CONNERS COOL CUPS

Official Tournament Rulebook | Version 11.0 | 13 November 2026

Game	Platform
Tom Clancy's Rainbow Six Siege	**PC and Console**
Format	**Minimum Age**
Double Elimination · BO1	16 years
Roster	**Prize**
5 starters + up to 2 substitutes	Announced on Discord / Strave

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

1. Scope, Acceptance and Administration

1.1 Acceptance of Rules

This rulebook applies to every participant, team, substitute, coach, manager, observer, caster and other person involved in Conners Cool Cups. Registration, check-in or participation in a match constitutes acceptance of this rulebook and the reasonable instructions of tournament staff.

1.2 Rulebook Changes

Conners Cool Cups may amend, clarify or supplement this rulebook where necessary for fair play, competitive integrity, security, technical reasons or tournament operations. Material changes will be announced through the official Discord server and apply from the announced effective time.

1.3 Staff Authority and Uncovered Cases

Tournament staff may make binding decisions in situations not expressly covered by this rulebook. Such decisions will be guided by fairness, competitive integrity and equal treatment. Intentionally exploiting an omission, ambiguity, bug or operational loophole is prohibited and may be sanctioned.

1.4 Official Communication

The official Discord server is the primary communication and support channel: https://discord.gg/eNRMcfRbbK. Each team must nominate one captain or team contact who is responsible for staff communication, match coordination, result reporting and required uploads. Direct messages are not official unless an Admin explicitly confirms otherwise.

2. Eligibility, Accounts and Rosters

2.1 Participation Requirements

The tournament is open to both PC and console teams. Unless separate brackets are announced, all teams compete in the same bracket and matches are played in crossplay custom lobbies; every player must have crossplay enabled and must compete on the platform declared at registration. Every player must be at least 16 years old at the time of registration and throughout the event. Players under the age of majority are responsible for obtaining any required parental or legal-guardian permission.

2.2 Ubisoft Account and Identity

Every player must use the Ubisoft account and in-game name submitted at registration. Account sharing, playing under another person’s identity, use of alternate accounts to evade eligibility rules, and impersonation are prohibited. Staff may request reasonable identity or account verification where there is a credible concern.

2.3 Account Standing and Technical Responsibility

Players must have Ubisoft accounts in good standing and may not participate while subject to an applicable Ubisoft, BattlEye or tournament competitive suspension. Players whose main or alternate accounts have previously received a Ubisoft or BattlEye ban may be refused or removed at the discretion of staff. Each participant is responsible for a stable internet connection, functional hardware, game installation and required software.

2.4 Team Composition

Each team may register five starting players and up to two substitutes, for a maximum roster of seven players. A team must field five eligible registered players to start a BO1 match unless an Admin specifically authorizes otherwise.

2.5 Roster Lock and Substitutions

The roster is locked at the announced deadline. No new players, removals, transfers or team switches are permitted after the tournament begins unless an Admin grants an exceptional written approval. Substitutions are permitted only between matches; a player substituted out may not return during that same BO1 match. Using an unregistered or ineligible player may result in a match forfeit or disqualification.

2.6 Registration and One-Team Rule

Teams register through the official registration channel announced on the Discord server and on Strave. The registration must contain complete and accurate details for every player (Ubisoft account name, platform and Discord contact) and must be submitted before the announced deadline. A registration is valid only once it has been confirmed by staff. A player may be registered for, and play with, only one team per tournament.

3. Tournament Format, Scheduling and Check-in

3.1 Format

Conners Cool Cups is a double-elimination tournament. Every match is a Best-of-One (BO1); the team that wins the played map wins the match. All teams start in the Upper Bracket. A team that loses a match in the Upper Bracket drops into the Lower Bracket; a team that loses a match in the Lower Bracket is eliminated. A team is therefore eliminated after its second loss.

The winner of the Upper Bracket and the winner of the Lower Bracket meet in the Grand Final. Unless a bracket reset is announced before the event, the Grand Final is a single BO1. Final placements follow the order of elimination. There is no group stage, separate third-place match or Best-of-Three stage unless formally announced before the event. A forfeit loss counts as a regular loss in the bracket; a disqualified or withdrawn team is removed from both brackets.

3.2 Seeding and Match Times

The organizer determines seeding, bracket placement and scheduled match times. Teams must monitor the official tournament page and Discord announcements.

3.3 Check-in, Ready and No-show

Both teams must be present in the designated lobby and ready to play by the scheduled start time. The team captain must confirm readiness when requested by the Admin or opponent. A maximum grace period of 15 minutes applies unless staff announce otherwise. A team unable to field five eligible players after the grace period may receive a forfeit loss.

3.4 Lobby Host and Spectators

Unless an Admin, observer or caster hosts the lobby, the team displayed on the left side of the bracket or match page is responsible for hosting. Only authorized Admins, observers and casters may occupy spectator slots. Any other spectator requires explicit Admin approval.

3.5 Withdrawal

A team that wishes to withdraw from the tournament must notify staff through a ticket on the official Discord server as early as possible and, wherever possible, before its next scheduled match. A withdrawn team forfeits all remaining matches and any claim to prizes; its opponents advance by forfeit. Withdrawing without notice is treated as a no-show and may lead to exclusion from future Conners Cool Cups events.

4. Maps, Veto and Sides

4.1 Map Pool

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

4.2 BO1 Veto

For each BO1, the team that begins the veto is determined by the tournament platform, an Admin or a coin toss. The teams alternate bans until one map remains. The remaining map is played. If the active map pool contains nine maps, the sequence is: A ban, B ban, A ban, B ban, A ban, B ban, A ban, B ban, then the remaining map is played.

4.3 Side Selection

After the final map is determined, side selection is decided by the procedure announced on the match page, by the platform or by an Admin. If no procedure is published, the team that did not make the final veto action chooses its starting side. The team that did not choose the starting side chooses its side for overtime; if it states no preference before the match starts, the overtime side is set to Random.

5. Lobby and Match Settings

5.1 Binding BO1 Settings

All matches must be played in a custom lobby using the following Conners Cool Cups settings. These settings are binding for BO1 matches. A lobby with incorrect settings must not begin; if a match begins with material incorrect settings, an Admin may order a restart, round loss, map loss or other appropriate remedy.

Setting	BO1 Value
Game Mode	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
Overtime Rounds	3
Overtime Score Difference	2
Overtime Role Swap	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

5.2 Server Selection

Matches must use the server region designated by the tournament platform or Admin. Teams must not deliberately manipulate routing, bandwidth, network conditions or ping to gain an advantage.

5.3 Operators and Restricted Content

All operators, including newly released operators, are available for play unless staff announce a restriction before the event. Staff may restrict specific operators, gadgets, equipment or attachments where a bug, imbalance or game-breaking effect threatens fair competition. The use of restricted content is handled in the same way as a prohibited cosmetic under Section 7.5.

6. Match Procedure, Pauses and Technical Issues

6.1 Tactical Timeout

Each team may take one tactical timeout per BO1 match. The timeout lasts a maximum of 45 seconds and must be announced before the next round begins or during the first 15 seconds of the operator pick phase. Unused timeouts do not carry over.

6.2 Technical Pause

Technical issues must be reported immediately in the in-game chat and through the official support channel where available. Technical pauses are for resolving genuine technical problems only; teams must not use them for tactical discussion, coaching or delay. Players must continue play unless an Admin authorizes a pause or restart.

6.3 Rehosts

A rehost may be granted only at an Admin’s discretion, normally for a material technical, server, control or game-mechanic issue reported promptly and supported by evidence. As a rule, a rehost is considered only if the issue occurs before the round starts, during the Preparation Phase or within the first 30 seconds of the Action Phase, and before any player has taken damage. Each team may receive no more than one rehost per map. A rehost must never be used to gain a tactical advantage.

6.4 Disconnects and Extended Failures

The affected team must immediately notify the opponent and staff. Staff may order a continuation, rehost, technical loss or other remedy according to the timing, evidence, cause and competitive impact. Personal connection, hardware or power failures do not automatically entitle a team to a restart. If a match is interrupted by a game-server, Ubisoft-service or tournament-platform outage that is not attributable to either team, staff decide how the match continues and may restart it with the score at the time of the interruption; rounds already completed remain valid.

6.5 In-game Chat

All-chat is limited to necessary match administration such as “ready”, “timeout”, “technical”, “rehost”, “protest”, “GL HF” and “GG”. Spam, harassment, provocation and abusive language are prohibited.

6.6 High Ping Rule

A player whose ping is consistently above 120 ms is considered to have high ping. Deliberately increasing or manipulating ping, bandwidth, routing or network conditions is strictly prohibited.

6.6.1 Evidence Requirement

The opposing team must provide a minimum of nine clear screenshots as evidence. The screenshots must cover three different rounds and, for each of those rounds, must include at least one screenshot from the Preparation Phase and at least two screenshots from the Action Phase. Each submitted screenshot must visibly show the affected player’s ping above 120 ms.

6.6.2 Reporting Procedure

The opposing team must notify the high-ping team in the in-game chat as soon as the issue is identified and must open a protest or contact an Admin immediately. The match should continue unless an Admin instructs otherwise. Evidence must be submitted promptly through the official tournament channel.

6.6.3 Consequence

If the required evidence confirms that a player’s ping remained consistently above 120 ms under Section 6.6.1, the match is awarded to the opposing team. No substitute may be brought in to replace the affected player, and the high-ping team may not continue the match with a replacement player. The final ruling and any exceptional technical determination remain at the discretion of tournament staff.

7. Competitive Integrity, MOSS and Evidence

7.1 Fair Play and Prohibited Conduct

Cheating, scripting, macros, unauthorized automation, aim assistance, game-code or server tampering, modified or scripted controllers, input adapters that disguise the input device (for example Cronus Zen, XIM or strike packs), stream sniping, match fixing, collusion, intentional ping manipulation, account sharing, exploit abuse and any software or hardware that creates an unfair advantage are prohibited. BattlEye must remain enabled as required by the game.

7.2 MOSS Requirement

Every player competing on PC must run the current version of the MOSS anti-cheat tool (available from https://nohope.eu) correctly for the full duration of every tournament match. MOSS must be configured for Rainbow Six Siege. Players must start capture before the match and stop capture after the match. Manipulating, falsifying, deleting or submitting incomplete MOSS files is prohibited. MOSS is not available on console; console players may instead be required to stream their matches under Section 8.5.

7.3 Mandatory Winner Upload

After every match, the winning team must upload the complete MOSS files/logs for every PC player who participated in that match through the official tournament channel or platform. The upload must be completed within 30 minutes after the match ends. Failure to provide complete MOSS files within this deadline results in the winning team’s automatic disqualification. Technical upload problems must be reported to staff immediately before the deadline; staff retains authority to verify the issue and apply the stated sanction.

7.4 Match Evidence and Retention

Both teams must save a clear final-result screenshot showing the score and participating player names. Teams and players must retain result screenshots, MOSS files and any relevant recordings for at least 7 days after the match, or for 30 days if a protest or investigation is pending. Staff may request these materials; altered or misleading evidence is a serious violation. MOSS files are confidential and may only be shared with staff, not published publicly.

7.5 Cosmetics and Exploits

Players may use only cosmetics that do not affect competitive visibility or create a potential gameplay advantage. The following cosmetics are permitted: default operator uniforms and headgears; Pro League, R6 Share, Six Major and official Esports Programme cosmetics; weapon skins, weapon charms and operator background cards.

The following cosmetics are prohibited: any operator uniform or headgear not listed as permitted above; all drone skins; all operator gadget skins; and any cosmetic that changes visibility, blends excessively into the environment, creates an unfair visual advantage or is prohibited by tournament staff. If a prohibited cosmetic is selected, the affected player must immediately change it where possible. Staff may issue a warning, award the affected round to the opposing team, order a rehost, or impose a stronger penalty depending on the timing and impact of the violation. Complaints about prohibited cosmetics must be raised while the match is still in progress, at the next opportunity between rounds; complaints raised after the match has ended will not be considered.

The intentional use of bugs, glitches or in-game exploits is prohibited. If it is unclear whether a mechanic is permitted, teams must ask staff before using it.

8. Conduct, Streaming and Communications

8.1 Respectful Conduct

All participants must behave respectfully toward opponents, teammates, spectators, broadcast personnel and staff. Harassment, hate speech, discrimination, threats, targeted intimidation, offensive content, doxxing and repeated toxic conduct are prohibited both in and around the event, including official Discord channels, in-game chat, streams and public social media related to the tournament.

8.2 Names, Logos and Spam

Team names, player names, avatars and logos must not be offensive, discriminatory, illegal, misleading or infringing. Staff may require a player or team to change such content at any time. Repeated spam, excessive pinging, misleading information or disruption in official channels is prohibited.

8.3 Confidentiality

Support tickets, protests, staff messages, match-administration discussions and investigation materials are confidential unless staff explicitly authorize publication.

8.4 Streaming and Co-casting

Players may stream their own point of view only when no official broadcast prohibits it and only with a minimum 180-second delay. Official broadcasts take priority. Spectator streaming, co-casting, restreaming or adding an external observer requires advance approval from Conners Cool Cups and, where appropriate, both teams.

8.5 Console Stream Requirement

Console players cannot run MOSS and are not required to stream their matches by default. A stream requirement applies only once staff have received cheating-suspicion complaints from at least two different teams concerning the same console player or the same team. Each complaint must be submitted through a ticket on the official Conners Cool Cups Discord server and must describe the suspicion.

Once this threshold is reached, staff notify the captain of the affected team. From that team's next match onward, each console player named in the complaints must stream every remaining tournament match from their own point of view; if the complaints concern the team as a whole, staff designate the players who must stream. Before each match starts, the team must proactively provide the stream link to the moderators through a Discord ticket. The stream must remain active for the full duration of the match and must be accessible to tournament staff. Failure to provide the link before the match begins, or to keep the stream active for the full match, may result in a match forfeit or other sanction at the discretion of tournament staff.

The stream link does not need to be submitted again after the match. However, the stream or recording must be retained and provided to tournament staff upon request during a protest, investigation or review. Complaints made in bad faith or solely to burden an opponent may be sanctioned.

8.6 Interviews

If a match is broadcast, players or coaches may be invited to give a short interview or a pre- or post-match comment. Participation is voluntary.

9. Results, Protests and Penalties

9.1 Reporting Results

The winning team must report the result and submit any requested final-result screenshot through the designated platform or official Discord channel promptly after the match.

9.2 Protests

A captain must submit a protest through a ticket on the official Discord server within 30 minutes of the match ending, unless a different deadline is announced. A protest must identify the match, the alleged rule breach, the time or round of the incident and available evidence. During a match, serious issues must be raised immediately at the next safe pause opportunity; teams must not wait until after the match where immediate reporting was reasonably possible.

9.3 Penalties

Depending on severity, intent, impact and prior violations, staff may issue a warning, round loss, map loss, match forfeit, prize forfeiture, temporary suspension, disqualification or exclusion from future Conners Cool Cups events. Penalties may be combined. Serious cheating, MOSS manipulation, match fixing or deliberate deception can result in immediate disqualification.

9.4 Final Decisions

Staff decisions on match administration, rule interpretation, technical incidents, protests and sanctions are final and binding.

10. Prizes, Privacy and Disclaimer

10.1 Prize

The prize for each edition of Conners Cool Cups is announced on the official Discord server and on the tournament page on Strave. Unless expressly announced otherwise, there is no cash prize pool and prizes have no cash alternative. Prizes are provided to the captain of each prize-winning team, who is responsible for internal distribution, and are normally delivered within 30 days after the end of the tournament. The captain must provide any details required for delivery; a prize that cannot be delivered because of missing or incorrect details, or that is not claimed within three months, is forfeited. Prizes may be withheld or revoked in case of disqualification, fraud or serious misconduct.

10.2 Data and Privacy

Conners Cool Cups processes only the participant information reasonably necessary to administer the event, including team, player, account, Discord and match-evidence information. Participants should not publish personal data of others without consent.

10.3 Unofficial Event and Liability

Conners Cool Cups is an unofficial community tournament and is not sponsored, endorsed, administered by or affiliated with Ubisoft, BLAST, Strave or MOSS. The organizer is not liable for individual hardware, network, game-service or platform failures outside its reasonable control.

10.4 Contact

Organizer: Conners Cool Cups

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