

UniqueX League Rulebook



Table of Contents

Table of Contents

Scope of application

Disclaimer

Betting

Penalty Points

Confidentiality

Rules and Regulations

- 1.1 Additional Agreements
- 1.2 Respect & Communication
- 1.3 Language
- 1.4 UniqueX League Team
- 1.5 Player bans
- 1.6 Result Spoiler
- 1.7 Distribution of winnings
- 1.8 Sportsmanship and fairness
- 1.9 Trolling and non-participation/freewin

League Regulations: General

- 2.1 Conditions of participation: Team
- 2.2 Conditions of participation: Players
- 2.3 Player Transfers
- 2.4 DIV 1
- 2.5 DIV 2
- 2.6 Playoffs
- 2.7 Relegation
- 2.8 Direct Promotion and Relegation
 - 2.8.1 Promotion
 - 2.8.2 Relegation
- 2.9 Requirements to Retain a League Spot for the Following Season
 - 2.9.1 Core Roster Requirement
 - 2.9.2 Participation Requirement
- 2.10 Protest requests
- 2.11 Incorrect game settings
- 2.12 Lateness

Operators & Cosmetics

- 3.1 Operators
- 3.2 Cosmetics

Handcam

Technical Rules

- 5.1 Break/Rehost
- 5.2 Connection
- 5.3 Ping
- 5.4 Disconnect
- 5.5 Technical errors

Cast & Streaming

- 6.1 Casting
- 6.2 Streaming

Match and Game Operation

- 7.1 Team host

- 7.2 Lineup
- 7.3 Mappool
- 7.4 Map voting
- 7.5 End of Match

Game Settings

- 8.1 Server Settings
- 8.2 Match Settings
- 8.3 Tactical Timeouts
- 8.4 Game Mode Settings

Entry Fees and Prize Pool

- 9.1 Entry Fee
- 9.2 Prizepool

Version: April 2026

Scope of application

These rules apply to "UniqueX League". By participating, each team member accepts these rules. Each player is responsible for keeping themselves informed about the current version of the rules.

Disclaimer

Should a paragraph or rule in this rulebook prove to be invalid, unlawful, or unenforceable or violate applicable law, the rest of the rulebook shall remain valid.

German law shall be regarded as the applicable law. Similarly, the decision on any situation not covered by this rulebook is at the discretion of the tournament management and admins.

Betting

Betting in any form is strictly prohibited and can lead to the disqualification of the entire team. Each player on a team is equally responsible for this.

Penalty Points

In cases of severe violations of the rulebook, teams will receive "penalty points". Penalty points apply to the entire team and remain active of the duration of a season. They are reset to 0 at the end of each season.

Upon reaching 3 penalty points during an ongoing season, the team forfeits 10% of any prizes (cash or non-cash) they have earned.

Upon reaching 4 penalty points during an ongoing season, the team forfeits 30% of any prizes (cash or non-cash) they have earned.

If a team accumulates 5 penalty points during an ongoing season, the entire team will be disqualified from "UniqueX League". Affected players are prohibited from participating in "UniqueX League" until the end of the current season, even if they join another "UniqueX League" team during a transfer window.

Confidentiality

All contents of protests, support requests, and correspondence with the admins or the tournament management are to be treated confidentially and may not be published in image, text, or analogous reproduction. Publication requires the consent of the league management. The tournament management reserves the right to impose a corresponding penalty in the event of non-compliance.

Rules and Regulations

- Gray areas and ambiguities in the rules must be reported immediately and may not be exploited in any way
- Changes to the rules and regulations will be made and adapted from time to time. Changes shall take effect immediately after the change
- "UniqueX League" reserves the right to adapt its rules accordingly at any time in the event of changes to the Blast R6 Global Rulebook

1.1 Additional Agreements

The "UniqueX League" does not permit any agreements between teams that restrict or override the validity of the rulebook.

Any additional agreements between two teams must be approved by the tournament administration or admin team and must be documented and confirmed in writing via the FaceIT chat.

Once confirmed, such agreements cannot be reversed.

1.2 Respect & Communication

- Any form of derogatory and or discriminatory behaviour will not be acceptable
- No spamming or spam @ing

- No toxicity
- Any form of racism, sexism or anything like that will not be tolerated
- Stay mature throughout the server.
- No NSFW content
- No leaking of personal information
- No DDOS or threat of IP grabbing

1.3 Language

Players and management must always communicate in English or German in every channel

1.4 UniqueX League Team

- Respect should be shown to the UniqueX League team at all times. We are providing this entertaining experience for you. Please respect us; any disrespect will be punished
- The league does not take accountability for the actions taken by our team in other servers or privately

1.5 Player bans

- If a player is banned or suspended from another league or tournament, they are also banned from "UniqueX League", depending on the reason for the ban
- Players with a developer or publisher-based ban are also banned from "UniqueX League"

1.6 Result Spoiler

Teams that announce a match result on social media or in the Twitch chat before it's been published in the corresponding stream will be punished accordingly.

1.7 Distribution of winnings

- The winnings will only be paid out to the team owner once they have reached the age of 18. This has to be confirmed by doing a CHECK with an UniqueX League team member via call. The team owner is then responsible for any further distribution
- The winnings will be paid out through PayPal within 90 days of the tournament's end
- We will reach out to the winning teams. If they do not respond within 30 days (of tournament end), they will be forfeited. Prize pool includes VAT (VAT will not be paid separately on top of the advertised amount)
- The currency is Euro

1.8 Sportsmanship and fairness

- Sportsmanship and fairness must be maintained by all players and teams on all associated platforms.
- Non-compliance with this rule in live matches will be punished with particular severity.

1.9 Trolling and non-participation/freewin

- Trolling is not permitted; the first instance is noted as a warning, followed by further sanctions. No match should be given away voluntarily
- All matches must be played according to the "best-effort" principle.
- In the event of 2 no-shows/freewins during the current tournament, the team will be automatically disqualified unless there was a pre-agreement
- A no-show should, at best, be announced 1 day before the match via the team channel
- A no-show/freewin will be scored as 0:2 for the opposing team.
- If a team goes inactive or is disqualified, all match results will be scored 0:1 for the opposing team.

League Regulations: General

2.1 Conditions of participation: Team

- The team has to be in the OPL tournament (once qualified)
- If a team surrenders two games in a single stage of the tournament, they will be removed from said stage and forfeit their right to continue playing in "UniqueX League"
- A team cannot transfer players from their team roster who have participated in the following stages: swiss stage

Additional name change: A team can have its team name changed a maximum of once during the tournament

2.2 Conditions of participation: Players

- The player must be a natural person
- Players must be resident in Europe
- Players must have reached the age of 18. (Germany 16)
- Communication in English or German must be guaranteed
- The player must not have a penalty imposed by the developer or publisher.
- The player must not record any penalty imposed by tournament management
- All players must be in the official "UniqueX League" Discord's

2.3 Player Transfers

- Player transfers are allowed at any time up until the start of the qualifiers.
- Once a team has qualified, player transfers may only take place during a transfer window and must be reported in the team channel.
- A maximum of 3 players may be transferred during a transfer window.
- Teams must ensure that at least 3 out of 5 core players remain on the roster at all times.
- A player is considered a “core player” if they have participated in more than 50% of the individual league stages.
- Players are not allowed to transfer to another team participating in “UniqueX League” during the ongoing season, even if their current team has already been eliminated.
- Players may freely switch teams before the start of a qualifier. However, once they have qualified for the group stage with a team, they are no longer allowed to switch teams.
- A player who has qualified for “UniqueX League” through a qualifier may NOT transfer to another team that has also qualified for “UniqueX League”.
- Qualified teams must have at least 3 out of 5 core players on their roster at the start of the group stage. If this requirement is not met, the team will be disqualified, and the next eligible team from the qualifier in which they qualified will take their place.

2.4 DIV 1

- During the group stage, all teams are responsible for arranging the match date and time with their respective opponents. Each team must propose at least three possible time slots.
- Acceptable me offers are between 19:30 - 21:00 CET
- If a team fails to provide any scheduling proposals, an administrator will schedule the match based on one of the opponent's suggested times. Administrators must be informed at least 24 hours before the scheduled match time.
- If both teams are unable to agree on a date and time, the match will automatically be scheduled for the upcoming Sunday at 20:00 CET.
- All matches will be played in a **Best-of-Three (BO3)** format.

2.5 DIV 2

- During the group stage, all teams are responsible for arranging the match date and time with their respective opponents. Each team must propose at least three possible time slots.
- If a team fails to provide any scheduling proposals, an administrator will schedule the match based on one of the opponent's suggested times. Administrators must be informed at least 24 hours before the scheduled match time.
- If both teams are unable to agree on a date and time, the match will automatically be scheduled for the upcoming Sunday at 20:00 CET.
- All matches will be played in a **Best-of-Three (BO3)** format

2.6 Playoffs

2.6.1 DIV 1

The playoffs will take place on a pre-scheduled weekend.

The playoff format will be **Double Elimination**.

- The **Upper Bracket Final** and **Lower Bracket Final** will be played in a **Best-of-Three (Bo3)** format.
- The **Grand Final** will be played in a **Best-of-Five (Bo5)** format with **unlimited overtime**

2.6.2 DIV 2

The playoffs will take place on a pre-scheduled weekend.

The playoff format will be **Double Elimination**.

- The **Upper Bracket Final** and **Lower Bracket Final** will be played in a **Best-of-Three (Bo3)** format.
- The **Grand Final** will be played in a **Best-of-Three (Bo3)** format with **unlimited overtime**.

2.7 Relegation

2.7.1 Relegations Teams

The following teams will participate in the relegation tournament:

From Division 1 Group Stage:

- Teams placed **5th to 7th** in their respective groups will enter relegation.

From Division 2 Playoffs:

- Teams placed **3rd to 8th** will enter relegation.

2.7.2 Tournament Format

- The relegation stage will be played in a **Double Elimination** bracket.
- All matches will be played in a **Best-of-Three (Bo3)** format.

2.7.3

- Teams placed **1st to 6th** in the relegation tournament will qualify for **Division 1**.
- Teams placed **7th to 12th** will compete in **Division 2**.

2.8 Direct Promotion and Relegation

2.8.1 Promotion

The teams placed **1st** in **Division 2** will be directly promoted to **Division 1** for the following season.

2.8.2 Relegation

- The teams placed **8th** in each **Division 1** group will be directly relegated to **Division 2**.
- In **Division 2**, all teams that fail to qualify for the playoffs will be relegated.

2.9 Requirements to Retain a League Spot for the Following Season

2.9.1 Core Roster Requirement

- Teams may retain their league spot for the following season only if they keep at least **four out of five (4/5)** core players from the group stage and playoffs of the previous season.
- If a team fails to meet this requirement, its league spot will be forfeited.
- A player is considered a “core player” if they have played more than 50% of the individual league stages.

2.9.2 Participation Requirement

The required **4/5 core players** must participate in the team's **first group stage match** of the new season.

2.10 Protest requests

- Protests are direct match-related questions or accusations that determine the course or outcome of a match
- A protest may be lodged by any team at any time during the match. A protest must be reported immediately after the offence occurs in the **match chat**
- If an offence occurs during an ongoing match, the match must be interrupted, and the protest must be reported in the match chat before the action phase of the next round has begun
- After the end of the match, only offences from the final round played can be protested. This can be done until the result is confirmed.
- Protests that are not made in the match chat are invalid and cannot be used as a reference. This rule also includes personal messages to UniqueX League team or the tournament management
- A protest is only valid as long as the result has not yet been confirmed. If the match has already ended and the result has been confirmed, a protest will no longer be accepted and processed. The tournament management reserves the right to suspend this rule in the event of proven cheating

- The tournament management and UniqueX League team always decide on the basis of the presumption of innocence. This means that the protester must provide valid evidence or arguments, otherwise the protest will not be processed further due to insufficient evidence.

2.11 Incorrect game settings

- If a game is started with incorrect game settings, the opponent must be informed immediately. If two full rounds have passed and the incorrect settings have not been brought up, the settings are deemed to have been accepted and will not be changed.
- 1st time does not count as rehost; 2nd time count as rehost

2.12 Lateness

- All players must be in the lobby ready to play at the agreed/stated game start time unless agreed otherwise.
- Teams can be no later than 5 minutes. If a team is later than 5 minutes they will receive round loss, thereafter a round loss will be applied every 3 minutes.
- If a team is 15 minutes late or longer, staff have discretion to forfeit the team for the map.
- If both teams are late, staff have discretion.

Operators & Cosmetics

3.1 Operators

- All Operators are in play, unless stated otherwise by Ubisoft/BLAST guidelines.

3.2 Cosmetics

The following skins are permitted:

- Operator's default skins
- Pro R6Share teams branded cosmetics
- Six Major branded cosmetics
- Esports Programs cosmetics'
- Victory Celebrations
- Operator Portraits
- Card Backgrounds

All other modifications are not allowed

Furthermore, the following are explicitly not permitted

- ELITE SKINS of any kind
 - Battle Pass skins
 - Drone skins
 - Gadget skins
- **Shields do not count as gadgets**
- Retrospective protests (watching Match replay) will not be considered for cosmetics.
 - It is not possible to protest cosmetics using the end screen 'winners circle' as evidence.

Skin Protest

- This is not applied retroactively at the end of a map or game, so this must be done immediately during the round by creating a protest in the match channel
 - First offence: Warning
 - Additional violations: Round loss (per round violation)
- ★ Explicitly excluded from this rule are weapon skins. Therefore, all weapon skins are allowed.

Handcam

- If at least one team or the league want handcams, then both teams are expected to do handcams for the duration of the match
- Teams must apply for handcams at least one day before the start of the match
- Handcams may fail due to UniqueX League team availability issues
- If a team exhibits suspicious gameplay, the staff may also impose a handcam on them
- In the qualifier, HC must be requested immediately after the match channel has been opened.

During handcam:

- you and your screen must be visible throughout the entire match
- Also provide us with the name of a contact person who can be reached via Discord during the entire match

Technical Rules

5.1 Break/Rehost

- Each team is entitled to one rehost/break per map. The pause function should be used instead of a rehost. If a team can't pause, a regular rehost must be carried out
- A rehost can only be performed under the following conditions:
 - during the pick phase
 - during the preparation phase, if the own team has not yet taken or given any damage
- The team wishing to use a rehost must have completely left the lobby, otherwise the round must be played to the end
- No confirmation from the UniqueX League team or observer is required for a rehost, but the rehost must be reported in the match channel with the note "Rehost + Score". If a team leaves the match due to a protest, their rehost will not be honored
- If a team is not completely in the game lobby 10 minutes after the rehost, the game must be continued with the players present. Alternatively, a match protest can be opened
- If a rehost has to be made due to problems on the part of the publisher (e.g. highping in the entire lobby), this will not be credited to either team
- If the match has to be started short-handed, the rehost can be used to bring the missing player into the match

5.2 Connection

- Each player is responsible for ensuring the best possible connection for themselves, taking into account the region and the technical conditions (ping)

5.3 Ping

- The maximum latency is 100ms
If a player repeatedly exceeds this limit, a rehost must first take place before a match protest may be opened
- If a protest is opened, the match will be interrupted and, if the problem is not resolved, must be completed with the remaining players. For a protest to be valid, at least 3 screenshots must be submitted over a period of 2 rounds showing the latency violation

5.4 Disconnect

- If a player disconnects from the game after the first 30 seconds of the action phase have passed or intentionally leaves the game after his own team has taken damage, the current round must be played to the end
- If the entire team leaves a round without using the rehost in time, the team still in the game receives the point for that round. Between rounds, the player who left the game can reconnect, or a rehost can be used
- If a player repeatedly disconnects and the rehost has already been redeemed, the team must finish the map with the remaining players
- Each player is responsible for their software and hardware

5.5 Technical errors

- Each player is responsible for their own hardware and internet connection
- A game will not be rescheduled due to technical problems or missing players.
- Should a team not be able to play with the roster registered for the tournament, the match will be counted as a free win for the opponent

Cast & Streaming

6.1 Casting

- The casting or streaming of a match is reserved exclusively for UniqueX League and may not be carried out by anyone else
- External casts must be requested in advance via a Discord ticket with tournament management

6.2 Streaming

- If there is no official stream, it may be streamed from the first-person perspective. The name of the event ("UniqueX League") must also be noted in the stream title. The stream title must not be offensive, racist, or generally damaging to reputation

- The entire team may be disqualified in the event of non-compliance. Each team is responsible for its stream
- If a match is cast, it may **only** be streamed from the first-person perspective with a 5-minute delay. In the event of misconduct in the stream, permission will be withdrawn, and a warning/disqualification will be issued

Match and Game Operation

7.1 Team host

The team listed on the left side of the OPL page is responsible for hosting the match and ensuring the correct settings are applied if no observer is available.

7.2 Lineup

- 10 players can be selected for the tournament lineup. Matches can **ONLY** be played with these players.
- A match can begin with 4 players, but you cannot start one with fewer than 4 players.
- **Bo1**
 - Players may not be substituted during the match
 - The match lineup can be adjusted before the start of the match. The UniqueX League team must be informed of this via match chat
- **Bo3 & Bo5**
 - A lineup change is only possible between the maps
 - The match lineup can be adjusted before the start of the match. The UniqueX League team must be informed of this via match chat.

7.3 Mappool

The following maps are in the mappool:

- Kafe
- Bank
- Fortress

- Clubhouse
- Lair
- Border
- Chalet
- Consulate
- Nighthaven Labs

7.4 Map voting

- Mapban takes place on the OPL website (for qualified teams) and inside the respective match chat for qualifiers. The maps that cannot be played are banned there. The maps are banned alternately so that one map (the decider map) remains
- The team that does not have the choice of maps chooses the side for overtime. (OPL) If the team has not chosen a side for overtime before the match starts, this setting remains random.

Bo3 Mapvote:

- Ban A - Ban B - Ban A - Ban B - Pick A - Pick B - Ban A - Ban B - Decider
- The team that did not pick the map may choose the side of this map.

Bo5 Mapvote:

- Ban A - Ban B -Pick A -Pick B - Ban A -Ban B -Pick A -Pick B -Decider
- The team that did not pick the map may choose the side of this map

7.5 End of Match

- In officially streamed matches, all players are required to remain in the lobby after the match has ended.
- Players may only leave the lobby once the host has returned to the settings menu. If this rule is violated, the player will receive a warning. Repeated violations may result in the player being disqualified from upcoming matches.
- At least one player per team must upload a screenshot of the match result, including the scoreboard, in the Discord channel after the match. Both teams are equally responsible for ensuring this rule is followed.

Game Settings

8.1 Server Settings

Data Center	Dedicated Server (Region: EU Central)
Voice Chat	Team only
Match Replay	On
HUD settings	Pro League

8.2 Match Settings

Activate Ban Phase	Pro League
Ban Timer	20
Number of Rounds	12
Attacker/Defender Role swap	6
Overtime	ON
Overtime Rounds	3
Overtime Score Difference	2
Overtime Role Change	1
Objective Rotation Parameter	2
Objective Type Rotation	Rounds Played
Pick Phase Timer	15
Operator HP	100
Friendly Fire Damage	100
Friendly Fire in Prep Phase	OFF
Reverse Friendly Fire	OFF
Injured	20
Sprint	ON
Lean	ON
Death Duration	2
Death Replay	OFF

8.3 Tactical Timeouts

Requests available per team	1
Allow requests from	Everyone
Timeout duration	45
Role Swap Timeout	OFF

8.4 Game Mode Settings

Game Mode	BOMB
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuser Carrier Selection	ON
Preparation Phase Duration	45
Action Phase Duration	180

Entry Fees and Prize Pool

9.1 Entry Fee

- 20€ for all 2 Qualifiers
 - you have to pay 20€ even if you play only one qualifier
- 30€ entry Fee for Stage 2 (Groupstage)
 - if your not paying it you're not allowed to participate in stage 2 and the next team will get the chance to participate

9.2 Prizepool

Total entry fees will go into Prizepool. The Total Prize Pool will be announced after the qualifiers before Groupstage begins!

If a team resigns during the league, the entry fee will not be refunded!

