

Master Six League

OFFICIAL RULEBOOK R6S

OF THE LEAGUE



English Version

1. General

1.1.Changes to the Rules:

MSL Supervisors and Admins reserves the right to modify, delete or otherwise change the rules described in this regulation.

MSL Supervisors and Admins also reserves the right to judge cases that are not specifically dealt with or detailed in this regulation, or to make judgments even going against this regulation in extreme cases, to preserve the fair-treatmentplay and fair play.

2. Individual and collective attitude

2.1.Attitude:

Problems during a match, from the beginning of the match to the end must be reported immediately and cannot be reported after the fact as this constitutes an acceptance of the problem by the opposing team.

2.2.Player Attitude:

A player can be warned and receive a ban if he commits one of the following sanctions:

- Refuses to follow the instructions of the coordinators of the said competition
- Uses offensive language and/or gestures towards other players, streamers and staffs
- Is guilty of anti-sportive behavior in a match
- Griefing / Trolling
- Spam
- Macro or Cheat
- Glitch through walls, objects, surfaces, etc
- Spawn Kill killing all attackers in the first 2 seconds of the action phase

2.3.Name and Logo:

Specific teams or players may be asked to change their name or logo if deemed offensive or inappropriate. Names/Avatars must not contain any offensive or racist content.

2.4. Confidentiality:

The content of protests, support tickets, e-mails, discussions or any other correspondence with the Staffs is considered strictly confidential. The publication of this content is prohibited without the written consent of the administrative team.

3. Violation of the rules

3.1. Penalty Round or Match:

- For violations of the rules, the current round will be given to the opponent and the match will resume after validation of the protest by the administrative team.
- For offside rule violations such as an unexpected delay (before the match or between the maps) or a problem with one of the team's players, the match will result in a default win after protest validation by the administrative team.

3.2. Disqualification or Ban:

- A player can be banned from the competition for serious incidents such as the use of a cheat, a macro or other prohibited software. Team Leader will be notified via Discord message.
- Serious team misconduct or accumulation of offside rule violations may result from complete team disqualification.
- If the player is the leader of a team, the team may also be punished, thus penalizing all its members.

4. Team management

4.1. Age requirement / Restrictions Players:

- All participants must be over 16 years old (for competitions without cash prize), over 18 years old (for competitions with cash prize) with mature behavior, under penalty.
- Permanently banned players are not allowed to play in this competition.
- A player must not be registered in another team to avoid mercenary. The player is not allowed to play with multiple teams.
- A player must be registered with the team in order to participate in the competition and use the account they provided.

4.2.Player Account:

- Each player must provide their game account to the tournament administration at the beginning of each season. Each player must use the game account he provided.
- If a change is made to the account, the Staffs must be informed.

4.3.Team Composition:

- Teams must be composed of 5 players minimum and 10 players maximum.
- All players must be registered in the team.

If a team plays with an unregistered player, they may be forced to give up the match or the player in question to play, or the team may be disqualified.

4.4.Team Changes:

- All changes on the team sheet must be requested at least 30 minutes before the start of the game from a member of the Staff.
- This includes, but is not limited to:
 - Add or remove players (provide Pseudo + Uplay)
 - Change team name
 - Change team logo

5.Cheating and Abuse

5.1.Cheats Software:

- Using the following programs is considered cheating: Multi Hacks, Wallhack, Aimbot, Colorful Templates, No-Recoil, No-Flash and Sound Changes. These are just examples, other programs or methods can also be considered cheaters.
- If these programs are detected during a match, the team will be penalized and the guilty player may be excluded from the game and the competition or even an exclusion from the league.

5.2.MOSS:

- MOSS is mandatory for all participants as anti-rich.
- Any alteration of a player's anti-triche is prohibited.
- If a player cannot use Monitor System Status (MOSS), they are not allowed to participate in a game.

5.3.Glitches:

- If a glitch is used involuntarily during a heat and the team that used the glitch has won the heat, the heat will be replayed immediately, whether the glitch has impacted the heat or not.
- If a glitch is used intentionally during a game, the team that used the glitch will be forced to lose the heat or even lose the card if there is a recurrence.

6. Game Setting

6.1.Game Version:

- All games played use the latest version of Rainbow Six.
- All players are responsible for keeping their game current.

6.2.Server parameter:

All matches must be played with the following parameters:

- Type Playlist: Normal
- Server type: Dedicated
- ATH Parameter: Pro League
- Game mode: Bomb

Settings

- Number of exclusions: 4
- Duration Exclusion phase: 20
- Number of Sleeves: 12
- Change assailant/defender role: 6
- Sleeves (Extension): 3
- Score Difference (Extension): 2
- Role Change (Extension): 1
- Rotation parameter Objective: 2

- Type Rotation Objective: Sleeves Played
- Duration Selection Phase: 15
- Handicap damage: 100
- Damage Allied Fire: 100
- Reverse Ally Fire: No
- Injured: 20
- Sprint: On
- Tilt: On
- Duration of Death: 2
- Rediff. Death: No
- Installation Time: 7
- Duration of De-escalation: 7
- Time to detonation: 45
- Selection of the Disarmer Carrier: Yes
- Duration Preparation phase: 45
- Duration Phase of action: 180
- Replay de Match: Yes