



AEL University Open Series
Rainbow Six Siege
Official Rules

Overview

This document provides and outlines the rules and regulations that competitors must adhere to at all times when participating in Rainbow Six Siege during the AEL University Open Series.

Please be aware that this document may be amended or replaced with additional regulations or stipulations where explicitly indicated.

Please note that the tournament administration holds final authority in all matters. In exceptional situations, decisions may be made that are not explicitly covered in this rulebook, or may even differ from it, to ensure the principles of fair play and sportsmanship are maintained.

We truly hope that whether you're a participant, spectator, or member of the press, you enjoy the competition. The tournament administration is dedicated to making sure the event is fair, exciting, and enjoyable for all involved whilst incorporating the values held by Esports Australia (www.esportsaustralia.org.au).

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1. Eligibility

1.1. Terms & Conditions

By competing in this competition, competitors agree to the terms and conditions set out by the tournament organiser, available at www.ael.org.au/terms.

1.2. University

Each university may register any number of teams for the competition. There is no maximum number of teams allowable per university.

1.2.1. Statement of Enrolment

Competitors must provide a valid statement of enrolment for the competition. The statement of enrolment must be the original PDF unless otherwise stated. You can find more information on how to access your statement via our AEL University Discord.

1.3. Team

1.3.1. University Team

Each team must only field players from the tertiary institution. Institutions with multiple campuses may be allowed to field students from different campuses. Please contact us via the AEL University Discord server to discuss further.

1.3.2. Team Size

Each team requires a minimum of five (5) registered students and up to a maximum of seven (7) registered students.

1.3.3. Captain

Each team must nominate a captain for their team. The captain will be the first point of contact for each team when matches are to be hosted or for direct

communications from competition referees. In the event a captain is not available, please ensure to notify competition referees of an interim captain via provided Discord channels.

1.3.4. Substitutes

Each team can have up to seven (7) competitors. Only a maximum of five (5) players may compete per map. More information on substitutions can be found at [2.5.6. Substitutions](#).

1.4. Competitor

1.4.1. Competitor Information

Competitors must complete the registration form quoting the correct team name.

1.4.1.1. Username, Alias and/or Avatar

All competitors must label themselves in an appropriate manner, in respect to their usernames, on any competition platform or channel. Inappropriate usernames or avatars will not be tolerated, including names or avatars which contain themes of discrimination, racism or sexism.

1.4.1.2. Game Account

Competitors must compete on their own game accounts, of which have been provided to the tournament organiser during the registration process. Competitors' accounts are the sole responsibility of the competitor. The tournament organiser is not responsible for any issues, problems or concerns regarding game accounts.

1.4.1.3. Discord

The online competition utilises [Discord](#) as the main communication platform. The platform will be utilised to organise students, check-in, organise matches and provide updates. All competitors are required to join the Discord server for the duration of the tournament.

1.4.2. Changes to Player Information

In the event that competitor information changes (Username or Discord Username), the competitor must notify the tournament organiser via the Discord server using the #support_request in the Discord server.

1.5. Player Bans

This tournament is administered by the tournament organiser, Australian Esports League (AEL), and endorsed by Esports Australia (Esports Australia).

The AEL will uphold and administer player restrictions as per restrictions set by the following:

- The Australian judicial system;
- Game publishers;
- Esports Australia, Global Esports Federation or International Esports Federation

2. League Information

2.1. Competition Title Information

2.1.1. Disclaimer

This tournament is in no way sponsored, endorsed, or administered by, or otherwise associated with, Ubisoft. The information players provide in connection with this tournament is being provided to the tournament organiser and not to Ubisoft.

2.1.2. Competition Platform

Rainbow Six Siege is available on the following platforms:

- PC (Steam/Epic) via Ubisoft Connect
- Playstation
- Xbox

2.2. Competition Matches

2.2.1. Competition Match Time

The competition default match time is 8PM AEST on Friday evenings, unless otherwise specified. Match times can be altered by submitting a ticket via #support_request as per instructions in #siege_keyinfo.

2.2.2. Competition Check-in Time

Prior to the competition match time (or if a match has been rescheduled, prior to the rescheduled match time), a check-in timer will be available on Start.gg. Teams must check-in on Start.gg or may receive a forfeit.

2.2.3. Match Hosting

The match host will be chosen via Start.gg. If a match host is not automatically selected, the higher seeded team will host (team listed first/on the left).

2.3. Competition Stages

2.3.1. Round Robin Stage

The round robin stage will consist of teams split between groups to undergo a round robin competition within their groups.

2.3.2. Playoff Stage

At the conclusion of the Round Robin Stage, top teams will be invited to the playoff stage of the competition.

2.4. Leaderboard and Standings

2.4.1. Points Breakdown

Each match won will result in three (3) points assigned to the winning team. Each match lost will result in zero (0) points assigned to the losing team. Any match

forfeit will result in zero (0) points assigned to the forfeiting team. Any match in which both teams forfeit will result in zero (0) points assigned to both teams.

2.4.2. Tiebreaker Scenarios

All ties in standings will be resolved in the following order:

1. Head-to-Head Results
 - Head-to-Head results between all tied teams.
2. Head-to-Head Round Differential
 - Head-to-Head round differential between all tied teams.
3. Overall Round Differential
 - Overall game differential between all tied teams based on all games played within their group.
4. Tiebreaker Match

If, at any point, a step resolves a tie for one or more teams, but not all teams, a new tie will be declared between the remaining tied teams. This tie will be resolved using the same tiebreaker scenario mechanics as per above.

2.5. Competition Format

2.5.1. Match Format

2.5.1.1. Best of One (Bo1)

The Best of 1 (Bo1) format will have competitors compete in a match of up to one (1) game. The team that wins the game is the victor. This format is primarily used for the Round Robin.

2.5.1.2. Best of Three (Bo3)

The Best of 3 (Bo3) format will have competitors compete in a match of up to three (3) games. The first team to win two (2) games is the victor. This format is primarily used for the Playoffs.

2.5.2. Map Selection Process

2.5.2.1. Best of One (Bo1)

Coin Toss - performed via AEL Uni Discord's #siege_cointoss

Winner of Coin Toss chooses who bans first (Team A/B) or Side Selection on Remaining Map.

Veto Process

- Team A Ban
- Team B Ban
- Team A Ban
- Team B Ban
- Team A Ban
- Team B Ban
- Team A Ban
- Team B Ban

Remaining Map to be played.

2.5.2.2. Best of Three (Bo3)

Coin Toss - performed via AEL Uni Discord's #siege-cointoss

Winner of Coin Toss chooses who bans first (Team A/B).

Veto Process

- Team A Ban
- Team B Ban
- Team A Pick Map 1
- Team B Pick Side on Map 1
- Team B Pick Map 2
- Team A Pick Side on Map 2
- Team A Ban
- Team B Ban
- Team A Ban
- Team B Ban

Remaining Map is Map 3. An additional Coin Toss will occur for Side Selection on Map 3.

2.5.3. Competition Map Pool

- Bank
- Border
- Chalet
- Clubhouse
- Consulate
- Kafe
- Lair
- Nighthaven Labs
- Skyscraper

2.5.4. Match Settings

- Game Mode: Bomb
- Plant Duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Defuser Carrier Selection: On
- Preparation: 45
- Action: 180
- HUD settings: Pro League
- Number of bans: 4
- Ban Timer: 20
- Number of rounds: 12
- Attack/Defense swap: 6
- Overtime Rounds: 3 (infinite on the final map of a Bo3/5)
- Overtime score difference: 2
- Overtime role swap: 1
- Objective rotation parameter: 2
- Objective type for rotation: Rounds played
- Pick Phase timer: 15
- Operator HP: 100
- Friendly fire damage: 100
- Reverse Friendly Fire: Off

- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off
- Death Duration: 2
- Tactical Timeout Requests Available per Team: 1
- Allow Requests From: Everyone
- Timeout Duration: 45

2.5.5. Substitutions

Teams can substitute a player at the conclusion of a map. Teams must declare that they are substituting a player via the Discord match channel or the in-game chat, whilst in the custom game lobby. Teams cannot substitute players once a map has begun.

3. Spectating and Streaming

3.1. Spectating

Competitors are not allowed to spectate matches via the in-game custom game spectator slots. Only the tournament organiser's production team will be allowed in the in-game spectator slots. Any competitors who disobey this rule may face penalties.

3.2. Streaming

Competitors are not restricted from broadcasting their own matches on their own platforms. Similar to [3.1. Spectating](#), competitors are not allowed to utilise the in-game spectator system to broadcast matches.

4. Hardware, Software and Connections

4.1. Competitor Hardware

Competitor hardware is solely the responsibility of the competitor. The tournament organiser will not be held liable for any issues that may arise from the use of competitor's hardware within the tournament organiser's competition.

4.2. Competitor Software

Competitor software is solely the responsibility of the competitor. The tournament will not be held liable for any issues that may arise from the use of competitor's software within the tournament organiser's competition.

4.3. MOSS Anti-Cheat

MOSS is required for participation in these competitions. You can download MOSS [here](https://nohope.eu) (<https://nohope.eu>). MOSS must record all competition matches.

MOSS must have the Rainbow Six Siege parameter set. You can do so by following these steps:

“File” → “Parameters” → “Rainbow Six Siege”

Competitors must retain their created and unaltered MOSS files for the entirety of the competition.

4.3.1. Non-PC Competitors

Those competing via console will be required to record all their matches via their console. Alternatively, this can be achieved by recording your console via a capture card.

Competitors must retain all recordings for the entirety of the competition.

4.4. Competitor Connection

Competitor connection (internet or otherwise) is solely the responsibility of the competitor. The tournament will not be held liable for any issues that may arise from the use of competitor's connection within the tournament organiser's competition. In the event of a major widespread failure, tournament organisers may reschedule, cancel or postpone matches until the failure is resolved.

4.4.1. Competitor Dropouts

In the event a competitor drops out of a game, teams may be permitted to ask for a game restart, provided the game setup timer has not reached zero (0). Once the map has begun, a restart will not be permitted.

If a competitor drops out in the middle of a game, the game will continue. Competitors will be able to reconnect to the competition lobby.

On PC, the competitor will be provided with an option to Reconnect to the custom lobby or to cancel. If a competitor clicks cancel, they will not be able to Reconnect and the map will continue.

4.5. Server Connection Issues

In the event of a widespread outage due to game servers or a widespread major internet failure, tournament organisers may reschedule, cancel or postpone matches until the failure is resolved.

4.6. Rehosting & Pausing

Each team will be allowed the following:

- 1 tactical timeout of 45 seconds per team per game.
- 1 cosmetics rehost per team per game.
- 1 rehost per team per game.

In the event a rehost is required, please clearly indicate the request for a re-host via the in-game chat to your opponent.

Additional pauses may be granted in the event that competitors require referee rulings during a game. This must be clearly communicated to the opposing team.

4.7. Rehost Conditions

4.7.1. Preparation Phase

Rehosts during the Preparation Phase may only occur under one of the following conditions:

- Up to the first fifteen (15) seconds of the Preparation Phase.
- Any technical issues for the game/server or player hardware/connection.

4.7.2. Action Phase

Rehosts during the Action Phase may only occur under one of the following conditions:

- Up to the first thirty (30) seconds of the Action Phase and if not damage has occurred by any Player Observer-related issues.
- A player is unable to control or move their Operator.
- A game mechanic issue involving shooting, reloading, movement, gadgets, and/or equipment.

4.7.3. Other

Rehosts during any other time may occur, as per the above related timings (preparation phase and action phase), if a cosmetic change is required.

5. Cosmetics

5.1. Battle Dress Uniforms & Headgears

Competitors may only utilise the battle dress uniforms and headgears as follows:

- Operator's Default Skins
- Pro R6Share teams branded cosmetics
- Six Major branded cosmetics
- Esports Programs cosmetics

5.2. Weapon Skins

There are no restrictions to Weapon Skins, Weapon Charms and Operator Background cards.

5.3. Drone & Operator Gadget

Competitors may only utilise the default Drone & Operator Gadget skins.

5.4. Cosmetic Rehost

In the event a team requires a rehost to remove skins, please follow the instructions as per [4.6. Rehosting & Pausing](#).

6. Sportspersonship

Competitors are required to uphold, observe and respect a reasonable level of sportspersonship. This level of sportspersonship is expected to be conducted at all stages and platforms of the competition. Unsportspersonlike conduct is not strictly prohibited, of which includes and is not limited to, interactions with other teams, general abuse or non-compliance towards tournament organisers, referees, production staff or spectators.

6.1. Spawn Killing

Spawn Killing (defined by killing an opponent within the first two (2) seconds of the action phase) is forbidden and will result in a penalty or forfeiture.

7. Cheating

Cheating will not be tolerated in any form throughout the competition. This includes but is not limited to; bugs, cheats, scripts and hacks. The offender, and potentially the team, will forfeit all matches for the current tournament.

8. Penalties

The tournament organiser reserves the right to issue any of the following penalties:

- A warning
- A final warning
- Forfeiture of a single round or map
- Forfeiture of a match
- A competitor suspension from the competition
- A competitor disqualification from the competition
- A team disqualification from the competition
- A temporary ban from all events hosted by the Tournament Organiser
- A permanent ban from all events hosted by the Tournament Organiser
- Forfeiture of any prizes and prize pool

9. Competition Administration

A no-tolerance policy is in place for abuse, harassment and/or assault of any tournament organiser, referee, production staff or competitor. Additionally, the tournament organiser reserves the right to alter and/or update the rules, at their own discretion, to maintain competitive integrity.

The tournament organiser adheres to Esports Australia's [code of conduct](#).