



— OFFICIAL RULEBOOK —

WINTER SERIES

VERSION 1.2

Siege Protocol Winter Series

These rules apply to all teams, players, substitutes, coaches, and team representatives participating in the Siege Protocol Winter Series. They supplement the tournament information published on Strave and establish procedures for common match situations.

Official tournament page: [Strave – Siege Protocol Winter Series](#)

Sponsor: U&T Gaming

Key item	Rule
Region / Platform	EMEA · Crossplay
Qualifier	04 Dec 2026 · Check-in 17:00–17:45 CET · First match at 18:00 CET
Playoffs	11–13 Dec 2026 · Final on 13 Dec 2026
Format	Swiss qualifier, 2 lives; 16 teams qualify; playoffs are Single Elimination
Match format	Qualifier BO1 · Quarter-finals BO1 · Semi-finals BO3 · Final BO3
Map pool	Bank, Border, Chalet, Clubhouse, Fortress, Kafé Dostoyevsky, Lair, Nighthaven Labs, Villa
Entry fee	€5 per team
Prize pool	1st place €75 · 2nd place €50 · 3rd place €25
MOSS	Winning team uploads · 15-minute deadline · at least 5 unique uploaders · 7-day retention

Important: Protests must be submitted within 15 minutes of the end of a match. The winning team must meet the MOSS requirements within 15 minutes. If the MOSS deadline is missed, automatic disqualification is enabled in Strave.

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1. General Rules and Authority

1.1 Scope

By checking in, participating in a match, or using the tournament access, all participants accept these rules. They apply alongside Ubisoft/game terms and the binding match information shown on Strave.

1.2 Fair Play and Communication

- All participants must treat opponents, staff, and other community members respectfully.
- Official match questions, lateness, technical issues, and protests must be reported through the function provided on Strave or the support channel expressly designated by the organizer.
- Team captains are responsible for communication and for ensuring that their line-up knows the rules.
- Screenshots, match IDs, timestamps, and other evidence must be preserved objectively and provided upon request.

1.3 Tournament Administration

The tournament administration may decide unforeseen cases, request evidence, pause matches, correct results, order rematches, or issue forfeits/disqualifications. Decisions take into account the evidence, competitive impact, severity, and repetition of the violation.

1.4 Rule Hierarchy

Binding platform displays and written instructions for a specific match take precedence over general procedural descriptions, provided they do not conflict with these rules. If anything is unclear, ask the tournament administration before the match starts.

2. Season, Tournament and Match Rules

2.1 Tournament Schedule

Phase	Rule
Qualifier	Friday, 04 Dec 2026; Swiss BO1; two lives as configured on Strave
Qualification	The 16 teams marked as qualified by Strave advance to the playoffs.
Playoffs	11–13 Dec 2026; Single Elimination
Quarter-finals	BO1
Semi-finals	BO3
Final	BO3 on 13 Dec 2026

2.2 Match Start and Completion

- A match is considered started once the first round begins on the correct map in the designated lobby.
- After a match has started, players may not intentionally leave it to gain an advantage or force a restart.
- A match must generally be played to completion. Exceptions require an explicit staff decision. Strave enters the result automatically; teams must not change it themselves.

2.3 Format

A BO1 is decided by one map. In a BO3, the first team to win two maps wins the match. Swiss pairings, lives, and advancement decisions are managed according to the active Strave display.

2.4 Rescheduling Matches

Teams may not reschedule a match on their own. Changes require explicit approval from the tournament administration. Agreements intended to manipulate the bracket or competitive integrity are prohibited.

3. Map Pool and Map Ban

3.1 Official Map Pool

Map pool
Bank · Border · Chalet
Clubhouse · Fortress · Kafé Dostoyevsky
Lair · Nighthaven Labs · Villa

3.2 BO1 Veto

Team A bans → Team B bans → Team A bans → Team B bans → Team A bans → Team B bans → Team A bans → Team B bans → Strave automatically selects the remaining decider map.

3.3 BO3 Veto

Team A bans → Team B bans → Team A bans → Team B bans → Team A picks a map → Team B picks a map → Team A bans → Team B bans → Strave automatically selects the remaining decider map.

3.4 Veto Rules

- The Team A/Team B assignment is determined exclusively by the Strave display.
- Each selection must be made in the designated system and in the specified order.
- An accidentally accepted ban/pick must be reported to staff immediately. Teams may not exploit a platform error.
- The automatically selected decider map stands unless the tournament administration corrects a confirmed platform error.

3.5 Changes to the Map Pool

If there is a game update, map rework, or technical unavailability, the organizer may change the map pool for future matches. The latest officially published notice applies.

4. Lobby Settings and Ready Status

4.1 Lobby Check

- Before starting, both captains must check the map, teams, players, game mode, and all lobby parameters specified on Strave or by staff.
- No additional players or unauthorized spectators may be invited into the lobby.
- Changing settings after the match starts is prohibited without staff approval.

4.2 Ready Status

Both teams must be fully ready at the scheduled match start. The captain should confirm readiness only when all players are present and the lobby has been checked. Confirming too early does not remove the obligation to report incorrect settings immediately.

4.3 Incorrect Settings Before the Match

If an error is found before the first round, the map must not be started. The lobby must be corrected or recreated. Both captains must confirm the correction.

4.4 Incorrect Settings After Match Start

If lobby settings are incorrect, the match must be rehosted and restarted with the correct settings. Each team may initiate one such rehost. If another settings error is found afterward, or there is a dispute about proper execution, teams may file a protest; the tournament administration will decide.

4.5 Spectators and Streams

Spectators are permitted in the lobby only if expressly approved by the organizer. An official observer or admin may be allowed as an exception. Streams must not relay information from unauthorized spectator perspectives to active players.

5. Minimum Players, Line-up and Playing Short-Handed

5.1 Minimum Players

A team must field at least four players for every match. If a team has fewer than four players available, the match is automatically awarded to the opposing team. Regardless, five players must be registered on the team roster when the tournament begins.

5.2 Line-up Eligibility

- Only players listed on the confirmed Strave roster may play.
- Line-up changes require approval from the organizer. A request does not count as approval.
- A player may not compete for multiple teams in the tournament or use another person's identity or account.

5.3 Playing Short-Handed

If a player is missing before the match, the captain must inform the tournament administration before the no-show grace period expires. Staff may allow an eligible substitute, approve a limited delay, or issue a forfeit. A team may not play short-handed to intentionally force a restart or rescheduling.

5.4 Leaving During a Match

After a match starts, a team may not intentionally quit. In the event of a disconnect, the current round should generally be completed unless staff instructs otherwise. An approved interruption to reconnect may take place after the round.

6. Player Substitutions

6.1 Permitted Substitutions

A substitution is permitted only with a substitute listed on the Strave roster and approved by the organizer. Where circumstances allow, the captain must inform staff and the opponent before the substitution.

6.2 Technical Failure

In the event of a genuine technical issue, staff may approve a substitution during a map. The current round should generally be completed unless the tournament administration instructs otherwise. The substitution should take place without avoidable delay.

6.3 Tactical Substitution

A tactical substitution is permitted only between maps or at a substitution point approved by staff. It may not be used to bypass pause rules or gain an impermissible advantage.

6.4 Limits

Every substitution must comply with roster and eligibility rules. The tournament administration may reject a substitution if it would circumvent a suspension, conceal identity, or manipulate the tournament process.

7. Rehops, Pauses and Pause Timer

7.1 Reasons for a Pause

A pause may be requested only for a genuine technical issue, a security concern, or on instruction from the tournament administration. Tactical pauses are permitted only if expressly included in the match format.

7.2 Pause Procedure

- The captain must immediately tell the opponent and staff the reason for the pause and which players are affected.
- Pauses must be as short as possible; players must remain reachable.
- The standard allowance for a technical pause is up to five minutes unless staff sets a different duration.
- A pause may not be used to disrupt the opponent's concentration, obtain tactical instructions contrary to the rules, or avoid an impending defeat.

7.3 Rehost / Lobby Restart

A rehost is permitted only for a confirmed lobby error, host disconnection, or technical necessity approved by staff. The new lobby must use the same correct settings. Staff determines the score, completed rounds, and how play resumes; teams may not impose their own rehost arrangements.

7.4 Resuming Play

Before play resumes, both captains must confirm that the lobby is correct and all available players are ready. If a player has not returned after the pause allowance expires, staff decides whether to continue short-handed, allow a substitution, or issue a forfeit.

8. No-Shows and Lateness

8.1 Check-in

For the qualifier on 04 Dec 2026, check-in is open from 17:00 to 17:45 CET. The first match starts at 18:00 CET. Teams must complete check-in on Strave on time.

8.2 No-Show Grace Period

Unless Strave displays a different deadline for a match, a standard grace period of ten minutes from the scheduled match start applies. The present captain must report the no-show to staff immediately, including the match ID, and retain supporting evidence.

8.3 Lateness

A team running late must inform the opponent and staff as early as possible. Notification does not guarantee an extension. After the grace period expires, staff may award a forfeit or remove the team from the tournament.

8.4 No Self-Adjudication

The waiting team may not independently enter a win or declare the match won. Only the tournament administration or the platform's decision is binding.

9. Ping and Connection Issues

9.1 Reporting

A ping issue must be reported as soon as a player consistently has a ping above 100. The captain must identify the affected players and, where available, provide screenshots or other verifiable evidence.

9.2 Resolution

For ping issues, staff may approve a short technical pause of up to five minutes. A substitute may not be used because of a ping issue. The tournament administration decides how to proceed based on the evidence, duration, and impact.

9.3 Deliberate Manipulation

Intentionally increasing one's own ping, deliberately downloading files to disrupt the connection, or using tools to manipulate network conditions is prohibited and may be treated as a serious integrity violation.

9.4 Case-by-Case Decision

High ping alone does not automatically result in a map loss. The decision depends on the evidence, duration, effect on the match, efforts to resolve the issue, and the tournament administration's decision.

10. Additional Hardware, Illegal Programs and Restricted Content

10.1 Prohibited Tools

- Cheats, hacks, aimbots, wallhacks, scripts, macros, or software that provides an unauthorized in-game advantage.
- Hardware or peripheral devices that improperly automate or alter recoil, inputs, visibility, or gameplay.
- Manipulation of game, network, anti-cheat, or operating-system data to evade detection.
- Account sharing, lending an account, or playing under a false identity.

10.2 Permitted Standard Hardware

Standard mice, keyboards, controllers, headsets, and input devices supported by the game or platform are permitted as long as they do not enable unauthorized automation or manipulation. If in doubt, obtain written approval before the match.

10.3 Restricted Content

Players may not use operators, equipment, settings, or content restricted for the competition by game rules, Strave settings, or an official organizer notice. If a restriction is announced later, the affected content must no longer be used and staff must be informed.

10.4 Bugs and Exploits

Unintended bugs, glitches, or exploits may not be used to gain an unfair advantage. Suspected incidents must be reported. The tournament administration decides whether a round or map is replayed and whether further sanctions apply.

11. MOSS (PC)

Binding Strave configuration: MOSS is enabled. Only the winning team must upload. Upload deadline: 15 minutes after the match ends. At least five unique players must upload. Files must be retained for seven days. Hard Enforcement is enabled, and automatic disqualification applies if the upload requirement is missed.

11.1 Upload Requirement

The winning team is responsible for ensuring that all required MOSS files are uploaded within the configured deadline. Each required upload must be associated with a unique player.

11.2 Completeness and Integrity

- MOSS logs must be complete and unmodified. Screenshots alone do not replace required log files.
- Black or missing screenshots, missing logs, or corrupted files must be reported to staff immediately.
- Files may not be altered, deleted, tampered with, or intentionally rendered unusable.
- Uploads must come from at least five different, uniquely identifiable players; multiple uploads from the same person do not count more than once.

11.3 Deadline and Technical Issues

The 15-minute deadline starts when the match ends. If technical difficulties occur, the captain must inform staff immediately and before the deadline, and preserve evidence. Reporting an issue does not automatically extend the deadline or guarantee an exception.

11.4 Retention and Review

Original files and upload confirmations must be retained for at least seven days. If a protest or investigation is ongoing, relevant files must be preserved until it is concluded. Staff may request evidence and check completeness.

11.5 Consequences

If the configured upload requirement is not fulfilled on time, the enabled automatic disqualification may apply. Hard Enforcement prevents the next match from starting until compliance is achieved. Teams must not assume that a late upload will reverse a disqualification.

11.6 Suspected Cases

A single anti-cheat alert is not automatically conclusive proof of wrongdoing. The tournament administration may review additional information. Tampering, obstructing a review, or knowingly making false accusations may be sanctioned separately.

12. Incorrect Lobby Settings and Rule Violations

12.1 Before the Match

Anyone who discovers incorrect settings before the first round must not start the map. The lobby must be corrected or recreated, and both captains must check the settings again.

12.2 During the Match

A relevant settings error must be reported immediately. If fair play cannot be ensured, the match will be paused as directed by staff. Based on the timing, affected rounds, impact, and evidence, staff decides whether to continue, restart, or determine the result.

12.3 Violation Matrix

Level	Examples	Possible consequence
1 – Minor	First administrative error, corrected immediately	Notice or warning
2 – Relevant	Repeated lateness, unauthorized substitution, lobby error affecting play	Warning, round/map loss, forfeit
3 – Serious	Ineligible player, intentional exploit, false evidence	Match loss, player removal, disqualification
4 – Critical	Cheating, match-fixing, MOSS tampering, threats	Immediate disqualification and further restrictions
MOSS deadline	Upload not complete within 15 minutes	Configured automatic DQ; next match blocked

12.4 No Self-Imposed Sanctions

Teams may not impose their own penalties or intentionally abandon a match to force a result. All sanctions must be confirmed by Strave or the tournament administration.

13. Result Confirmation and Evidence Requirements

13.1 Result

- Strave enters the match result automatically because the platform can access the game.
- After the match, both captains must check that the automatically entered result matches the actual outcome.
- Any incorrect or faulty entry must be reported immediately through the official channel; teams may not change the result themselves.

13.2 Screenshots and Evidence

Both teams should take screenshots of the match start, relevant intermediate scores, and final result and retain them for at least seven days. They must be provided in the event of a protest or admin request. MOSS files are additionally subject to Section 11.

13.3 Protest Deadline

Protests must be submitted within 15 minutes of the match ending through the Strave protest function or the officially designated support channel. Complaining only to the opponent is not a formal protest.

13.4 Protest Contents

A protest must include team names, match ID, affected map/round, a factual description, the requested remedy, and available evidence. The tournament administration may request further information. A protest does not automatically suspend the next match.

14. Unsportsmanlike Conduct, Protests and Sanctions

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14.1 Unsportsmanlike Conduct

- Insults, discrimination, threats, harassment, or deliberately disrupting the opponent.
- Spam, repeatedly disregarding staff instructions, or pressuring admins through public accusations.
- Deliberate delays, leaving a match, or abusing pauses.
- Publishing private data or anti-cheat files without authorization.
- Knowingly false reports or manipulated evidence.

14.2 Conduct During an Investigation

All teams must respond honestly to reasonable inquiries and preserve relevant evidence. Publishing unconfirmed allegations may itself violate the conduct rules.

14.3 Appeal

A captain may request a review of a decision if there is a factual error, new material evidence, or inconsistent interpretation of the rules. The request should be made promptly and, where possible, before the next match. Repeated submissions without new information may be rejected.

14.4 Final Decision

The tournament administration decides how these rules are applied and may determine a proportionate measure for cases not expressly covered. Serious or repeated violations may result in disqualification.

15. Prize Money, Privacy and Final Provisions

Placement	Prize money
1st place	€75
2nd place	€50
3rd place	€25
Total	€150

15.1 Prize Money

Payment is based on the final standings after relevant protests and integrity reviews have concluded. Winners must follow the official payout instructions and provide any required information through a verified channel. Recipients are responsible for applicable tax obligations.

15.2 Privacy

Registration data and anti-cheat evidence are used only for tournament administration, result review, integrity, and prize processing, to the extent necessary and legally permitted. Private data, accounts, or other people's MOSS files must not be publicly distributed.

15.3 Changes and Force Majeure

In the event of outages affecting Strave, Ubisoft services, MOSS, or other unforeseen circumstances, the tournament administration may adjust the schedule, map pool, or procedure. Where practicable, changes will be announced through official channels.

15.4 Final Provision

Participants are responsible for checking the latest match information and staff instructions. These rules do not replace applicable laws or binding platform terms.

Official Links

[Tournament page on Strave](#)
[U&T Gaming](#)

Appendix A. Captain's Checklist

Before the Match

- Check the Strave match page, opponent, match ID, format, and start time.
- Have five eligible players ready or inform staff in time if the team is short-handed.
- Confirm roster/line-up approval.
- Check the lobby, map, and visible settings.
- Complete map bans/picks exactly in the displayed order.

After the Match

- Check the result and match status on Strave.
- Winning team: upload all MOSS files within 15 minutes; at least five unique uploaders.
- Submit any protest within 15 minutes of the match ending.
- Retain screenshots, MOSS files, and upload confirmations for at least seven days.
- Follow staff instructions and communicate objectively.

Official links

[Tournament page on Strave](#)

[U&T Gaming](#)