

CONNERS COOL CUPS

Official Tournament Rulebook | Version 5.0 | 3 October 2026

Game Tom Clancy's Rainbow Six Siege	Platform PC only
Format Single Elimination · BO1	Minimum Age 16 years
Roster 5 starters + up to 2 substitutes	Prizes 5 SI-26 Bundle Codes for champions

Community tournament — unofficial and not affiliated with Ubisoft or BLAST.

1. Scope and Acceptance

1.1 Purpose

This rulebook governs all participants, teams, substitutes, coaches and other persons involved in Conners Cool Cups.

By registering for or playing in the tournament, each participant agrees to comply with this rulebook and all reasonable instructions issued by tournament administration.

1.2 Administration

Tournament administrators ("Admins") are responsible for enforcing these rules, resolving disputes and ensuring the event runs smoothly.

Admins may issue clarifications where a situation is not explicitly covered by this rulebook. Their decisions are final.

1.3 Rule Changes

The organizer may amend this rulebook when necessary for competitive integrity, technical reasons or event operations. Material changes will be announced through the official tournament communication channel.

2. Eligibility and Accounts

2.1 Platform

The tournament is played on PC only. Console participation is not permitted.

2.2 Minimum Age

All players must be at least 16 years old at the time of registration and throughout the tournament.

Players under the age of majority are responsible for obtaining any required permission from a parent or legal guardian.

2.3 Game Accounts

Each player must use a valid Ubisoft account in good standing. Players with active game bans, restrictions or sanctions that prevent fair participation may be denied entry.

Account sharing, account boosting or playing under another person's identity is prohibited.

3. Rosters and Substitutions

3.1 Team Composition

A team must register five starting players and may register up to two substitutes, for a maximum roster of seven players.

3.2 Roster Lock

All rosters must be submitted before the announced roster-lock deadline. Once the tournament has started, roster additions, removals and transfers are not allowed unless explicitly approved by an Admin for exceptional circumstances.

3.3 Substitutions

Substitutions may only be made between matches, never during an active map or round.

A player substituted out of a match may not return during that same match.

4. Tournament Format

4.1 Bracket

Conners Cool Cups uses a single-elimination bracket. A team that loses a match is eliminated from the tournament.

4.2 Match Format

Every match is played as a Best-of-One (BO1). The first team to win the map wins the match.

There is no group stage and no Best-of-Three playoff stage.

4.3 Seeding and Scheduling

The organizer determines seeding, bracket placement and match times. Teams must be ready to play at their scheduled time.

A team that is not ready within the grace period announced by the organizer may receive a forfeit loss.

5. Maps and Veto

5.1 Map Pool

The current standard Rainbow Six Siege competitive map pool applies. The organizer may publish the exact map list before the event and may update it if the official competitive pool changes.

5.2 BO1 Veto Procedure

Unless otherwise announced, the veto is conducted as follows:

- Team A bans one map; Team B bans one map; Team A bans one map; Team B bans one map; Team A bans one map; Team B bans one map; the remaining map is played.

If the active pool size or tournament platform requires a different sequence, the organizer will announce the applicable procedure before the match.

5.3 Side Selection

The team that wins the final side-selection procedure may choose to start on Attack or Defense. If no procedure is specified, the Admin determines side selection.

6. Match Procedure

6.1 Lobby and Match Settings

All matches must be played in a custom lobby using the following official Conners Cool Cups settings. These settings are binding for the Best-of-One (BO1) match format.

Setting	BO1 Value
Game Mode	Team Deathmatch Bomb
Plant Duration	7 seconds
Defuser Duration	7 seconds
Fuse Time	45 seconds
Preparation Time	45 seconds
Action Time	180 seconds
Time of Day	Day
HUD Settings	Pro League
Number of Bans	6
Ban Timer	20 seconds
Number of Rounds	12
Attack/Defense Swap	After 6 rounds

Setting	BO1 Value
Overtime Rounds	0 or 3
Overtime Score Difference	2
Overtime Match Change	1
Objective Rotation Parameter	2
Objective Type for Rotation	Rounds Played
Pick Phase Timer	15 seconds
Operator HP	100
Friendly Fire Damage	100
Friendly Fire in Preparation Phase	Off
Reverse Friendly Fire	Off
Injured	20
Sprint	On
Lean	On
Death Replay	Off
Death Duration	2 seconds

If the game client or tournament platform displays settings that differ from this table, team captains must contact an Admin before the match begins. A match started with incorrect settings may be restarted at the Admin's discretion.

6.2 Check-in

Teams must complete check-in and join the designated lobby on time. Team captains are responsible for communication with Admins.

6.3 Technical Pauses

Each team may request one technical pause of up to five minutes per match. A pause must be communicated immediately to the opposing team and Admin. Technical pauses may only address genuine technical issues; they must not be used for tactical discussion or to delay the match.

6.4 Disconnects, Restarts and Remakes

For a technical failure before meaningful play has begun, an Admin may order a restart. After a match has started, play continues where possible. A restart or remake is only permitted at the Admin's discretion, considering the cause, timing and competitive impact of the issue.

6.5 Results

The winning team must report the final result through the designated tournament channel or platform when requested. Admins may request screenshots, match IDs or recordings to verify a result.

7. Competitive Integrity

7.1 Prohibited Conduct

Cheating, scripting, unauthorized macros, exploits, bug abuse, stream sniping, match manipulation, account sharing and any software or hardware intended to create an unfair advantage are prohibited.

Players may only use permitted game clients, peripherals and software.

7.2 Exploits

Players must not knowingly use unintended game mechanics or exploits. If uncertain whether a tactic is permitted, ask an Admin before using it.

Admins may require a round, map or match replay if a prohibited exploit materially affected the outcome.

7.3 MOSS Anti-Cheat Requirement

The MOSS anti-cheat tool must be used by all players for every tournament match. Players are responsible for ensuring that MOSS is running correctly for the entire match.

After each match, the winning team must upload the complete MOSS files/logs for all players who participated in that match through the official tournament channel or platform.

The upload must be completed within 30 minutes after the match has ended. If the winning team does not submit the required MOSS files within this deadline, the team is automatically disqualified.

7.4 Conduct and Communication

Participants must treat opponents, teammates, staff and spectators respectfully. Harassment, hate speech, threats, discriminatory language and severe unsporting conduct are prohibited.

Admins may penalize conduct occurring in official tournament communications, in-game chat or public broadcasts connected to the event.

7.5 Penalties

Depending on severity, penalties may include a warning, round loss, map loss, match forfeit, disqualification, prize forfeiture or exclusion from future events.

8. Protests and Administration

8.1 Raising a Protest

A team captain must submit a protest within 30 minutes of the affected match ending, unless an Admin sets a different deadline.

The protest should include the match, round or incident, a concise explanation and any available evidence.

8.2 Evidence

Screenshots, video clips, match recordings and relevant timestamps may be requested. Deliberately misleading evidence is itself a violation of this rulebook.

8.3 Final Authority

Admins have final authority over interpretations, technical rulings, penalties, scheduling and disputes.

9. Prizes

9.1 Prize Award

There is currently no cash prize pool.

The tournament champion team receives five SI-26 Bundle Codes. Each code contains two in-game items.

9.2 Distribution

The five codes are provided to the winning team's captain, who is responsible for distributing them within the team.

Prizes are non-transferable through the organizer, have no cash alternative and are subject to any applicable platform or publisher redemption terms.

9.3 Eligibility

A team or player disqualified for cheating, fraud or serious misconduct forfeits any right to prizes.

10. Liability and Disclaimer

10.1 Unofficial Event

Conners Cool Cups is an unofficial community tournament. It is not sponsored, endorsed, administered by or otherwise affiliated with Ubisoft, BLAST or their respective affiliates.

10.2 Technical Risks

The organizer is not responsible for individual internet failures, hardware failures, game-service outages, lost data or other technical issues outside its reasonable control.

10.3 Contact

Organizer: Conners Cool Cups

Official Discord: <https://discord.gg/eNRMcfRbbK>

Official communication, registrations, bracket updates and support details will be announced through the official Discord server.