

BENELUX
SIEGE HUB
TOURNAMENTS

Tournament Rules
Benelux Cup S1 2026

Last Update – August 2026

Introduction

This document contains the policies, procedures, and additional rules governing the competition in the Benelux Cup S1 for every Team qualified to participate in it. Benelux Cup S1 is operated by Benelux Siege Hub (the “**Tournament Organizer**”).

Participation in Benelux Cup S1 is conditioned to the acceptance of the following rules and standards (collectively the “**Rules**”):

- Unless otherwise specified in this document the **Benelux Cup Rulebook** follows the competitive standards and regulations outlined in the **EML CHALLENGER CIRCUIT RULEBOOK**
- The rules and penalties contained in the present Benelux Cup S1 Tournament Rules, as updated, amended or supplemented from time to time (the “**Benelux Cup S1 Rulebook**”)
- The UBISOFT “[Code of Conduct: The way we play](#)” establishing a set of core guidelines that must be followed when participating in activities associated with UBISOFT’s products or services, both online and offline (the “**Code of Conduct**”)
- The [Rainbow Six: Siege Code of Conduct](#) setting forth the acceptable behaviour of each and any player playing the game Rainbow Six: Siege (the “**Rainbow Six: Siege Code of Conduct**”)
- [Ubisoft Terms of Use](#) (“**Ubisoft Terms of Use**”).

In cases of ambiguity, conflict, or missing provisions within this rulebook, the **EML CHALLENGER CIRCUIT RULEBOOK** will serve as the primary point of reference for rulings and interpretations, subject to approval by Tournament Officials.

All participating teams and players are expected to be familiar with the contents of both this rulebook and the European Tier 2 Rulebook. The most up-to-date version of the Tier 2 Rulebook can be found at: [EML CHALLENGER CIRCUIT RULEBOOK](#)

Please note: Although we utilize the rules of the EML Challenger Circuit, we are not involved in or affiliated with the EML circuit in any way.

1. Acceptance and modification of the Benelux Cup S1 Rulebook

1.1. Acknowledgement and acceptance

Each Player and Team Staff must read, acknowledge, and accept this Benelux Cup S1 Rulebook, and agree to always abide by them to remain eligible to participate in Benelux Cup S1 . By accepting these tournament rules, the Players, Teams and Team Staff consents to UBISOFT's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions, without prejudice to any other sanction issued under the Rainbow Six: Siege Code of Conduct and UBISOFT's Terms of Use. These Rules may be accepted either through the registration process of Benelux Cup S1 or deemed accepted when a Player or its Team enter and participate into any tournament or match of Benelux Cup S1 . Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

Benelux Cup S1 is governed by the EML Challenger Circuit Rulebook. The EML Challenger Circuit Rulebook outlines the primary rules and governances of all levels of the EML Challenger Circuit, including the Benelux Cup S1 . The rules outlined in this Benelux Cup S1 Rulebook are not intended to be stand-alone, rather, used to supplement the EML Challenger Circuit Rulebook to create a full ruleset for the Benelux Cup S1 . In all cases, the EML Challenger Circuit Rulebook is the standard operational ruleset with the Benelux Cup S1 Rulebook outlining additional or specific details and governance within Benelux Cup S1 .

Should any conflicts be found between the Benelux Cup S1 Rulebook and the EML Challenger Circuit Rulebook, this R6 Benelux Cup S1 Rulebook shall prevail.

1.2. Modification of the Rules and Benelux Cup S1 format

In order to ensure that Benelux Cup S1 is operated in accordance with the values conveyed by the [Principles of Esports Engagement](#), or for the protection of any interest that the Tournament Organizer considers material in order to preserve the values, legitimacy and integrity of Benelux Cup S1 , or in order to comply with any applicable law, the Tournament Organizer may amend or supplement this Benelux Cup S1 Rulebook with or without prior notice

Any modification of this Benelux Cup S1 Rulebook or Benelux Cup S1 format will be communicated or made available to Teams either through the update of a revised version of this Benelux Cup S1 Rulebook, through a public post linking to a revised version of such document, or by notification via the official Benelux Cup S1 discord server.

2. Scope of the Benelux Cup S1 and format

Benelux Cup S1 , otherwise referred to as ("Benelux Cup S1 ") is a collection of group phases and competitions (as further described in Section 2.2), run across one region (as further

described in Section 2.1)

2.1. Regions

The Benelux Cup S1 (the “**Benelux Region**”) includes the following countries and regions:

Belgium, Luxembourg, Netherlands

Teams and Players are required to abide by the Residency and Teams eligibility required in the Section 3.2 of the EML Challenger Circuit Rulebook.

2.2. Benelux Cup S1 Structure

2.2.1. Overview

Benelux Cup S1 will unfold throughout the months of September and October for the 2026 Season. The calendar for the designated qualifiers and main competitions are as follows:

Stage	Dates
Open Qualifier	1/09/2026, 2/09/2026, 3/09/2026
Group Stage	5/09/2026, 12/09/2026, 19/09/2026
Playoffs stage	26/09/2026, 3/10/2026, 10/10/2026, 17/10/2026

2.2.2. Qualifiers

2.2.2.1. Qualifiers Overview

The Benelux Cup S1 Qualifiers are open to all Tournament Region players and teams with the exceptions outlined in section 4 of the EML Challenger Circuit Rulebook.

Eligible participants may register to Open Qualifiers on Strave here: [Link](#)

Qualifier dates can be found in section 2.2.1, and registration pages can be found in section 4.3 Roster Registration.

2.2.2.2. Qualifiers Format

The Benelux Cup S1 Qualifier format will scale based on the registrations for each Qualifier 1, Qualifier 2 and Qualifier 3 respectively. Qualifier signups are capped at 128 teams per Qualifier.

Formats that will be utilized are either:

- Round Robin (Groups BO1x1) into Single Elimination
- Single Elimination (BO1 into BO3 at Quarter-Finals)

- Single Elimination (BO1)

2.2.2.3. Qualifiers Advancement

Top 16 Teams will advance to the Group Stage

2.2.2.4. Qualifiers Restrictions

Teams that qualify via an open qualifier will not be eligible to compete in another open qualifier.

2.2.3. Group Stage

The Group Stage will be formed from the 16 teams who qualify via the Open Qualifier phase.

2.2.3.1. Group Stage Format

- 4 Groups of 4 Teams - Round Robin (BO1x1)
- Results of the Group Stage will be used for the Playoffs seeding.

Group matches will be broadcast and are split across 3 play days, and 8 Group matches will be played each day. The dates and times for each play day are as follows:

- Playday 1 5/09/2026
- Playday 2 12/09/2026
- Playday 3 19/09/2026

2.2.3.2. Group Stage point system

- Win in regular time = 3 points
- Win in Overtime = 2 points
- Loss in Overtime = 1 point
- Loss in regular time = 0 points

2.2.4. Playoffs

The **Top 2** teams from each group will advance to Playoffs. Matchups will be defined based on the results of the group stage.

The Playoff Bracket is Single Elimination BO3 with a BO5 Grand Final and is played over the following days and times:

- Upper-Bracket Games Quarter finals 1 & 2 – 26/09/2026
- Upper-Bracket Games Quarter finals 3 & 4 – 3/10/2026
- Upper-Bracket Games Semi finals – 10/10/2026
- Lan Grand Final Location: Heroes World– 17/10/2026

2.2.5 Prize Pool

Total Prizing for Benelux Cup S1 is 25.500 R6 Credits, split as follows:

Ranking	Prize Pool
1 st	5x 3300 Credits
2 nd	5x 1200 Credits
3 rd	5x 600 Credits

2.2.6 Tiebreaker

If two or more Teams have accrued the same number of points at the conclusion of the Group Stage (or any other applicable event), the following procedure will be used to determine who will be considered the winner of the tie. Each condition below will be resolved in the order listed. The conditions listed will only reference the Stage in which the tiebreaker takes place. If a condition does not resolve the tie, then the next will be used, and so on.

- **Round Difference:** The Team which has the highest difference between rounds won and lost during the relevant stage will be considered the winner of the Tiebreaker.
- **Head-to-Head:** The Teams who are tied are listed, then total number of wins, overtime wins, overtime losses, and losses that each Team has against the other Teams involved in the tie during the relevant stage is calculated. The Team who has the best win-rate amongst the set of tied Teams will be considered the winner of the Tiebreaker.
- **Map Win Percentage:** The Team which has the highest percentage of maps won during the relevant stage will be considered the winner of the Tiebreaker.
- **Round Win Percentage:** The Team which has the highest percentage of rounds won during the relevant stage will be considered the winner of the Tiebreaker.
- **Tiebreaker Match:** If none of the above conditions resolve the tie, then a tiebreaker match will be used to resolve it.

3. Communication between Teams and Tournament Officials

3.1. Registration of a Point of Contact

When a Team registers to any form of competition for Benelux Cup S1 . That team agrees to appoint a Team Manager and be active in communication with Tournament Officials from the Tournament Organizer. The Team members must join the Discord from this [link](#). Team Managers must also provide their full name and email address for communication as well as being in the Benelux Cup S1 Discord.

This Discord server will be the primary contact forum for all general updates and questions pertaining to Benelux Cup S1 , including for any matter related to the presence and usage of bugs and glitches on the game.

The selected Point-of-Contact must be available on Discord during their Team's scheduled Match time.

3.2. Language of communication

All communications, written and spoken, will be in English.

4. Benelux Cup S1 Team Composition & Eligibility Requirements

4.1. Eligibility

4.1.1 Player and Team Staff Eligibility

Players and Team Staff will be eligible and remain eligible to compete in Benelux Cup S1 with their Team as long as they agree to be bound to and abide by the Rules, and in particular comply with the eligibility requirements set forth in Section 3.2 of the EML Challenger Circuit Rulebook.

In particular all Players must be 16+ years of age prior to the participation of the players first possible Stage/Phase in the Benelux Cup S1.

4.1.2 Additional Benelux Cup S1 Residency Requirement

Teams participating in the Benelux Cup S1 are permitted to have a maximum of two (2) import Players (i.e., Players whose primary residence is outside the Tournament Region) on their roster. All other Players on the Team must have their place of residence within the Tournament Region. As set forth in Section 3.2.6 of the EML Challenger Circuit Rulebook, the Tournament Organizers may request at any time any supporting document substantiating the compliance of Players with this residency requirement. Failure to provide a requested proof of residence may result in Sanction(s).

4.2. Roster Registration

Teams must create and register their roster for a tournament on Strave and join the R6 Benelux Cup S1 linked below prior to the start of the specific tournament being registered or invited to. Additionally, participating teams are required to open a ticket in the Siege Hub Discord regarding their participation.

Website Sign Up: <https://strave.gg/o/benelux-siege-hub/benelux-cup-s1>

4.2.1 Roster Registration Requirements

All teams participating in Benelux Cup S1 must complete the official Roster Registration Process before the roster lock deadline.

Teams are required to submit:

- 5 starting players (mandatory)
- up to 2 Substitute Players (optional)
- 1 Appointed Team Manager (Mandatory)
- 1 Coach (optional, if applicable)

All players and staff must provide any documentation requested by the Tournament Organizer (e.g. age/residency verification, Ubisoft account IDs) to be officially eligible to participate in the competition.

Only individuals listed and approved through this registration process will be allowed to participate or represent the team in official Benelux Cup matches.

Failure to submit a complete and valid roster by the deadline may result in disqualification.

4.3. Roster Lock & Roster Changes

A Roster is considered locked once the check-in date listed on the Tournament Page has passed. Once locked, no new Player(s) or Coach may be added.

4.4. Team names and Logos

Teams must carry a professional name. Names such as 'Team Alfa ', 'Team charger', 'Team baksteen' are not allowed also LFO can only be used by 1 team as a team name. Next to this, teams and organisations are required to have a relevant and identifiable logo which does not include photos of real people or are parodies of real brands. The server team has the final say on what names and/or logos are deemed professional or appropriate.

4.5. Substitute

These players are also required to be 16 years of age; however, they will be if they are to play official matches within the Benelux Cup. Substitutes do not have any specific rights, tasks or duties. Adding substitutes to your roster is highly recommended. Teams cant swap players between matches if there are not informed the staff members 2 hours before the match.

4.6. Stand in players (emergency sub)

If a team is not able to have five players participating in a particular match, including through

calling substitute players, or with its coach stepping-in, the team can exceptionally request to play with a stand-in player. A “stand-in player” is a person exceptionally authorized to compete with a team that is not in the [Strave](#) Team, for a limited period of time for the sole purpose of avoiding the team from being disqualified for breach of the team composition requirements. Authorization for a team to compete with a stand-in player is always subject to approval of Benelux cup Admins and is subject to the following limitations:

- Stand-in players must meet all eligibility requirements what a players also have
- A stand-in player cannot have been registered with another team that has competed in the same stage,
- A stand-in player cannot be registered on the roster of another team that is competing in the same competition he is asked to stand-in for
- Every team has 2 Emergency subs
- when a team used there 2 Emergency subs and need an another one its -1 point redcuton for every Emergency sub

5. Benelux Cup S1 Competition Administration & Match Processes

The Competition Administration & Match Process regulates how matches are played in Benelux Cup S1 . These are the standard procedures and may evolve or change at the direction of the Tournament Organizer based on the needs of Benelux Cup S1 . Unless otherwise directed, all Teams will adhere to the following processes.

5.1. General Processes

5.1.1. Promotional Activities

By registering or competing in any Benelux Cup S1 competition, and in addition to the Promotional activities obligations and LAN restrictions set forth in Section 5.4 of the [EML Challenger Circuit Rulebook](#), each Team agrees to make at least one (1) Player available upon request for media duties, including but not limited to interviews either pre-match or post-match during broadcast games as well as additional content surrounding the tournament.

Failure to complete any media duties upon request at any point throughout the duration of Benelux Cup S1 competitions may result in Sanction(s) against the entire Team or organisation. All players entering the Playoff stages of the tournament must provide headshots if required on request and by doing so consent to use of imagery in social media, video content and on broadcast as per Section 8.4 of the [EML Challenger Circuit Rulebook](#). All teams must provide a suitable logo for broadcast, video content and in social media coverage, which does not use any copyright or offensive imagery.

5.1.2. Player Camera Obligations

Teams, Players and Coaches are required to fulfill Media Activities These activities include

display of a Player/Team Camera at the end of matches.

5.1.3. Mid-Match Communications

Aside from the Tournament Organizer, only the Coach may communicate with the Team during a match.

The Coach may communicate with the Team until the Tournament Organizer initiates the start of the map, prior to the creation of the game lobby. At the moment the map starts, the Coach will be muted in the TeamSpeak server until the end of the map.

The Coach will be unmuted and allowed to speak to the Team at following times during a Match:

- For the duration of the break between the end of one map until the start of the next map; and
- During Tactical Pauses; and
- During the operator ban phase before the start of round 1 and before the start of round 7 (but not during the operator ban phase at the start of round 7 or round 10, or during any automated ban phase during overtime), as set forth in Section 5.1.4.3. of the EML Challenger Circuit Rulebook.

5.1.4. Other form of communication

In-game Chat messages are allowed but must remain within acceptable guidelines and behavior

– Players are liable and responsible for any messages deemed inappropriate or unacceptable.

5.1.5. Tactical Timeouts and Substitutions

5.1.5.1. Tactical Timeouts

Each team is entitled to one Tactical Timeout (in-game function) per map.

During the Group Stage and the Playoffs.

Refer to section 5.1.5. of the [EML Challenger Circuit Rulebook](#) for more information.

5.1.5.2. Substitutions

All substitutes must be pre-registered as part of the team on the tournament platform to be eligible to play.

Refer to section 4.5 of the [EML Challenger Circuit Rulebook](#) for more information.

5.2. Online Processes (For Group Phase and Playoffs)

5.2.1. Match Process

Prior to all matches, the Tournament Organizer will establish a match channel in the Benelux Cup S1 Discord with the two Teams representatives invited. This will be the communication method for match coordination including map bans, technical issues, match issues or general Admin support. Teams will follow the instructions provided by the Tournament Officials, at all times.

On a match day, all Teams will connect and check-in with a Tournament Official in the designated Discord channels and confirm the map bans for the match as well as address and concerns or questions they may have. The default time for all Teams to connect and check-in during regularly scheduled match days is 1 hour prior to the match start time. Check-in time is subject to change by the Tournament Organizer.

At check-in, the Tournament Officials will at that time or, if necessary, during the following communications in the Discord, advise the Team when to be prepared to play their match. It is the responsibility of the Team to follow up and respond to messages in the Discord as times may fluctuate and Teams may need to be ready to play at a different time than initially instructed.

At the start of the match, a designated Observer will establish the game and, upon confirmation by the Tournament Officials, invite both Teams into the lobby. The Tournament Officials will coordinate with the Observer to start the match when both the Teams and Production and Broadcasting Staff are prepared.

After the last game of the match, the Tournament Officials will confirm with both Teams when they are allowed to disconnect from the lobby and either attend a post-match interview, content segment or activity or be released from the match. Teams are prohibited from leaving the match and Discord channel until the Tournament Officials has confirmed they are allowed to do so.

5.2.2. Match Connection

All Teams, Players and Coach are responsible for their own hardware, network and internet connections and technical equipment to participate to the Matches. Attempting to interfere with the connection, such as throttling the bandwidth of a PC or internet network is against the Rules. Abusing any such methods can result in disqualification or bans.

A match will not be rescheduled due to technical problems or missing players. Should a team not be able to compete with the roster registered for the tournament, the match will be considered a forfeit and the win will be awarded to the opponent team.

5.2.3. Maximum Latency

The maximum latency is 120ms. 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 solved, must be played to the end with the remaining players. For a protest to be valid, at least 3 screenshots over the period of 2 rounds must be submitted showing the latency violation.

5.2.4. Server Location

The default Server Location for Benelux Cup S1 is EU-West.

Teams may petition the admin to change the server location. Both teams must agree on the location of the new server.

5.2.5. Game version for online play

All matches played online will do so using the current game update of Rainbow Six Siege, unless otherwise stated by the Tournament Organizer.

5.2.6. Required Software for Online Play

5.2.6.1. Anti-Cheat Software MOSS

MOSS Anti-Cheat is a requirement for competing. MOSS Anti-Cheat can be downloaded [here](#). Both teams are also obliged to upload the MOSS files within 20 minutes of the end of the match without being asked.

The process for MOSS uploads will be communicated through official channels such as the Strave match page or the Benelux Cup S1 Discord, in case Players are experiencing issues uploading to the Benelux Cup S1 website. Players are obliged to open a Discord ticket on the Benelux Cup S1 Discord to submit their MOSS files.

During Qualifiers, teams may be asked to provide their MOSS files upon admin request and will have 10 minutes to do so. If teams are unable to provide MOSS files for all players within the allotted time they will be disqualified from the Qualifier.

Teams that wish to protest a match or team and flag to admins regarding MOSS checks must do so immediately after the conclusion of a match and provide evidence in relation to the Benelux Cup S1 Qualifier. Tournament Officials will not accept evidence unrelated to the Qualifier(s) or outdated/circumstantial evidence posted or conducted outside of the tournament(s) and event.

5.2.6.2. Incomplete MOSS Files

If a MOSS file does not contain all the necessary contents for completeness, it is considered invalid and will not be evaluated. A complete MOSS file includes the following files:

- Correct parameters: Rainbow Six Siege
- Screenshots of all connected and listed screens
- Logfile.log

5.2.6.3. Black screenshots from MOSS

So-called "black images" are considered "black images" as soon as at least one screen of the screenshot is black. A submitted moss file may not contain more than 30% of black images. Otherwise, the MOSS file is considered invalid and will not be evaluated.

5.2.6.4. Edited MOSS files

If a demonstrably edited or invalid MOSS file is submitted, it will not be scored and will be deemed not to have been submitted.

5.2.6.5. Unreliability of MOSS

If a crash occurs in MOSS during a round, the opponent must be informed immediately. The round must then be interrupted and is repeated from the moment of the crash. If the crash is only noticed after more than two rounds, the round is repeated from the current round and the opposing team wins the skipped rounds. Tournament Officials must be notified through official channels if issues relating to MOSS occur.

5.2.6.6. MOSS File Data Collection and Privacy Compliance

MOSS files and any Personal Data collected from players, including in-game screenshots and log files, will be handled in compliance with the European Union's General Data Protection Regulation (GDPR). The following terms apply in conjunction with Section 8.3 of the EML Challenger Circuit Rulebook:

- **Consent:** Players must provide explicit, informed consent for the collection, storage, and processing of MOSS files and personal data. By accepting these Rules and participating in Benelux Cup S1, players agree to the use of their data as described in this Section of this Benelux Cup S1 Rulebook
- **Purpose Limitation:** The data collected will be used solely for tournament-related purposes, including ensuring tournament integrity, anti-cheat enforcement, and match integrity reviews. The data will not be used for any commercial purposes or shared beyond those required to uphold tournament operations.
- **Access to Data:** the Tournament Organizer, and authorised Tournament Officials will have access to MOSS files and Player information. These parties will handle the data securely and in accordance with GDPR.
- **Data Minimization:** Only the data necessary for ensuring fair play and compliance with the Rules will be collected. Unnecessary or excessive data will not be processed or stored.
- **Access and Deletion Rights:** Players have the right to access any personal data collected about them and may request its deletion after the conclusion of the tournament, in line with GDPR. Requests for data access or deletion can be made by contacting bnlsiegehub@gmail.com
- **Data Retention:** MOSS files and personal data will be stored only for the duration required to ensure tournament integrity and anti-cheat compliance. Once no longer

needed, the data will be securely deleted, in accordance with GDPR's "storage limitation" principle.

- Point of Contact: Players may contact **bnlsiegehub@gmail.com** for any concerns related to their data rights or the processing of their personal information.

5.2.6.7. Controller players

Unlike keyboard and mouse players, players competing with a controller are exempt from the mandatory MOSS file submission requirements outlined in the previous sections. However, to ensure fair play and maintain competitive integrity, Tournament Officials reserve the right to enforce strict alternative monitoring measures.

If a controller player is flagged for suspicious gameplay, suspected of using unauthorized hardware (such as input spoofing devices like XIM or Cronus), or upon a direct request from a Tournament Official, the player will be required to provide a live "handcam" during their matches.

Handcam Requirements:

- The camera feed must clearly display the player's controller, both of their hands actively interacting with the device, and a portion of their monitor/screen to synchronize physical inputs with in-game actions.
- The live video feed must be shared with the designated Tournament Officials in a dedicated Benelux Cup S1 Discord voice channel (or another platform specified by the admins) for the entire duration of the match.

Failure to Comply:

Failure to provide a handcam immediately upon admin request, or providing a feed that is intentionally obscured, disconnected, or of insufficient quality to verify inputs, will be considered a severe rule violation. This will result in immediate Sanction(s), which may include round forfeiture, immediate match disqualification, or a ban from the Benelux Cup S1.

5.3. LAN Match Process

5.3.1. Match Start Times

The Organizer may amend and/or re-order the previously communicated Match start time at its discretion. Teams shall adhere at all times to the time specified by the Tournament Organizer to attend their scheduled Matches.

Unless communicated otherwise, all Matches will be using an accelerated schedule meaning that Teams' call time may be earlier than scheduled and communicated to Teams.

If a Team does not attend a given Match at the starting time communicated by the Tournament Organizer, meaning that one (1) or more of its Players are not in the Game Lobby ready to begin the Match at the starting time communicated by the Tournament Organizer, then Sanction(s) set forth in 7.2.2 will be issued.

Any of the aforementioned fines will be applied as per Section 6.1 of the EML Challenger Circuit Rulebook.

5.3.2. Pre-Match availability

All Players must be ready to play at least forty-five (45) minutes before the scheduled Match time of their Team. Matches are scheduled to be played back-to-back. Teams will be informed if and when a Match is expected to finish early, leading to an adjustment of the schedule for the day and leading to their next Match likely to have to be played earlier than initially scheduled.

The Map Selection Process must commence once the previous Match-up starts or at least one (1) hour before the scheduled start time. At one (1) hour before the scheduled Match starting time, Tournament Officials will confirm the eligibility of each Team's Roster. Both Teams must complete the Map Selection Process up to forty-five (45) minutes before the scheduled Match.

Players must be ready in the Game Lobby at least ten (10) minutes before the Match starting time.

5.3.3. Match availability

Players and their Coach must remain at all time within the Competition Area during their Match unless specifically approved to leave by Tournament Officials. This includes during Tactical Pauses and Technical Timeouts.

Teams must wear provided Noise-Canceling hardware at all times until the Map or Match has concluded, unless otherwise approved by Tournament Officials.

5.3.4. Post Map Break

When teams are expected to play two or more maps consecutively, they will be given a 5-minute break between the end of the previous Map and the beginning of the next Map. If teams do not return by the time 5 minutes have passed, they may be issued a penalty determined at the Tournament Organizer's discretion.

5.3.5. Technical Equipment restrictions in Match Area

For LAN matches, the Tournament Organizer will provide computers, monitors and noise canceling headsets with a microphone for use during the Benelux Cup S1 Playoffs.

Besides the aforementioned equipment provided by Tournament Officials, Players will be required to bring any other equipment needed for them to compete in Benelux Cup S1 Playoffs, and in particular:

- Keyboard, Mouse,
- Mousepad,
- In-Ear headphones with long enough cables

PS2 to USB adapters are not permitted in the tournament.

All Player's equipment is subject to inspection and approval by Tournament Officials. The Tournament Organizer reserves the right to deny and issue Sanction(s) in case it is determined that any equipment and/or device brought to Benelux Cup S1 Playoffs may provide an unfair competitive advantage to its user.

Participants may use their own external sound card if it does not require any additional 3rd party software to be installed on the tournament PC. Use of any external sound card which requires 3rd party software to run is not allowed.

In a further clarification to the technical equipment restrictions set forth in Section 5.3 of the EML Challenger Circuit Rulebook, Players and Coaches may not have any unauthorized technical equipment (including but not limited to phones, tablets, electronic watches, laptops) in the Match area and must be handed over to the Match Officials prior to the Match.

5.4. Issues During a Match

This Section outlines the rules and conditions in which a technical pause or rehost may be permitted. Any issues that occur outside of either the listed rehost conditions or times will be ineligible for rehost.

5.4.1. Technical Pause

The process set forth in Section 5.1.7.1 of the EML Challenger Circuit Rulebook shall apply for Technical Pauses in Benelux Cup S1 .

5.4.2. Rehost

5.4.2.1. Conditions for Rehost

Rehosts are restricted to 1 rehost per Team, per game/map in a match, and may only be requested in the following cases and times:

Conditions for Rehost	
Preparation Phase	• Any technical issue including the game and server, Player disconnects and/or authorized software or hardware problem that occurs before the start of the Preparation Phase or up to thirty (30) seconds once the Preparation Phase has started

Action Phase	- Any technical issue including the game and server, Player disconnects and/or authorized software or hardware problem that occurs up to the first thirty (30) seconds of the Action phase and if no damage has been taken by any player; or - At any time during the Action phase: - In case of Player Observer-related issues; and/or - Player is unable to control or move the Operator - Game mechanic issues (E.g. shooting, reloading, movement, gadgets or equipment) - For clarity, if a Player leaves the Match 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.
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The Tournament Organizer maintains the discretion to issue a rehost at any time and for any reason in the interest of competitive integrity.

5.4.2.2. Requesting a Rehost

The team that wants to use a rehost must have completely left the lobby, otherwise the round must be played to the end.

No confirmation from an admin or observer is required for a rehost, but the rehost must be communicated in the R6 Benelux Cup S1 Discord with the note "Rehost @Tournament Admin". If a team leaves the match due to a protest, their rehost will not be honoured. Should a team, 10 minutes after the rehost, not be fully in the match lobby, the match must continue with the players present. Alternatively, a match protest may be opened.

Should a rehost have to be made due to publisher-side problems (e.g. high ping in the entire lobby), this will not be credited to either team.

5.4.2.3. Re-host continuation

In the case of a rehost, Teams may select a different Operator, equipment, gadget, loadout, bomb and starting site.

Between rounds, the player who left the game can reconnect or a rehost can be claimed. If a player repeatedly disconnects and the rehost has already been redeemed, the team must finish the map with the remaining players.

5.5. Support Request:

Support requests are indirect or non-match related requests, which concern purely informative, administrative, or organisational concerns of the Teams towards the tournament management. A support request can be submitted via the support ticket system integrated on the Benelux Cup S1 Discord server. Support requests that are not submitted via the ticket system are invalid and

cannot be used as a reference. This rule also includes personal or “direct” messages to Tournament Officials.

5.6. Match Protests

Protests are directly match-related issues or allegations that determine the course or outcome of a match. A protest may be claimed by any team at any time during the match.

If a Team considers that the opponent Team is committing a Rules violation during the Match which has not been addressed by Tournament Officials, then the Team claiming that such breach of Rule occurred shall notify such breach of Rules to Tournament Officials at the end of Map being played through the Benelux Cup S1 Discord ticket system. Team and its Players are not permitted to interrupt the flow of the Match to notify a breach of the Rules and may be themselves exposed to Sanction(s) if doing so.

Protests not made through official channels to reach Tournament Officials are invalid and cannot be used as a reference. This rule also includes personal or “direct” messages to Tournament Officials. A protest is only valid if the result has not 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 Organizer reserves the right to overrule this rule in case of proven cheating. The Tournament Officials always decide based on the presumption of innocence. This means that the protester must present valid evidence or arguments, otherwise the protest will not be processed due to insufficient evidence.

5.7. 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 picture, text or in analogous reproduction. A publication requires the agreement of the Tournament Organizer.

6. Game Rules for Benelux Cup S1

6.1. Banned Operators or other interim bans

In order to maintain the highest level of competitive integrity, at times of review, actions, Operators, or other mechanics may be restricted from use.

The following Operators are banned from competitive play in Benelux Cup S1 : None

6.2. Unintended Mechanics

An unintended mechanic is a condition or action that may allow a Player or Team to act or receive an advantage in a way that was not specifically designed, commonly referred terms include, but not limited to, exploit, glitch, bug, gimmick, and hack. At times, unintended

mechanics may create an unfavourable result for a Player or Team.

Due to the fluctuating state of unintended mechanics, a global list of permitted and banned items will be maintained and displayed publicly. Currently, the list is contained in Section 5.1.4.5 of the EML Challenger Circuit Rulebook.

A non-exhaustive list of known unintended mechanics that have been approved or banned for use in Benelux Cup S1 , together with the process for Teams to escalate to Tournament Officials any usage of bug or in-game exploits not included in the list, may be found in Section 5.1.4.6 of the EML Challenger Circuit Rulebook. Any Team or Player shall also report issues for review and consideration on [R6FIX](#).

As the list of unknown or non-addressed unintended mechanics increases past this list, the Tournament Organizer, on a case-by-case basis, will determine the final ruling and impact of items not specified below.

It is in Teams' best interest to surface any unintended mechanics not listed here and await the Tournament Organizer approval before implementing their use, understanding that there is time needed to review and provide feedback on such items. The Tournament Organizer will determine if the use of unintended mechanics influences the outcome of a match and award or penalize activities accordingly.

6.3. Prohibited Software, Applications & Services

The use of third-party software, any form of tampering with the game's code or servers or any gathering of information obtained from watching the match's broadcast while playing with the intention of, or potential to, create an unfair advantage for a Team or Player, is prohibited and subject any Player using such hardware or software to Sanction(s). The same applies to actions that give a player or team an advantage in any way. This applies in particular to the exploitation of bugs and glitches.

Any and all programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list, will be cause for immediate disqualification for the entire Team:

- TeamViewer
 - Parsec
 - RemotePC
 - LogMeIn
 - Remote Desktop Manager
 - Chrome Remote Desktop
 - Windows VPN
 - NordVPN
 - ProtonVPN
 - OpenVPN
 - Tor Network
-

6.4. Use of Marcos, Lua, Vpn

The use of marcos, lua, vpn is strictly forbidden throughout the Benelux Cup . If found to be in use of any of the above during a match in your Moss, the player in question will be banned from the remaining season while team sanctions will be discussed between admins and the team in question

6.5. Use of cheating programs

The use of any cheating programs is strictly forbidden throughout Benelux Cup. Cheating programs can include but are not limited to: aim hack, multihack, esp, sound enhancement, coloured models, no recoil and no flash. If found to be in use of any cheating program the player in question will be banned from play for the remaining season while team sanctions will be discussed between Benelux cup admins and the team in question.

- if, at any time you feel unconfident in programs you wish to use during a match, confide with the admins through a ticket or dm with the program in question and how you wish to use the program. If said program is of extreme advantage judge by admins, the program will instantly banned with no further inquiry

- attempts to imitate hacking or cheating will result in temporary suspension or potential ban from Benelux cup from the remaining season with nu further inquiry unless otherwise indicated by admins

7. Sanction(s) and Penalties

7.1. Definition

Playing with an unregistered player

any registered user who attempts to play the match has an unregistered uplay account under players slots in Strave and Discord. Exceptions may occur where a user account is under unauthorized possession where they may be able to use an unregistered uplay account by admins permission

Playing under same uplay account as different user

originally registered user who successfully logs into and plays under the account in question

Playing with wrong game account

any attempt made to play a match under an unregistered game account name

if it is active or not multiply forfeits in a time

a team that's unable to play or get a full squad for multiple games in a row will be DQ from the league to reserve fairness in all games played for the other in the league

7.2. Matchfixing

any agreements made to alter the end results of a match so that a set team is either made to

win, draw or lose by purpose, admins is permitted to apply their judgement on what is deemed match fixing

7.3 Fake results

any participant that incorrectly enter a matchup results fake tampered match evidence/media (MOSS) any participant who provides admins with illegal evidence or media when requested

7.4 Use of banned programs

if it is active or not any use of the listed unauthorized programs

7.5 Forfeit

-if you FF a game you get a price reduction on the prize pool of 5% every time you FF
-receiving a DQ results is a 7-0 loss for each map and does not provide roster changes that a forfeit would allow

7.6 Disqualification

receiving a DQ results is a 7-0 loss for each map for every match they have played

7.7 Probation

When a player has been released from their appropriate sanction, they will be placed on probation where they will be closely monitored as to their behaviour, gameplay or other reasons depending on the situation at question. The length of probation is at the discretions of the admins

7.8 Penalties

common penalties include, but are not limited to: receiving a DQ and the players involved to receive playdays ban. This may also include the captain if it is assumed they had knowledge of the incident prior to investigation/decision.

Penalty points are given for non-severe rulebook infractions including, but not limited to:

- Failing to submit match lineups by the requested time
- Being late for a match
- Delaying the broadcast
- Use of offensive language against other participants/league staff
- Failing to respect decisions of the tournament administration
- Deliberately deceiving league staff
- Failing to show up for matches
- Repeated rule-breaking

If a Team is to reach a **TOTAL of 35 penalty points** in the Benelux Cup, then that Team will be automatically disqualified.

Reason for Points	Number of Points
Second strike of coach communication	2
Third strike of coach communication	3
Late Roster Submission	2
Punctuality	2
Delaying the Match	6
No-Show	10
Lineup submission	10
Breaks between Maps	2
Refusal of Match Broadcast	10
Providing Incorrect Details	3
Details Provided Not Up to Standard	3
Minor cases of Insults	10
Spamming	Reviewed case by case
Spamming In game	3
Usage of in game Bug or Exploit	10 Maximum
Unsportsmanlike Behaviour	6

8. Other applicable Rules:

Please see the following Sections of the EML Challenger Circuit Rulebook for important information regarding other operational aspects of Benelux Cup S1 :

- **Match Settings** (Section 5.1.3)
- **Map Pool** (Section 5.1.4.1)
- **Map Bans** (Section 5.1.4.2)
- **Operator Ban System** (Section 5.1.4.3)
- **Operator, gadgets, equipment or attachments permitted** (Section 5.1.4.4.)
- **Cosmetics** (Section 5.1.4.5)
- **Usage of bugs or in-game exploits** (Section 5.1.4.6)
- **Tactical Timeouts** (Section 5.1.5)
- **Technical Pause** (Section 5.1.7.1)
- **Good sportsmanship Rules** (Section 5.2)
- **Tie breaker rules** (Section 5.4)

9. Additional Information

UBISOFT HAS PROVIDED PRIZES AND REWARDS AND THE USE OF ITS NAME AND TRADEMARKS BUT IS NOT INVOLVED IN THE EXECUTION OR ADMINISTRATION OF THE TOURNAMENT, AND ANY QUESTIONS, COMMENTS OR COMPLAINTS REGARDING THE TOURNAMENT MUST BE DIRECTED TO Benelux Siege Hub WHO IS ADMINISTRATING THE TOURNAMENT.

10. Change Log

Date	Section	Previous Rule	Updated Rule

Version 1; 17-08-2026