Master Six League

OFFICIAL RULEBOOK



ENGLISH Version

By participating in any Master Six League (MSL) competition, all players, teams, managers and staff members agree to follow this Rulebook.

Failure to comply with the following rules may result in warnings, match losses, disqualification, slot removal or permanent bans.

Version 1.0

1. ELIGIBILITY

All teams participating in the MSL must:

- Own a valid Rainbow Six Siege account
- Be registered on Strave.gg
- Follow all MSL rules
- Be able to communicate in English when dealing with referees or disputes

The MSL reserves the right to refuse or remove any participant whose presence may harm the integrity of the competition.

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2. TEAM ROSTERS

Each team may register:

- 5 Starting Players
- Up to 3 Substitute Players
- Team Staff (Managers, Coaches, Analysts)

Only registered players may participate in official matches.

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3. ROSTER CHANGES

Roster changes are allowed throughout the season.

Conditions:

- Must be requested at least 30 minutes before a scheduled match.
- Must be approved by an MSL Administrator.
- New players must be properly registered before participating.

Players who competed for another team may join a different team before the playoff bracket phase begins.

4. MATCH FORMAT

Qualifier Stage = BO1

Group Stage = BO1

Playoffs = BO3

Grand Final = BO5

Third Place Match = BO5

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5. MAP POOL & MAP BANS

The MSL uses the current Rainbow Six Siege Professional League map pool.

All map bans and picks follow the official Rainbow Six Siege Competitive Ruleset.

Teams must follow the official Ubisoft map veto process.

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6. MATCH SCHEDULES

Teams are expected to be ready at the official match time.

Maximum delay allowed:

- 10 minutes

After 10 minutes:

- Match Forfeit

The referee may grant exceptions in special circumstances.

7. MATCH RESULTS

All match reporting is conducted through Strave.gg.

Captains are responsible for:

- Reporting scores
- Confirming results
- Updating match information

Evidence is not required unless:

- One team disputes the result
- A referee requests proof

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8. DISCONNECTIONS & REHOSTS

Each team is allowed:

- 1 Rehost without authorization

Additional rehosts:

- Must be approved by a referee

If a team forces additional rehosts without approval:

First unauthorized rehost:

- Opponent receives 1 round

Second unauthorized rehost:

- Opponent receives another round

Third unauthorized rehost:

- Match Loss

If both teams agree and no competitive advantage is gained, the referee may allow additional rehosts.

9. PLAYER CONDUCT

The following behaviors are prohibited:

- Insults
- Racism
- Discrimination
- Threats
- Harassment
- Toxic behaviour directed at players, staff or community members

The following are generally allowed:

- EZ
- GN
- Competitive trash talk that remains respectful

MSL staff retain final judgement regarding sportsmanship.

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10. CHEATING POLICY

The MSL enforces a strict zero-tolerance policy.

The following are prohibited:

- Cheats
- Hacks
- Third-party software providing unfair advantages
- Match fixing
- Account sharing
- Use of unregistered players
- Any attempt to manipulate results

Penalty:

- Permanent Ban

11. MOSS REQUIREMENTS

All teams must use MOSS during official MSL matches.

Requirements:

- MOSS must run during matches
- MOSS files must be uploaded after every match
- Uploads must be completed through the designated Strave.gg location

Failure to provide requested MOSS files may result in:

- Investigation
- Match Loss
- Disqualification

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12. STREAMING & BROADCASTING

Players may stream their own POV.

Requirements:

- Minimum 3-minute delay

The MSL Production Team reserves the right to:

- Broadcast matches
- Feature selected games
- Use recorded footage for promotional content

Team casters wishing to cast official MSL matches must:

- Register with the MSL
- Follow the official Casting Guidelines

13. SLOT OWNERSHIP

A league slot belongs to:

- The organization

  OR
- The individual who paid for the slot

Organizations may officially transfer their slot to their roster.

Individuals who own a slot may transfer ownership to another roster member.

All transfers must be validated by MSL Administration.

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14. SLOT SALES

Selling slots is strictly prohibited.

If a slot becomes vacant:

- MSL Administration may promote a team from the division below.
- MSL Administration may award the slot through a qualification process.

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15. ROSTER MERGERS

Roster mergers are allowed.

Conditions:

- Must be reported to MSL Administration
- Both rosters must provide details of the merger

When two slot-holding teams merge:

- The merged roster keeps the highest division slot
- The vacant slot will be redistributed by MSL Administration

16. SANCTIONS

Possible sanctions include:

- Warning
- Round Loss
- Match Loss
- Disqualification
- Slot Removal
- Permanent Ban

Sanctions are applied according to the severity of the offense.

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17. ADMINISTRATIVE DECISIONS

The MSL Administration reserves the right to:

- Interpret the Rulebook
- Resolve exceptional situations
- Investigate suspicious conduct
- Modify rules when required for competitive integrity

In situations not covered by this Rulebook, Administration decisions are final.

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18. ACCEPTANCE OF RULES

By participating in the Master Six League, all teams and players confirm that they have read, understood and accepted this Rulebook.

Failure to read the Rulebook does not exempt any participant from responsibility.

"Every slot must be earned. Every result must be fair."