

General Information

Scope

The **rules** apply to all **Dynasty Cups**. By participating, each player accepts these rules in their entirety. Admins reserve the right to make decisions in the interests of competition integrity, even if a case is not explicitly covered by these rules.

Requirements

- Minimum age: **16 years old**
- Minimum Rainbow Six Siege account level: 50
- Players with existing Rainbow Six Siege bans are excluded from participation
- Multiple accounts are not permitted
- Smurfing is prohibited
- Each player is responsible for competing with the correct account
- Teams must compete with 5 players. Playing with fewer players is not permitted and will result in a forfeit

Behavior & Fair Play

Sportsmanship

- Respectful treatment of opponents, teammates, and administrators is mandatory
- Insults, provocations, toxic behavior, or unsportsmanlike conduct are prohibited
- Accusations of cheating without evidence are prohibited

Cheating

- Any form of cheating, exploits, or intentional bug abuse will result in **immediate disqualification**
- Third-party software that influences gameplay is prohibited. This includes recoil macros

Breaks, Rehhosts & Protests

Breaks & Rehhosts

- Rehhosts are only permitted **before the Action Phase**
- Rehhosts after the start of a round are **not permitted**

- Each team can only perform **one rehost** per map
- Each team may use only **one timeout** per map
- Any ambiguity will be decided by an admin

Protests

- Rule violations must be reported immediately
- Evidence (screenshots, clips) is required
- Protests without evidence may be rejected
- Admin decisions are final

Technical requirements

Ping & connection

- Maximum allowed ping: **100 ms**
- Short-term ping spikes are tolerable
- Persistently high ping may result in exclusion from matches or tournaments

Disconnects

- Disconnects must be reported immediately
- Admin decides on a case-by-case basis

Hardware & Software

- Stable internet connection is mandatory
- **MOSS** is mandatory and can be requested by admins at any time
- **MOSS** files must be kept for at least 3 days

Match Settings

- HUD Settings: Pro League
- Server Settings: Dedicated Server
- Game Mode: Bomb
- Number of Bans: 4
- Ban Timer: 20
- Number of Rounds: 12
- Role Swap: 6
- Overtime: ON
- Overtime Rounds: 3
- Overtime Score Difference: 2
- Overtime Role Change: 1

- Objective Rotation Parameter: 2
- Objective Rotation Type: 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
- Request available per team: 1
- Allow requests from: Players
- Timeout duration: 45
- Plant Duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Defuser Carrier Selection: ON
- Preparation Phase Duration: 45
- Action Phase Duration: 180

Active Map Pool:

- Chalet
- Club House
- Border
- Kafe Dostoyevsky
- Bank
- Consulate
- Nighthaven Labs
- Lair
- Fortress

Cosmetics

- Players participating in OPL tournaments may only use the following skins:
 - Operator Default Skins
 - R6Share Pro Team Skins
 - Six Major Skins
 - Esport Program Skins
- All other skins are prohibited and may be sanctioned in accordance with the Penalties section

- Only Default Drone and Default Gadget Skins may be used
- All weapon skins and charms are permitted

Prizes

- Prizes and prize money will be paid out manually after the tournament
- Payouts will be made exclusively via PayPal
- Minimum age for payouts: **16 years**
- If a team forfeits during the final, they will be excluded from all prize eligibility
- Prizes may be forfeited in the event of rule violations

Casting, Observing & Streaming

Casting

- Anyone is allowed to cast as long as Dynasty give them permission

Observing

- Observing by uninvolved players is not permitted.

Streaming

- Matches may be streamed at any time.
- A delay of 180 seconds is recommended but not mandatory.
- Each team is responsible for its own stream and does so at its own risk.
- Stream sniping accusations will not be pursued.

Minor violations

Even minor violations can be penalized if they affect the course or integrity of a match.

- Examples:
 - Lateness or failure to appear without a valid reason
 - Failure to comply with organizational guidelines
 - Lack of communication when problems arise
- Penalties:
 - Official warning

- Loss of match (default win for the opponent)

Moderate violations

Moderate violations usually result in direct, noticeable consequences.

- Examples:
 - Toxic or unsportsmanlike behavior
 - Disregard for admin instructions
 - Use of prohibited skins, cosmetics, or settings
 - Missing, incomplete, or late MOSS files
- Penalties:
 - Loss of round
 - Loss of match
 - Exclusion from the current tournament
 - Partial or complete forfeiture of prize money

Serious violations

Serious violations will result in maximum penalties without warning.

- Examples:
 - Cheating, bug abuse, or exploit use
 - Use of prohibited third-party software (including macros)
 - Smurfing or use of multiple accounts
 - Manipulation of matches, results, or tournament proceedings
 - Intentional deception of administrators
- Penalties:
 - Immediate disqualification
 - Exclusion from future tournaments
 - Complete forfeiture of all prize money
 - Temporary or permanent ban from OPL

Report & Admin Call System

Players can trigger an admin call during a match, particularly in the following cases:

- Player cannot join the match
- Player is AFK
- Assigned player is not hosting the match
- Suspected cheating
- Use of macros or prohibited software

- Toxic or unsportsmanlike behavior
- Incorrectly entered result
- Excessive or unstable latency
- Use of exploits or glitches
- Use of an ineligible player

Team liability

Teams bear full responsibility for their players. Rule violations by individual players may result in sanctions against the entire team, including match loss or tournament exclusion.

Burden of proof & obligation to cooperate

Players are obliged to cooperate in investigations. Refusal to provide evidence (e.g., MOSS files) or providing false information will be considered a serious violation.

Admin decisions

Decisions made by Dynasty administrators are final and cannot be appealed. Revisions will only be made if Dynasty expressly permits them. Dynasty reserves the right to impose sanctions on a case-by-case basis in order to maintain the integrity of the competition.

Tournament participation & check-in

- Registration for a tournament is possible up to 1 hour before the start of the tournament.
- Check-in opens 1 hour before the start of the tournament.
- Teams or players who do not check in on time will lose their right to participate and will not be considered.
- Subsequent participation is not possible.

Match creation & start of play

- After match assignment, the teams involved have a maximum of 10 minutes to host and start the match.
- If play does not start within this period, an admin may intervene.

- If the match is delayed through fault of the players, this may result in a loss of the match or exclusion.

Map Ban & Side Selection

- The map ban procedure is carried out alternately by both teams.
- The team that bans the last map gets to choose the overtime side.
- The other team gets to choose the starting side in the regular game.

Result Confirmation

- After the match ends, both teams have 5 minutes to confirm the result.
- If no confirmation is received within this time or if there is a discrepancy, an admin will automatically be consulted.
- Unconfirmed or incorrect results may be penalized.