AUREUS CONTENTIO

SEASON 2 — OFFICIAL RULEBOOK

Rainbow Six Siege · T3/T4 Amateur League · Updated 3 November 2026

October 3, 2026 – August 29, 2027 · 9 competition formats · 26 events · 116 competition days

1. Season Overview

Aureus Contentio Season 2 runs 9 competition formats and 26 events across 116 competition days, from October 3, 2026 to August 29, 2027. This rulebook sets out each format's rules, schedule, AC Points and economics, how teams are seeded (AC Rating), and the scheduling policies that keep every calendar compatible.

- 9 competition formats, 26 events: Opening Cup (1), Swiss Cup (1), AC Cup (12), AC Series (5), AC Championship (2), AC Challengers (1), AC Masters (1), AC Community League (2) and AC Youngsters League (1).
- Currency: EUR for every competition, without exception.

2. Competition Formats

2.1. Opening Cup

Frequency: 1× / season

Field size: 8 teams

Format: Single elimination — Bo1 through Semifinals, Bo3 Final

Schedule window: 3–4 Oct 2026

QF + SF on 3 Oct; Final on 4 Oct.

2.2. Swiss Cup

Frequency: 1× / season

Field size: 4–8 teams

Format: Single elimination — Bo1 through Semifinals, Bo3 Final

Schedule window: 23 & 26 Feb 2027

QF + SF on 23 Feb; Final on 26 Feb.

100% winner-take-all prize pool. Eligibility: the team or organisation must be based in Switzerland, or at least 1 of the team's 5 players must be Swiss.

2.3. AC Cup

Frequency: 12× / season (AC Cup #1 – #12)

Field size: 8–16 teams

Format: Bo1 through Semifinals, Bo3 Final — compact 2-day event

Schedule window: one weekend per instance, spread across the season

Day 1: Preliminary Round (if 9–16 teams) → Round of 8 → Semifinal, all Bo1. Day 2: Final, Bo3.

Entry fee charged once at registration — no separate qualifier stage. Prize pool is signup-tiered: €100 at 13–16 teams, €75 at 8–12 teams; below 8 signups the instance is cancelled and entry fees refunded. Eligibility: 16+ players, at least one teammate 18+.

Season update — AC Cup #2: AC Cup #2 (21–22 Oct 2026) was cancelled because fewer than 8 teams signed up, and every entry fee was refunded. The numbering is kept: the next instance is AC Cup #3.

Season update — AC Cup #3 (18–19 Nov 2026): because the November Series was cancelled, AC Cup #3 awards 1.5× AC Points, one time only: 1st 190 · 2nd 115 · 3rd–4th 75 · 5th–8th 30 · 9th–16th 15. AC Rating (ACR) placement bonuses are unchanged. Every other AC Cup awards the standard AC Points (section 3).

2.4. AC Series

Formerly known as: AC Minor (itself formerly Monthly Cup).

Frequency: 5× / season, one per month: November, December, March, April and May

Field size: 16 teams (32-team qualifier)

Format: Swiss Qualifier (2 days, 5 rounds, 32→16) + 3-day main event: weekday Groups → Saturday Knockouts (Semifinals Bo3) → Sunday Grand Final only (Bo5)

Schedule window: each instance named for the month its own Final lands in

Every instance identical in rules, timing and economics — only the calendar dates differ.

Entry fee charged once per team — covers the Swiss qualifier and the main event.

Season update — November Series 2026: the November Series was cancelled because too few teams signed up. Every registered team gets a full refund of its €20, or can move its entry to the December Series. Teams in RCS Class E–I can instead move to AC Cup #3 and get the €10 difference back. The December Series runs as normal.

2.5. AC Championship

Formerly known as: AC Major (itself formerly Season Cup).

Frequency: 2× / season — Winter (Jan/Feb) and Summer (Jun/Jul)

Field size: 32 teams (64-team qualifier)

Format: 2 full-bracket single-elimination qualifier legs (64→1 each, 6 rounds, 2 days each; qualifier points combine across both legs) + multi-day main event: Group Stage (8×4) → Knockout Ro16 → Quarterfinals → Semifinals → Final

Schedule window: Winter: mid-Jan – late-Feb 2027. Summer: late-May – early-Jul 2027.

Identical rules, timings and economics under both instances.

Entry fee charged once per team — covers both qualifier legs and the main event, not charged again per leg.

2.6. AC Challengers

Formerly known as: T2 Circuit.

Frequency: 1× / season, midway through the calendar

Field size: 12 teams (64-team qualifier)

Format: 2 full-bracket single-elimination qualifier legs (64→1 each) + compact main event: Group Stage (4×3) → real double-elimination playoffs (4 group winners into the Upper Bracket, 4 runners-up seed into the Lower Bracket)

Schedule window: 15 Feb – 14 Mar 2027

Qualifier legs 15–16 Feb and 18–19 Feb; Group Stage 3 Mar; UB Semis + LB R1 4 Mar; UB Final + LB R2 6 Mar; LB Final 7 Mar; Grand Final 14 Mar, a full week later.

€25 entry fee per team, charged once — covers both qualifier legs and the main event. Awards AC points unconditionally — permanent plan, not contingent on sponsorship.

2.7. AC Masters

Formerly known as: AC Invitational (itself formerly Grand Finals League).

Frequency: 1× / season — the season finale

Field size: 14 teams total, reached via 4 paths

Format: 4 Direct to Playoffs (ranks 1st–4th — skip qualifying AND the Group Stage entirely) + 4 Direct to Group Stage (ranks 5th–8th — skip qualifying) + 2 Closed Qualifier (ranks 9th–16th, 8→2, both finalists qualify) + 4 Open Qualifier (open entry, plus the 6 Closed Qualifier teams that missed a berth get a second shot; 3 separate 64-team brackets, points combine to the top 4). The 10 teams reaching the Group Stage play down to 8, then a Pre-Eliminary Round narrows to 4, who join the 4 direct-to-Playoffs teams in a real 8-team double-elimination bracket (Bo3 throughout, Bo5 Grand Final).

Schedule window: 8 Jul – 29 Aug 2027

Closed Qualifier 8 Jul; Open Qualifiers 13–14, 20–21, 24–25 Jul; Group Stage 29 Jul & 5 Aug; Pre-Eliminary Round 8 Aug; UB Quarterfinals 12 Aug; UB Semis + LB R1 19 Aug; UB Final + LB R2 22 Aug; LB Final 26 Aug; Grand Final 29 Aug.

No AC placement points of its own — qualification into it runs on points earned elsewhere across the season.

Charged once per team, Open Qualifier entrants only — direct invites (1st–8th) and the Closed Qualifier (9th–16th) stay free. This fee also helps fund AC Community League Instance #2's prize pool.

2.8. AC Community League

Frequency: 2× / season

Field size: 12 teams

Format: Group Stage (4×3) + real double-elimination playoffs

Schedule window: Instance #1: 3–20 Mar 2027 (runs alongside AC Challengers). Instance #2: 30 Jul – 28 Aug 2027 (runs alongside AC Masters).

Instance #1: Group Stage 3 Mar; UB Semis + LB R1 7 Mar; UB Final + LB R2 and LB Final both 13 Mar; Grand Final 20 Mar. Instance #2: Group Stage 30 Jul; UB Semis + LB R1 4 Aug; UB Final + LB R2 14 Aug; LB Final 21 Aug; Grand Final 28 Aug.

Instance #1 unconditionally awards its own 100/70/45/30 table, fixed 100 EUR winner-take-all prize pool. Instance #2 is a free-entry second division for teams that earned AC qualifying points but missed the main event's cut — fixed 75 EUR winner-take-all prize pool.

2.9. AC Youngsters League

Frequency: 1× / season — inaugural in Season 2

Field size: 12 teams

Format: Round-robin (11 matchdays) + Bo3 Semifinals + Bo5 Final

Schedule window: 15 Mar – 8 May 2027

11 round-robin matchdays, then Semifinals (1 May), 3rd Place Match (3 May), Grand Final (8 May).

Purely developmental — no AC points, no prize pool, by design. Outside the AC points circuit entirely.

3. AC Points System

Every AC Points-awarding tier feeds one running seasonal total per team. That total is how Aureus Contentio seeds and invites teams into AC Masters, the season finale — AC Points aren't just standings, they're the qualification path.

Tier	1st	2nd	3rd	4th	Next Band(s)	Total
Opening Cup	250	125	75	75	25 each, 5th–8th	625
Swiss Cup	200	100	50	25	15 each, 5th–8th	435
AC Cup	125	75	50	50	20 each, 5th–8th; 10 each, 9th–12th and 13th–16th	460
AC Series	400	250	150	100	50 each, 5th–8th; 30 each, 9th–12th; 20 each, 13th–16th	1300
AC Championship	1250	800	450	450	200 each, 5th–8th; 40 each, 9th–12th; 20 each, 13th–16th; 10 each, 17th–32nd	4150
AC Challengers	1750	1250	800	500	300 each, 5th–6th; 200 each, 7th–8th; 150 each, 9th–12th	5900
AC Community League (Instance #1 only)	100	70	45	30	—	245

AC Masters and AC Youngsters League award no AC Points of their own — AC Masters because it is the finale itself (teams qualify in on points, not out of it), AC Youngsters League because it is a purely developmental tier outside the AC Points circuit by design. AC Community League Instance #2 (the season-closing instance) also awards none, every season.

Season update: AC Cup #3 (18–19 Nov 2026) awards 1.5× the AC Cup points above, one time only, to make up for the cancelled November Series: 190 · 115 · 75 · 75 · 30 each 5th–8th · 15 each 9th–16th (see 2.3).

4. Entry Fees & Prize Pools

Where a tier gives a minimum and a maximum prize pool, the figure depends on how many teams register that instance. Collectible Revenue is the entry-fee income that funds each tier: Min assumes only the main event's own bracket size paid in; Max assumes the qualifier's full sign-up pool paid in. Every figure below is in EUR, for every tier without exception.

Tier	Entry Fee	Prize Pool (Min–Max)	Winner Prize (Min–Max)	Collectible Revenue (Min–Max)

Opening Cup	Free	€50–50	€50–50	€0–0
Swiss Cup	Free	€50–100	€50–100	€0–0
AC Cup	€10	€75–100	€50–70	€80–160
AC Series	€20	€250–500	€150–250	€320–640
AC Championship	€50	€1000–2000	€500–880	€1600–3200
AC Challengers	€25	€750–1250	€375–625	€300–1600
AC Masters	€15	€1000–2500	€460–1000	€60–960
AC Community League	Free	€75–100	€75–100	€0–0
AC Youngsters League	Free	€0–0	€0–0	€0–0

Where a team can enter more than one qualifier leg within the same tier (AC Winter/Summer Championship ×2, AC Challengers ×2, AC Masters' 3 Open Qualifiers), the entry fee is charged once per team for the whole tier — never again per additional leg.

5. Scheduling & Policies

5.1. Blackout Dates

No competitive matches are scheduled on:

- 21 Dec 2026 – 4 Jan 2027 (winter break)
- 14 Feb 2027
- 13 Jun 2027
- 1 Aug 2027

5.2. Scheduling Priority Layers

When two tiers' calendars would otherwise collide, priority runs in three layers:

- Layer A (highest): AC Challengers — highest priority. On its protected days (both qualifier legs, Upper Bracket Final + Lower Bracket Round 2, Grand Final) it claims the full day and no Layer B event may run at all.
- Layer B: Opening Cup, Swiss Cup, AC Cup, every AC Series instance, AC Winter/Summer Championship, AC Masters.
- Layer C (most flexible): AC Community League — most flexible, can run alongside Layer A or B tiers.

5.3. Sequencing Rules

- 2–4 AC Cup instances (in-cycle) run before every AC Series instance.
- A Series qualifier never intersects (within 60 minutes) an AC Cup match.
- 2 AC Series instances run before AC Winter Championship; 3 before AC Summer Championship.

- AC Championship qualifier legs never intersect an AC Series instance.
- No tier's Bo5 match shares its calendar day with another match of the same tier and instance.
- At most one weekday playoff round per calendar work-week, per tier's bracket — weekend rounds are unrestricted.

5.4. Timezone

All times CET/CEST.

6. RCS Class Eligibility

RCS Class is a 9-rung skill classification, strongest to weakest: A, B, C, D, E, F, G, H, I. Every tier's eligibility range starts at the floor (I, the weakest/newest class) and runs up to a per-tier ceiling — e.g. "I–D" admits classes I through D and excludes C, B and A. Ceilings widen as tiers gain prestige (Opening Cup/AC Cup/Community League: I–E; AC Series/AC Challengers: I–D; AC Championship: I–C; AC Masters: I–B), keeping entry events accessible to newer teams while the season's bigger events open up to stronger classes.

Tier	RCS Class Eligibility
Opening Cup	I–E
Swiss Cup	Any class
AC Cup	I–E
AC Series	I–D
AC Championship	I–C
AC Challengers	I–D
AC Masters	I–B
AC Community League	I–E
AC Youngsters League	Any class

6.1. Swiss Cup eligibility

The Swiss Cup is open to every RCS Class, but only to teams that meet one of these conditions: the team or organisation is based in Switzerland, or at least 1 of the team's 5 players is Swiss.

7. AC Rating (ACR) & Seeding

The AC Rating (ACR) measures how strong a team is right now, and is what Aureus Contentio uses to seed its events. It is separate from AC Points: AC Points reward results across the season and decide qualification for AC Masters; ACR decides seeding.

7.1. Where ACR is used

- AC Cup: seeding of the single-elimination bracket.
- AC Series: seeding of round 1 of the Swiss qualifier.
- AC Series group stage: seeded by a mix of ACR and each team's performance in the qualifier.
- AC Championship, AC Challengers and AC Community League: group stage seeding.
- Qualifier matches count toward ACR like any other match.
- AC Masters: seeding is not influenced by ACR.

7.2. Starting values

A team with no results starts from the value of its RCS Class. Class A has no ACR value, because no competition admits Class A teams.

RCS Class	Starting ACR
B	2,100
C	1,900
D	1,700
E	1,500
F	1,350
G	1,200
H	1,100
I	950

7.3. How a match changes ACR

Every match (not every map) changes the rating of both teams. The winner gains exactly what the loser loses.

- Expected result of the winner = 1 / (1 + 10^((loser ACR − winner ACR) / 400)). Two equal teams are each expected to win 50%; a 100-point favourite about 64%.
- Change = K × event weight × score bonus × (1 − expected result), with K = 32.
- New teams: K is doubled (×2) for a team's first 10 matches, so it reaches its real level quickly.
- Score bonus, Bo1: 1 + (round difference − 1) / 12, maximum 1.5 (7–6 = 1.00, 7–4 ≈ 1.17, 7–1 ≈ 1.42).
- Score bonus, Bo3 / Bo5: 1 + (map difference − 1) × 0.25 (2–1 = 1.00, 2–0 = 1.25, 3–0 = 1.50).

- Forfeits: the winner advances, but neither team's ACR changes.
- **Whole numbers:** every ACR change (match result, placement bonus or class change) is rounded to a whole number when it happens, so a team's total always adds up exactly.

Event	Event weight
Opening Cup	×1
Swiss Cup	×1
AC Cup	×1
AC Community League	×1
AC Youngsters League	×1
AC Series	×1.25
AC Championship	×1.5
AC Challengers	×1.5
AC Masters	×2

7.4. Placement bonus

Top finishes add a bonus on top of the match results. The bonus is multiplied by the field strength (the average ACR of all teams in the event at its start ÷ 1200, between ×0.75 and ×1.5), and counts for 180 days after the event before it drops off. Placement bonuses do not change the expected results of matches. Each placement bonus is rounded to the nearest 5 after the field-strength multiplier is applied.

Competition	1st	2nd	3rd	4th	5th–6th	7th–8th	9th–16th
Opening Cup / Swiss Cup / AC Cup	+40	+30	+20	+20	–	–	–
AC Community League #1	+40	+25	+15	+10	–	–	–
AC Series	+75	+50	+30	+30	+15	+15	–
AC Challengers	+100	+75	+50	+40	+20	–	–
AC Championship	+150	+100	+60	+60	+30	+30	+10

AC Masters, AC Community League #2 and AC Youngsters League award no placement bonus.

7.5. RCS Class changes and roster changes

- When a team changes RCS Class, its ACR moves 50% of the way between the old and new class starting values (e.g. G → F: 1,350 − 1,200 = 150, so +75). Results already earned are kept.
- A team promoted before its first appearance in a competition simply starts at its new class value; the halfway rule does not apply.

- The team's next 5 matches then count double, so the rating settles quickly at its new level.
- The same applies when 3 or more players of a roster change: the ACR moves halfway back toward the class starting value, followed by 5 matches at double weight.
- A class change can affect eligibility for a competition (section 6), independently of ACR.

7.6. Seeding order and ties

Teams are ranked by their ACR at the moment registration for the event closes, highest ACR first. If two teams have the same ACR, the team with more AC Points ranks higher. This ranking does not pair the strongest team with the weakest one: it only decides which pot each team is drawn from (7.7).

7.7. Pots and the draw

ACR places teams into pots. Which team from one pot meets which team from another is then decided by a random draw.

- Knockout brackets (AC Cup, and round 1 of the AC Series Swiss qualifier): 2 pots. Pot 1 holds the top half of the field by ACR, Pot 2 the bottom half. Every first-round match is one Pot 1 team against one Pot 2 team, drawn at random.
- Byes and odd fields: when an AC Cup has 9–15 teams and plays a Preliminary Round, the highest-ACR teams receive the byes into the Round of 8. With an odd number of teams to split, the extra team goes into Pot 1.
- After round 1, ACR plays no further part: the rest of the bracket follows the draw.
- Group stages with 4 teams per group (AC Series 4×4, AC Championship 8×4): 4 pots. Each group receives exactly one team from each pot.
- Group stages with 3 teams per group (AC Challengers 4×3, AC Community League 4×3): 3 pots. Each group receives exactly one team from each pot.
- AC Series group stage: the qualifier result weighs more than ACR. Teams are ranked by their Swiss qualifier record first; teams with the same record are ordered by their head-to-head result in the qualifier, then by ACR. A team is never placed in a lower pot than a team it beat in the qualifier.
- Same organisation: two teams from the same organisation are kept apart in the first round of the draw (first-round match or group) wherever the draw allows. From round 2 on there is no such restriction.
- AC Masters: seeding is not influenced by ACR (7.1).

8. Rosters & Substitutes

8.1. Substitutes

These rules apply to every Aureus Contentio tournament.

- **Tier 1 players:** a player on the roster of a current Tier 1 team may not play as a substitute in any Aureus Contentio tournament. A Tier 1 team is a team competing in an official Ubisoft top-level professional league at the time of the match; players listed as substitutes on that roster are included.

- **Former Tier 1 players:** players who are no longer on a current Tier 1 roster are not affected.
- **Sanctions:** using an ineligible substitute counts as fielding an ineligible player. In unclear cases, the admins decide.