

51 eSport Rainbow League

Official Rulebook – Version 1.1 Final

Applicable to the 51 eSport Rainbow League

Notice: This rulebook was created for the operation of the 51 eSport Rainbow League. It does not replace individual legal advice. For larger prize pools, sponsorship agreements, or disputes, a legal review under Swiss law should be obtained.

This rulebook is governed by Swiss law. Status: Version 1.1 Final.

§1 General

1. By registering for and participating in the 51 eSport Rainbow League, all teams, players, team captains, coaches, substitute players, and any other participants accept these rules in their currently valid version.
2. All participants must comply with the Terms of Service, Community Guidelines, and all applicable rules of Discord, Ubisoft, and Rainbow Six Siege.
3. Respectful, sportsmanlike, and fair conduct is expected at all times. This applies during official matches, on Discord, on the STRAVE.GG platform, within support tickets, during streams, and on public platforms whenever there is a connection to the league.
4. Harassment, discrimination, racism, hate speech, threats, targeted personal attacks, severe toxicity, and any comparable behavior are strictly prohibited.
5. Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion from the league.
6. Situations not explicitly covered by this rulebook shall be decided by the League Administration to the best of its knowledge and judgment, taking into account fairness, competitive integrity, and proportionality.

§2 MOSS (Mandatory)

For all official league matches, the use of BattlEye Monitor System Status (MOSS) is mandatory for every participating player.

Players must ensure that Rainbow Six Siege is selected as the active game within MOSS before the match begins.

To configure MOSS correctly:

File → Parameters → Rainbow Six

MOSS must be running and recording for the entire duration of every official match.

All generated MOSS files must remain unaltered and be stored by each player for 14 days after the match has concluded.

The League Administration may request these files at any time during or after the competition for verification purposes. Failure to provide valid MOSS files upon request may result in sanctions in accordance with the league rules.

MOSS Download: <https://nohope.eu/>

§3 Registration and Entry Fee

- 7.** The entry fee is €50 per team.
- 8.** A registration shall only be considered complete once the entry fee has been received and confirmed by the League Administration.
- 9.** Teams that fail to pay the entry fee within the specified deadline may be excluded from participation.
- 10.** As a general rule, there is no entitlement to a refund of the entry fee within two weeks prior to the official start of the season.
- 11.** A withdrawal must be submitted in writing through an official support ticket. Verbal or informal notifications shall not be considered a valid withdrawal.
- 12.** By registering, the Team Captain confirms that the team has read, understood, and accepted this rulebook.
- 12.1** If a team leaves its organization, the league slot shall remain with the team, provided that the entry fee was paid by the organization.
- 13.** This is subject to the condition that at least three out of the original five players (3/5 Rule) from the officially registered and active roster remain part of the team. If this minimum requirement is not met, the entitlement to the league slot shall expire, and the League Administration reserves the right to reassign the slot. The officially registered and active roster at the time of registration shall be considered the authoritative roster.

§4 Teams, Rosters and Player Eligibility

- 14.** Every team must appoint a Team Captain. The Team Captain shall serve as the official point of contact with the League Administration.
- 15.** There is no limit to the number of registered players per team.
- 16.** A minimum of five eligible players must be available for every official match.
- 17.** If a team is unable to field at least five eligible players, the match shall be recorded as a Default Loss.
- 18.** During an ongoing season, players may not be actively registered for more than one team at the same time unless an explicit exception has been approved by the League Administration.
- 19.** Roster changes are permitted during the season. There is no separate roster lock for the Playoffs. Any roster change must be reported to and approved by the League Administration at least 24 hours before the team's next match. Roster changes that are not reported within the required timeframe shall be considered invalid.
- 20.** Regardless of permitted roster changes, player eligibility for each match remains subject to §3.1.

§4.1 STRAVE.GG, Discord, and Player Eligibility Before Match Start

- 21.** All players must be registered on the official STRAVE.GG platform before the official match start time.
- 22.** All players must have joined the official Discord server before the official match start time.
- 23.** All players must have the correct Discord team role before the official match start time.
- 24.** All of these requirements must be fully met before the official match start time.
- 25.** Example: If a match begins at 12:00 PM, a player who only joins the Discord server, is registered on STRAVE.GG, or receives their team role at 12:00 PM is not eligible to participate in that match.
- 26.** The timestamps and records on STRAVE.GG and Discord shall be considered authoritative.
- 27.** In the event of discrepancies between Discord, STRAVE.GG, or any other platform, the data recorded on STRAVE.GG shall prevail unless the League Administration decides otherwise based on clear and verifiable evidence.
- 28.** Each team is solely responsible for ensuring that its players are registered on time and assigned the correct team role.

§5 Competition Format

- 29. The league begins with a Group Stage.
- 30. The top two teams from each group qualify for the Playoffs.
- 31. The Playoffs are played in a Double Elimination Bracket.
- 32. The Group Stage is played in a Best-of-Three (BO3) format.
- 33. The Round of 16, Quarterfinals, Semifinals, and the Third Place Match are played in a Best-of-Three (BO3) format.
- 34. The Grand Final is played in a Best-of-Five (BO5) format.
- 35. The League Administration may adjust the competition format if required for organizational reasons due to the number of participating teams. Any such changes shall be communicated to all teams in a timely manner.
- 36. A Default Loss shall be recorded as a 1–0 victory for the opposing team.

Phase	Format
Group Stage	BO3
Round of 16	BO3
Quarterfinals	BO3
Semifinals	BO3
Third Place Match	BO3
Grand Final	BO5

§6 Match Organization and Hosting

37. Official match dates and match times shall be published through the designated league channels or on STRAVE.GG.

38. Teams must be fully ready to play at the scheduled match time.

39. Any delay must be reported immediately to both the opposing team and the League Administration.

39.1 If both teams agree to reschedule a match, the request will be approved. The rescheduled match must be played before the start of the next scheduled matchday. Exceptions are only permitted with prior approval from the league administration.

40. The League Administration may grant a grace period of up to 15 minutes. If the affected team fails to appear within this grace period, the match shall be recorded as a Default Loss.

41. Repeated no-shows or intentional delays may result in disciplinary action.

42. The team displayed on the left side of STRAVE.GG is responsible for hosting the match.

43. The host team is responsible for using the official league settings, correct server region, and all required map and match settings.

44. Incorrect match settings must be reported to the opposing team immediately upon discovery. Once both teams are aware of the incorrect match settings, a rehost must be carried out in accordance with §6.1.

§6.1 Map Ban Procedure

45. The Map Ban Procedure shall be conducted through STRAVE.GG.

46. The map bans, side selections, and all other match data documented on STRAVE.GG shall be considered authoritative.

47. Teams are required to complete the Map Ban Procedure correctly and on time. The Map Ban phase begins 15 minutes before the scheduled match start.

48. Any errors or disputes during the Map Ban Procedure must be reported immediately through the designated league channels. If a team fails to complete the Map Ban Procedure within the required timeframe, the League Administration shall determine the map selection. Any intentional delay may result in disciplinary action.

§7 Match Settings, Rehhosts, and Server Outages

49. All matches shall be played on European servers.

50. The current Rainbow Six Siege Pro League competitive rules shall apply unless otherwise specified in this rulebook.

51. The current Rainbow Six Siege Pro League map pool shall be used.

52. Operator bans, side selections, map bans, and all other match settings must be carried out in accordance with STRAVE.GG and the instructions issued by the League Administration.

§7.1 Rehhosts

53. Only one rehost request per map may be made by each team.

54. As a general rule, a rehost may be requested provided that the requirements set out in this section are met.

55. Rehhosts are only permitted during the Operator Selection and Side Selection phase.

56. Once the Operator Selection has been completed and the Preparation Phase (Drone Phase) has begun, no rehost is permitted.

57. If a team leaves the match in its entirety after the permitted rehost phase has ended without approval from the League Administration, the current round shall be awarded to the opposing team.

58. Abusive, intentionally delaying, or repeatedly unjustified rehost requests may result in disciplinary action.

59. The League Administration reserves the right to make decisions in exceptional cases based on the specific circumstances and the available evidence.

§7.2 Ubisoft Server Outages and Technical Match Interruptions

60. If a Ubisoft server outage or a comparable technical issue occurs, the match may be interrupted.

61. As a general rule, the match shall resume from the latest played and verifiably documented score.

62. Operator bans, side selections, the current match score, and all relevant match information must be documented by screenshots.

63. Both teams are required to provide this evidence to the League Administration upon request.

64. If only one team fulfills this obligation, the League Administration may base its decision solely on the evidence provided by that team.

65. If the match cannot be resumed on the same day, a new match date must be scheduled in coordination with the League Administration.

66. As a general rule, the rescheduled match must take place before the next Group Stage match unless the League Administration specifies a different deadline.

67. If no new match date can be agreed upon, the League Administration shall determine which team—or whether both teams—are responsible. A Default Loss may be issued to one or both teams.

§8 Fair Play, Cheating, and Competitive Integrity

Fair Play is the foundation of league competition. Any action that provides an unfair advantage or compromises competitive integrity is prohibited. This includes:

Cheats, hacks, or external manipulation | Scripts, macros, or third-party software providing a competitive advantage | Match-fixing or intentional manipulation of results | Stream sniping, ghosting, or unauthorized acquisition of information | Account sharing, boosting, or ban evasion | Smurfing to circumvent league rules or identity checks | Exploiting bugs, glitches, or exploits | Deceiving the League Administration or manipulating evidence

§8.1 Cheat Investigations

- 68.** The League Administration may initiate an investigation against any player or team at any time.
- 69.** A well-founded suspicion alone may be sufficient to justify the initiation of an investigation.
- 70.** During an ongoing investigation, a player or team may be provisionally suspended from league play. The affected team shall be informed of the provisional suspension without undue delay.
- 71.** The League Administration may request match replays, replay clips, screenshots, Heatspace recordings, Ubisoft account information, or any other relevant evidence.
- 72.** A refusal to cooperate may be taken into account when reaching a final decision.
- 73.** The League Administration shall base its decision on all available information and evidence.
- 74.** Depending on the severity of the violation, the League Administration may impose sanctions up to and including the permanent exclusion of players and teams.

§8.1.1 Well-Founded Suspicion of Cheating and Requirements for Cheat Reports

- 75.** A well-founded suspicion of cheating exists when the League Administration is provided with verifiable evidence in the form of official match replays, replay clips, screenshots, or comparable evidence.
 - 76.** As a general rule, cheat reports must be based on official match replays.
 - 77.** The reported incident must be verifiable within the official match replay.
 - 78.** Whenever possible, the suspicious situation must be shown from the perspective (POV) of the accused player within the official match replay. If the player's POV is unavailable, this must be explicitly explained when submitting the report.
 - 79.** POV recordings, livestream clips, spectator perspectives, killcams, or similar isolated recordings alone are generally not sufficient to initiate a cheat investigation.
 - 80.** Floorbangs, wallbangs, prefires, lucky kills, or other unusual gameplay situations alone do not constitute sufficient evidence of cheating.
 - 81.** The League Administration shall evaluate, among other things, available intelligence sources, team communications, camera information, drone information, sound cues, player positioning, timing, and the overall course of the match.
 - 82.** Submitted clips must be complete, unedited, and presented in their relevant context.
 - 83.** Edited, manipulated, altered, or contextually misleading clips may be rejected.
 - 84.** The final decision on whether to initiate a cheat investigation rests solely with the League Administration.
- 84a.** Cheat reports must be submitted within 48 hours after the relevant match. Reports submitted after this deadline may only be considered if a valid and verifiable reason for the delay is provided.

84b. The League Administration shall acknowledge receipt of the report within 24 hours and communicate the outcome of its review no later than seven business days.

§8.1.2 False, Manipulated, or Abusive Cheat Reports

85. Teams may report suspected cheating at any time to the best of their knowledge and belief.

86. A cheat report shall not result in any penalty, provided it is submitted honestly, objectively, and without any intent to deceive or manipulate.

87. Only intentionally false, manipulated, misleading, or abusive reports shall be subject to disciplinary action.

88. The deliberate submission of manipulated, falsified, or misleading evidence constitutes a serious violation of these rules.

89. Repeated abusive cheat reports may result in disciplinary action. Beginning with the second verified abusive report within the same season, the offending team or player shall receive an official warning. Beginning with the third verified abusive report, the offending player or team shall be suspended for the remainder of the current season. If the remaining duration of the season is insufficient for an appropriate sanction, the suspension shall carry over to the following season for a total duration of up to 30 calendar days.

90. Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.

91. The intentional delay of support procedures or the repeated failure to provide evidence or information required to process a report may result in disciplinary action. This includes, but is not limited to, deliberately delaying responses, withholding existing evidence, or intentionally obstructing the clarification of the facts. Depending on the severity and frequency of the violation, sanctions may include warnings, point deductions, or suspensions.

§8.1.3 Requirements for Screenshots and Visual Evidence

92. All screenshots, images, or other graphical evidence must be submitted in their complete, original, and unaltered form.

93. Cropping, editing, modifying, or manipulating screenshots is prohibited.

94. Screenshots must include the entire relevant screen content.

95. For Discord messages, chat logs, or comparable communication platforms, the complete relevant conversation must be visible.

96. The use of AI-generated, AI-edited, or otherwise manipulated images as evidence is strictly prohibited.

97. The League Administration may request original files, additional screenshots, screen recordings, or any further evidence for verification at any time.

98. If submitted screenshots or images cannot be sufficiently verified, the League Administration may reject them as evidence.

99. The intentional submission of manipulated, falsified, misleading, or contextually misleading screenshots constitutes a serious violation of these rules.

100. Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.

101. The final decision regarding the admissibility and evidential value of screenshots and other visual evidence rests solely with the League Administration.

§8.2 Ban Evasion, Multiple Accounts, and Account Responsibility

102. Suspended players may not participate in league competition by using alternative accounts, different identities, or accounts belonging to other individuals.

103. Any attempt to circumvent a suspension constitutes a serious rule violation.

104. Players may not use alternative accounts to circumvent league rules, suspensions, or identity verification procedures.

105. The League Administration may require proof of account ownership at any time. If the requested proof is not provided within 48 hours, the affected player may be provisionally suspended.

106. Account sharing is prohibited.

107. Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.

§8.3 Ubisoft, BattlEye, and Anti-Cheat Suspensions

108. Players with active Ubisoft, BattlEye, or comparable anti-cheat suspensions are not eligible to participate.

109. If a player is suspended for cheating or a comparable offense during or after the season, the League Administration may impose retroactive measures.

110. Retroactive measures may include the annulment of match results, adjustments to final standings, forfeiture of prize money, or disqualification.

111. Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.

§7.4 Team Responsibility

112. Teams are responsible for the participation, registration, and rule compliance of their players.

113. If a player is found guilty of cheating, match-fixing, or another similarly serious violation, the League Administration may take disciplinary action against both the player and the team.

114. Possible measures include player suspensions, match annulments, point deductions, disqualifications, forfeiture of placements, and forfeiture of prize money.

115. When making its decision, the League Administration shall take into account, in particular, the severity of the violation, its impact on the match, the likelihood of repeated misconduct, the team's possible knowledge of the violation, and the available evidence.

116. Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.

§8.5 Retroactive Sanctions

117. If new evidence becomes available after the conclusion of a match, a match week, or the season, the League Administration may impose retroactive sanctions.

118. Such sanctions may include, in particular, disqualification, revocation of titles, adjustments to final standings, redistribution of prize money, and exclusion from future competitions.

119. Retroactive investigations may be conducted for up to 90 days after the end of the season.

120. Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.

§9 Communication and Conduct

- 121.** All instructions issued by administrators, referees, support staff, and the League Administration must be followed.
- 122.** Any disputes must be resolved through the designated official communication channels.
- 123.** Public attacks against players, teams, administrators, sponsors, or the league may result in disciplinary action.
- 124.** The sharing of illegal, offensive, discriminatory, or otherwise inappropriate content on official league platforms is prohibited.
- 125.** Unsportsmanlike conduct may also be sanctioned if it occurs outside an official match, provided that it is related to the league.
- 126.** Constructive criticism, legitimate protests, and reports of rule violations are permitted, provided they are submitted respectfully and through the designated official channels.

§10 Results, Evidence, and Replay Obligations

- 127.** Team Captains are responsible for ensuring that match results are reported correctly.
- 128.** Teams must retain all relevant match evidence for at least 48 hours after the conclusion of a match.
- 129.** The League Administration may request evidence at any time as part of an investigation.
- 130.** Failure to provide requested evidence may be taken into consideration during the decision-making process.
- 131.** The intentional deletion, withholding, or manipulation of evidence may result in disciplinary action.

§10.1 Playoff Replay Requirements

- 132.** Beginning with the start of the Playoffs, all teams are required to retain match replays, recordings, and all relevant evidence for a minimum of 30 days following the completion of the respective match. The retention period begins on the day the match is played. This obligation applies to all participating teams. After the retention period has expired, the data may be deleted unless an investigation is still ongoing.
- 133.** The League Administration may request these recordings at any time as part of an investigation.
- 134.** The intentional deletion, withholding, or manipulation of requested Playoff replays may result in disciplinary action.
- 135.** If a team is unable to provide requested Playoff replays, this may be taken into consideration during cheat investigations, protests, or decisions regarding match results.

§11 Protests and Tickets

- 136.** Protests must be submitted within 24 hours after the end of the match, unless the League Administration specifies a different deadline.
- 137.** Protests must be submitted exclusively through the official STRAVE.GG Protest System.
- 138.** Direct messages to administrators or members of the League Administration do not constitute an official protest.
- 139.** Every protest must include sufficient and verifiable evidence.
- 140.** False, manipulated, or intentionally misleading protests may result in disciplinary action.

§11.1 Procedures for Tickets or Protests During a Match

- 141.** If a ticket or protest is opened during an official match, the match may be paused.
- 142.** The League Administration will make every reasonable effort to review and accept tickets within 24 hours.
- 143.** After reviewing the case, the responsible administrator or the League Administration shall determine how the match will proceed, whether it will be counted as played, or whether it must be replayed or rescheduled.
- 144.** If the match cannot be resumed on the same day, a new match date must be scheduled.
- 145.** As a general rule, the rescheduled match must be played before the next Group Stage match unless the League Administration specifies a different deadline.
- 146.** If no new match date can be agreed upon, the League Administration shall determine which team—or whether both teams—is responsible. A Default Loss may be issued to one or both teams.
- 147.** Decisions made by the League Administration regarding the continuation of the match are binding on both teams.

§12 Sanctions and Match Results

Possible sanctions include, in particular: Warning | Point Deduction | Map Forfeit | Round Forfeit | Match Forfeit | Default Loss | Temporary Suspension | Permanent Exclusion | Disqualification | Forfeiture of Prize Money | Exclusion from Future Events

- 148.** The type and severity of any sanction shall be determined based on the seriousness of the violation, its frequency, intent, impact on the competition, and the available evidence.
- 149.** Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.
- 150.** Repeated rule violations may result in more severe sanctions.
- 151.** A Default Win shall generally be recorded as a 1–0 victory.
- 152.** A Default Loss shall generally be recorded as a 0–1 defeat.
- 153.** In exceptional circumstances, the League Administration may apply a different result if necessary to protect the integrity of the competition.

§13 Prize Money and Payouts

154. The prize pool is as follows:

155. Prize money shall be paid exclusively to the Team Captain registered with the league.

156. The League Administration is not responsible for the internal distribution of prize money within a team.

157. Only teams that complete the season properly and have not committed any serious rule violations are eligible to receive prize money.

158. Teams or players disqualified for cheating, match-fixing, or comparable serious violations may forfeit all claims to prize money, titles, and awards.

159. Prize money shall generally be paid within 14 days after the conclusion of the season. Payment will be made via bank transfer or PayPal, as selected by the Team Captain. If an investigation is ongoing, the payment deadline may be extended by up to 60 days. In the event of a retroactive disqualification, any prize money already paid must be repaid.

160. If there are pending protests, ongoing investigations, or well-founded suspicions of serious rule violations at the time the prize money is scheduled to be paid, the League Administration may postpone the payment until the investigation has been concluded.

161. If a team or player is retroactively disqualified, the League Administration may adjust the final standings and redistribute the prize money accordingly.

162. While an investigation is ongoing, there is no entitlement to immediate payment of any prize money.

163. The final decision regarding the distribution of prize money under this rulebook rests solely with the League Administration.

§14 League Administration, Administration, and Conflicts of Interest

164. The League Administration is responsible for the organization, decision-making, disciplinary actions, investigations, and the smooth operation of the league.

165. The League Administration may make decisions in situations that are not explicitly covered by this rulebook.

166. All decisions shall be made to the best of the League Administration's knowledge and judgment, taking into account fairness, proportionality, and competitive integrity.

167. Decisions made by the League Administration are binding for the operation of the league.

168. Permanent exclusions or other severe sanctions should, whenever possible, not be decided by a single conflicted individual. For severe sanctions, at least two impartial members of the League Administration must approve the decision.

§14.1 Integrity Clause

169. The League Administration reserves the right to sanction players or teams whose conduct endangers the integrity, fairness, security, or reputation of the league.

170. This also applies to situations that are not explicitly covered by this rulebook.

171. Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.

§14.2 Independence of the Administration

172. Administrators and members of the League Administration are permitted to participate in the league as players.

173. Administrators may not handle tickets, protests, investigations, or decisions involving their own team.

174. Administrators may not handle cases involving their own group, direct competitors of their team, or any other situation that constitutes a conflict of interest.

175. In such cases, the matter must be handled by another administrator who is not involved, or by the League Administration.

176. The abuse of administrative privileges to gain an advantage for one's own team or to disadvantage another team constitutes a serious violation of these rules.

177. Proven abuse of administrative privileges may result in the revocation of administrative rights, the disqualification of the team concerned, exclusion from the current season, and exclusion from future competitions.

178. Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.

179. Any decision regarding alleged abuse of administrative privileges shall be made exclusively by members of the League Administration who are not involved in the matter.

§14.3 Protection of the League and Its Members

- 180.** Discriminatory, offensive, defamatory, or demonstrably false statements directed against the league, its staff members, administrators, sponsors, or participating teams are prohibited.
- 181.** Constructive criticism, legitimate protests, and reports of rule violations remain expressly permitted, provided they are submitted objectively and through the designated official channels.
- 182.** The intentional dissemination of demonstrably false information with the purpose of damaging the reputation of the league or its participants constitutes a serious violation of these rules.
- 183.** The unauthorized publication of confidential ticket contents may also result in disciplinary action.
- 184.** Depending on the severity of the violation, the League Administration may impose sanctions up to and including permanent exclusion.
- 185.** In the event of a serious violation, a team may be excluded from the ongoing league. In such cases, there is generally no entitlement to a refund of the entry fee.

§15 Broadcasting, Casting, and Media Rights

- 186.** By participating in the league, all players and teams agree that their matches may be broadcast, recorded, and published by 51 eSport or its authorized partners.
- 187.** 51 eSport holds the right to stream, cast, record, publish, and otherwise use official league matches on platforms such as Twitch, YouTube, TikTok, or comparable platforms.
- 188.** Teams and players are generally permitted to stream their own matches, provided that no exclusive broadcasting rights have been established by the League Administration and no ongoing investigation prevents such broadcasts.
- 189.** The League Administration may designate exclusive broadcasting rights for specific matches, particularly Playoff matches and the Grand Final.
- 190.** By participating in the league, players and teams consent to the use of their player names, team names, team logos, in-game names, gameplay footage, screenshots, and video material for league-related purposes.
- 191.** The use of image, audio, or video material by 51 eSport does not entitle participants to any financial compensation unless otherwise agreed in writing.
- 192.** Official broadcasts and content produced by 51 eSport may not be presented as one's own content or commercially exploited without the express permission of 51 eSport.

§16 Data Protection

193. For the purpose of operating the league, 51 eSport processes the data required for organization, registration, match operations, communication, protests, investigations, and prize money payouts.

194. Such data may include, but is not limited to, Discord ID, Discord username, Ubisoft ID, team affiliation, STRAVE.GG data, match data, protest data, evidence, and proof of payment.

195. Personal data shall be used exclusively for the purposes of league operations, organization, Fair Play investigations, communication, and the distribution of prize money.

196. Personal data will generally not be disclosed to third parties unless such disclosure is necessary for league operations, required by law, or necessary to enforce legitimate legal claims.

197. Data processing shall be carried out in accordance with Swiss law. The legal basis for processing is Article 13 of the Swiss Federal Act on Data Protection (FADP). Upon request, the League Administration shall provide information regarding stored personal data. Requests must be submitted through the official Discord server.

198. Teams and players are required to avoid disclosing unnecessary personal data of uninvolved third parties when submitting evidence.

199. The League Administration may retain evidence, tickets, and match data for as long as necessary for league operations, investigations, disputes, or legal verification.

§17 Disclaimer of Liability

200. 51 eSport shall not be liable for internet outages, Ubisoft server issues, hardware failures, power outages, or any other technical problems beyond the control of the league.

201. In the event of significant technical issues, the League Administration may postpone, reschedule, or decide the outcome of matches based on the available evidence.

202. Participation in the league is at the participant's own risk.

203. 51 eSport assumes no responsibility for internal disputes within a team, particularly regarding the distribution of prize money among team members.

204. Mandatory statutory liability provisions shall remain unaffected.

§18 Applicable Law and Final Provisions

205. This rulebook shall be governed exclusively by Swiss law.

206. Should any provision of this rulebook be held invalid or unenforceable, the remaining provisions shall remain unaffected.

207. 51 eSport reserves the right to amend, supplement, or update this rulebook at any time.

208. Any significant amendments shall be announced through the official league communication channels.

209. During an ongoing season, significant rule changes should only be made if they are organizationally necessary, close regulatory gaps, or are required to protect the integrity of the competition.

210. By registering for and participating in the 51 eSport Rainbow League, all players and teams confirm that they have read, understood, and accepted this rulebook.

Changelog

211. Date: 15.06.2026

Version 1.0 – Initial release of the official league rulebook.

212. Date: 30.06.2026

Version 1.1 Final – Consolidated version including the €50 entry fee, BO3/BO5 format, STRAVE.GG regulations, Rehost rules, Cheat investigation procedures, Replay retention requirements, Screenshot and AI manipulation regulations, Prize money distribution, Administrator conflict-of-interest regulations, Data Protection, and compliance with Swiss law.