.
- (4) A rehost may be performed as a pause of the match by the host or as a lobby re-creation. Rehosting of the lobby must be communicated to the host.

1) Requesting a Rehost

A rehost must be announced. During operator selection, all players on the team must leave the lobby.

2) Rehost in case of server problems

A rehost due to server problems does not count as a team rehost. Rehost due to server problems must be recorded in the match chat and proven in case of protest (video evidence). Only finished rounds count for this rehost. If the rehost has to be done in the middle of a round, this round will be cancelled and has to be played again.

5.14 Minimum number of players

- (1) The minimum number of players is five. If a team has less than five players at the beginning of a map, the map is considered lost.
- (2) The minimum number of players can be reduced for individual events (e.g. for a 3vs3 Fun Cup). In this case, the change of the minimum number of players will be announced in the event description. If a team has less than the number of players stated in the event description at the beginning of a map, the map is considered lost.

5.15 Player change

- (1) Players may be substituted before the start of a map. A change after the start of a map is not allowed.
- (2) Only two players may be substituted per map.
- (3) Substituted players may be substituted again.

5.16 Leaving the lobby

All players must stay in the lobby until the end of the map. A map is considered finished when the team is in the lobby (after the final scoreboard). Any player of the lineup who leaves the lobby too early can be penalized up to 15 penalty points.

5.17 Anti-Cheat-Files

1) Upload mandatory

After each match the anti-cheat files have to be uploaded in the matchup immediately (at the latest 5 minutes after the end of the match).

2) Recording by anti-cheat software

Each player has the duty to ensure that personal information (passwords, chat histories) or non-appropriate content (for example pornographic material) is not recorded by MOSS. In case of violations, a penalty of not less than 5 penalty points may be imposed on the player in question.

3) Non-submission

Failure to submit anti-cheat files will result in a penalty of no less than 20 penalty points. The affected game will be counted as lost.

4) Invalid files

- 1) If after evaluation of the anti-cheat files a player has more than 33% invalid (e.g. black) screenshots, they will be declared invalid by Event Operations.
- 2) If after evaluation of the anti-cheat files a player does not show any in-game screenshots, they will be declared invalid by the league management.
- 3) Should MOSS not be started with the Rainbow Six Siege settings, they will be invalidated.
- 4) If MOSS does not record individual monitors (e.g. out of 4 recognized monitors only 3 are recorded by MOSS) then the complete MOSS file will be declared invalid.
- 5) The player concerned will be penalized with not less than 20 penalty points.
- 6) The match in question will be considered lost.

5.18 Match Protest

1) Match Protest

A match protest is a means of reporting rule violations and problems. It is the means of communication between Event Operations and the two teams involved in the match.

2) Opening a protest

A match protest can be filed directly in the matchup area under "Open Protest". Both teams involved can see the protest and its progress in the matchup area. A protest can already be opened during the match.

3) Opening of a protest by Event Operations

(1) The OPL and its appointed admins have the right to randomly open protests and to check Match Media without suspicion.

(2) Teams, which are in the focus of other organizers due to reports or conspicuousness, can also be controlled without suspicion. The OPL reserves the right to check the match media not only on a random basis, but also on several matches if necessary.

4) Time period to file a protest

A match protest must be filed in a timely manner. Match protests that do not meet the following requirements will be rejected as invalid:

Match protest League

- 48h after the official start of the match in which the protest existed **and**
- 15 minutes before the start of the next match of one of the two teams involved.

The match result must be entered within the time limit.

Match protest Cup

- 48 hours after the official start of the match in which the protest was valid **and**
- 15 minutes before the start of the next match of one of the two teams involved.

The match result must **not** be entered.

Hardship rule match protest

If the time limit for filing a protest is exceeded or a result is entered in a Cup, the right to file a protest is forfeited. In cases of hardship Event Operations can allow this protest (for example due to cheating). There will be no more result adjustment in a Cup.

5) Late submission of a protest

If a team misses the deadline and submits the protest too late, the protest will be rejected. In exceptional cases (for example, suspected cheating), Event Operations may allow the protest using the hardship rule.

6) Question of guilt

The presumption of innocence applies. This means that innocence is assumed until proven guilty.

7) Reversal of the burden of proof

In case of a penalty by Event Operations, the user to be penalized has the possibility to present counter-evidence as proof of his innocence.

8) Content of a match protest

The protesting team has the obligation to submit their protest formulated and supported with appropriate evidence. Protests that cannot be supported by evidence will be rejected by Event Operations if necessary. Attacks on persons involved in the match (for example insults, flaming, raging) will not be allowed even within match protests and will also be punished by Event Operations.

9) Replay Match

Should a match protest necessitate a replay of the match, it is up to the aggrieved team whether they insist on a replay. If the aggrieved team insists on a replay, the result of the match will be annulled and the result of the replay will take effect.

10) Adjustments

Standings in leagues can be adjusted up to 4 weeks after the end of the league or up to the beginning of the relegation, if this is necessary due to protests (also subsequent protests or protests with hardship regulations).

5.19 Results registration

(1) Both teams are obliged to enter the result on the OPL site in a timely manner, no later than 5 minutes after the conclusion of the match. The result will be entered in round robin format. A match protest may be filed even after the result has been entered, provided the time limit for filing a protest is met. Excluded from this is the Cup match protest.

(2) If a team does not enter or confirm the result after the end of the match, all players entitled to do so may be fined not less than 3 penalty points.

5.20 Match Media

Match media is considered to include the following data:

- Screenshot of the scoreboard
- Anti-Cheat files (for example MOSS)
- Match statistics
- Game recording / Livestream

1) Team obligations

Each team is required to take a screenshot of the scoreboard at the end of the map. The scoreboard must show all players and the final map score.

2) Player obligations

Each player is obliged to keep the anti-cheat files recorded during the match according to the retention periods (see sentence 4 and 5). If a player cannot show any or invalid anti-cheat files, this offense will be punished accordingly.

3) Missing scoreboard

(1) If a team is not able to present a scoreboard, the scoreboard of the opposing team is automatically accepted.

(2) If both teams cannot submit a scoreboard, the match will be scored with 0 points. If both teams agree to a result, this can be taken over by Event Operations.

4) Deadlines for submitting Match Media

Protest within 10 minutes after match end

If a protest is opened within 10 minutes of the end of the match, all players are required to provide their data immediately.

Protest more than 10 minutes after match end

All players have 48 hours to submit their match media, starting from the opening of the protest.

Request by the OPL

All players have 48 hours to submit their match media, starting with the request by the OPL.

5) Retention period

The retention period for all match media is 30 days, starting on the day following the match day.

6) Retention period in case of protest

The retention period for all Match Media is 60 days, starting on the day of the protest.

7) Manipulation of Match Media

Tampering with match files will result in a penalty of not less than 60 penalty points against the player involved. The match in question will be counted as lost.

8) Sharing of Match Media

Sharing of Match Media in the following is permitted:

- Screenshot of the scoreboard
- Match statistics
- Game recording / Livestream

The distribution of the Anti-Cheat-Files is not allowed.

6. Dropping out of an event

6.1 During an event

(1) If a team is disqualified during an event, they forfeit their spot for the subsequent event in the series. All prize money will be forfeited.

(2) A Team may be disqualified from an Event by the following examples:

- Withdrawal from the team
- Failure to meet the conditions of participation
- Failure to fulfill the conditions to teams according to the rulebook
- After the second non-participation

6.2 Adjustment of matches

1) During a League

Matches of teams that have left the OPL will be adjusted by Event Operations and the score will be dropped unless replacement teams join.

2) During a Cup

If still possible, the last match played will be revised and the highest possible defeat entered.

6.3 Replacement teams

If a team announces its resignation within the first two match days of a league, it is possible to appoint substitute teams, which may take the place of the resigning team. In this case, matches already played will be revoked and the teams concerned will have to play the matches again.

7. Broadcasting of OPL Matches

7.1 Live Match

A "Live Match" meets at least one of the following criteria:

- Matches that are played in public (e.g., offline events).
- Matches that are officially broadcast by OPL
- Matches that are broadcast by an official partner

1) Rights to broadcast official OPL matches

The OPL reserves the right to broadcast official OPL matches live. This also includes subsequent use of the video footage and TV broadcasts.

2) Passing on the rights to official partners

Furthermore, the OPL reserves the right to have official matches broadcast by selected partners. A corresponding notification will be issued to the teams concerned before the start of the match.

3) Spectator mode

Only Event Operations, an official OPL observer or official partners are allowed to attend the match via spectator mode. If anyone other than the mentioned persons join the match via the spectator mode, the hosting team will lose the map with the highest possible score.

7.2 Responsibility of the players

Players do not have the right to refuse the broadcast of matches by the OPL or its partners. Likewise, the players do not have the right to determine the form of the broadcast. A broadcast can only be prohibited by the Event Operations. The players have the duty to cooperate in a reasonable way with the broadcast.

7.3 Start of play for live matches

For broadcasts with more than one match, the following teams must be ready to start their match at any time. The start time given e.g. for leagues is an estimated start time, which can be influenced by the previous matches. With the completion of the previous match the map ban must be started.

7.4 Unsportsmanlike conduct on broadcast platforms

During a broadcast of their own game, the respective teams are not allowed to spoil the chat with hints or phrases. This also applies to team members who are not actively participating in the game (for example manager, coach). Active players are not allowed to use the chat at any time.

7.5 Chat usage during live matches

If a player uses the chat during live matches while the game is still live (before the scoreboard to finish the map) a penalty not less than 5 penalty points will be imposed on the player concerned.

7.6 Broadcast of OPL matches from own POV

- 1) Unless the match is broadcast by OPL or a partner, players are allowed to broadcast the match publicly from their own point of view (first-person perspective).
- 2) Non-public broadcasting is allowed in all cases.
- 3) Both teams must be informed about the stream by means of match comments. A stream from own point of view may only be rejected by Event Operations.
- 4) A minimum delay of 60 seconds must be observed for public and / or non-public broadcasts. In case of violations, a penalty of not less than 10 penalty points may be imposed on the player in question.
- 5) For not informing the opponent during public and / or non-public broadcasts, the corresponding player may be fined not less than 5 penalty points.
- 6) The players grant the OPL the right to use the content transmitted here.

7.7 Restreamen

Restreaming requires the permission of the OPL management. Permission must be obtained by means of a support ticket (Restreaming category).

Note: please note that depending on the event, external partners may also need to approve, this may take several business days. Please make the request as early as possible.

8. Glossary

Bet

Refers to a contract by which, in order to corroborate certain contradictory assertions, a win or victory is agreed upon for the person whose assertion proves to be correct.

Broadcast/streaming partners of the OPL

Official caster and observer of the OPL are marked accordingly on their user profile. Additional broadcast partners may be indicated in the event description.

Casual-Event

Event which is open for Major and Casual teams

Disqualification from an event

Equivalent to disqualification

Eligibility to play (according to the rules)

Is needed to participate in matches, which are played via the OPL website

Entitlements of players

The players of a team have the following entitlements:

- If qualified, a player has 1/x claim to a participation place (x = user per team).
- The player must be part of the team for at least 50% of the event duration in order to be entitled to participate or win a prize.

Entitlements of teams

Teams have no claims

Event

League, Cup or other competition within the OPL

Event Operations

Administrators; ensure that events and matches are run according to the rules

Event Start

Start of an event including the generation of the match schedule

Gambling

Games whose course of play is mainly or completely determined by chance

Juristic persons

Synonym for companies, associations or teams

Line-Up

Line-up of players participating in a match

Local law

German law is recognized as local law

Loss of prizes

In the case of cash prizes, this can also be done in a graduated form (e.g. 25% loss). In the case of non-cash prizes, a decision may be made to forfeit the entire prize.

Main-Event

Comprehensive event, in which qualifiers and playoffs are played. For the individual events, change deadlines apply and minimum team requirements must be met.

Management of the OPL

Management of the Opportunity League, reachable via info@opleague.eu.

Manipulation

Unauthorized influence on the outcome of a match or event with the intention of gaining an advantage for oneself or a third party.

Match

A match between two teams within an event

Match Date / Match Start

Marks the start of the mapban phase or, if this is not available, the scheduled start of the match

MOSS

Anti-cheat program to detect game manipulating software. More information at www.nohope.eu

Natural persons

Human beings in their role as legal subjects, i.e. as bearers of duties and rights

Offense

Violation of the rules and regulations

Operator

Playable characters of the game Rainbow Six Siege

Optical modification

All types of so-called skins, as well as talismans, with which operators, as well as their available equipment, can be equipped

Participants

There are several forms of participants:

User	User account registered with the OPL.
Player	OPL registered user account with linked Ubisoft Connect ID
Teams	Group of users
Staff	Employees of the OPL

Partners of the OPL

Are listed on opleague.eu in the footer line under "Partners"

Penalty Points

Penalty points are given according to the rules for infractions.

Playoffs / Finals

Follow the Qualifier phase. Used to determine the winner of a main event.

Qualifier

(Several) Subordinate cups in which teams can qualify for an Invite event (e.g. league, playoffs). Qualifiers and Playoffs are combined into a so-called Main Event.

Qualifier points

Each round won is worth points, encouraging even supposedly inferior teams to win more rounds. Depending on the progress, the points are calculated by a formula. The formula can be found in the FAQ. Depending on the event, the invite spots will be distributed to the best team(s).

Rainbow Six Competitive Map Pool

Describes the pool of playable maps for professional and semi-professional competition (e.g. NAL, EUL, EUCL, etc.) published by Ubisoft.

Relegation

Finds applications in leagues with multiple sub-leagues. Relegation matches are played at the end of a season and decide about promotion and descent of the teams concerned. Relegations belong to the corresponding league and are counted as one matchday. They end a season (exceptions are marked).

Suspension by penalty points

Results in a temporary loss of the right to play.

Violation of human dignity

Derogatory and/or discriminatory statements regarding race, skin color, gender, religion or origin