

OSOL Rule Book



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1.1 Rulebook Basis

The **OSOL Rulebook** is based off of the BLAST R6 Rulebook. Anything not stated in this book or that needs extra clarification will result in the BLAST R6 Rulebook being used for final verdict.

1.2 User Agreement

Entering into any contest hosted by **OSOL** means you accept and understand all the rules listed in this book and subsequently those of BLAST R6.

1.3 Admin & Staff Authority

OSOL admins and staff reserve the right to dish out whatever punishment seems fit for the situation at hand. Only the owner or head admin can overrule or veto a ruling.

1.4 Rulebook Changes

The rulebook may be changed at any time during the season to accommodate for new bugs, glitches, or known exploits. These changes will also be announced in the Discord to avoid any confusion.

1.5 Rule Understanding

All rules may be asked about in a ticket if anything needs clarification, an example, or help understanding.

1.6 League Announcements

Many announcements will be made within the Discord server, such as roster locks, player and team suspensions, etc. Admins and staff are not responsible for missed or unread messages resulting in a loss of opportunity.

1.7 Cost of Play

The cost of play will vary season by season and tournament by tournament. Each prize pool, cost, etc. will be posted in the Discord, along with instructions on how to pay.

1.7.1 Refunds

Refunds will only be issued due to league cancellation or a request to be pulled from the league within a reasonable time, with full discretion coming from the owner.

2. Code of Conduct

2.1

All players must respect admins, staff, and most importantly, each other.

2.2

All messages sent within the confines of **OSOL** are moderated. Failure to comply with Discord TOS, including NSFW content, cyberbullying, threats, doxxing, toxicity, etc., may result in disciplinary action.

2.2.1

Any messages sent within DMs are not actionable on, but if you are threatened, being harassed, etc., please feel free to contact an admin and we will help you to the best of our ability.

2.3

All players are subject to a PC check at any time. Failure to comply with the check will result in an automatic **3 marks** being given and suspension until compliance with the check is completed.

2.3.1

If you have been PC checked earlier in the season, please notify the admin who conducted the check, if applicable, so a comparison or void of the check can be made.

2.4

All players are subject to a MOSS check at any time. Failure to comply with the check will result in an automatic **3 marks** being given and suspension until compliance with the check is completed.

2.5

All players are allowed to submit evidence at any point to appeal a mark or ban.

2.5.1

Requesting an appeal of a mark or ban multiple times without providing evidence may result in the loss of the ability to appeal said mark or ban.

2.6 Mark System

A **mark system** will be used to assess penalties for players who break the Code of Conduct rules.

1 Mark	Spam, arguing or talking back to admins and staff, etc...	Usually will result in a timeout of a few hours to a day
2 Mark(s)	Cyberbullying, failure to cease toxicity after warning, or continuation of anything given a previous mark for, etc..	Usually will result in a day to a week timeout.
3 Mark(s)	Cheating, evasion of PC or Moss check, breaking Discord TOS, or a build up of 3 total marks, etc...	Usually it will result in league ban with ability to stay in server while serving the ban; time of ban will be determined by admin. Any breaches of Discord TOS may result in permanent ban from server.

3. Game Rules

3.1 Match Formats

Matches will be played in **BO1**, **BO3**, or **BO5** formats depending on the stage of the league.

3.1.1 Swiss Stage

All Swiss Stage matches will be played as **BO1** matches.

3.1.2 Playoffs

All playoff matches will be played as **BO3** matches.

3.1.3 Grand Final

The Grand Final will be played as a **BO5** match.

3.2 Map Pool

OSOL will use the following map pool:

- Bank
- Border
- Chalet
- Villa
- Kafe
- Lair
- Nighthaven Labs
- Fortress

3.3 Match Host

All games must be hosted on **Central US servers**.

If deliberate or repeated mishosting occurs, OSOL admins may issue a mark, round forfeiture, match forfeiture, or other disciplinary action depending on the situation.

3.4 Swiss Stage Format

The Swiss Stage will consist of **32 teams divided into two groups of 16 teams**.

- **Group A:** 16 teams
- **Group B:** 16 teams
- Teams will only play against other teams within their assigned group.
- Each team will have **3 lives**.
- A loss will result in the team losing **1 life**.
- Once a team loses all **3 lives**, they will be eliminated from the Swiss Stage.
- Teams will continue playing until they either qualify for the playoffs or are eliminated.
- The **Top 8 teams from each group** will advance to the playoffs.
- The remaining teams will be eliminated from the competition.
- Swiss Stage matchups will be determined by the current standings and available opponents.

3.5 Playoff Format

The playoffs will consist of **16 teams**, with the Top 8 teams from each Swiss Stage group qualifying.

- **Single-elimination format**
- All playoff matches are **BO3**
- **1 playoff match per week**
- Playoffs will run over a **4-week period**
- The winner of each match advances to the next round.
- The losing team is eliminated.
- The **Grand Final will be a BO5**.

3.6 Game Settings

All matches must be played using the official **OSOL game settings**.

Any settings, rules, or situations not specifically addressed in this rulebook will default to the applicable **BLAST R6 Rulebook**.

Game Mode	Bomb	Objective rotation type	Rounds Played
Plant Duration	7	Pick Phase timer	15
Defuse Duration	7	Operator HP	100
Fuse Time	45	Friendly fire damage	100
Defuser Carrier Selection	On	Friendly fire in Prep Phase	Off
Preparation	45	Reverse Friendly Fire	Off
Action	180	Injured	20
HUD settings	Pro League	Sprint	On
Ban Timer	20	Lean	On
Number of rounds	12	Death Replay	Off
Attack/Defense Swap	6	Death Duration	2
Overtime Rounds	3	Tactical Timeout Requests	1
Overtime score difference	2	Allow Requests From	Everyone
Overtime role swap	1	Timeout Duration	45

Objective rotation parameter	2	Side Swap Timeout	120
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3. Game Rules

3.5 Ping

All player's ping must stay below **120 ms**. Opponents can request a rehost if ping exceeds 120 ms for longer than **20 seconds**. If the issue persists, it may result in a round FF or map FF. A player may be subbed/replaced if a rehost occurs and the original player's ping problems persist.

3.6 Rehhosts, Tactical Timeouts, and Tech Pauses

3.6.1 Rehhosts

Each team is permitted **1 rehost per game**.

A rehost may only occur before/during the **Preparation Phase**. There is no grace period once the round starts; the round must be played out.

If a team calls a rehost after the Preparation Phase is over and all players leave, it will result in a **round FF**, and the rehost is still called.

After the rehost occurs, each team has **10 minutes** to enter the lobby.

- After 10 minutes: **1-round FF**
- After 15 minutes: **4-round FF**
- Past 20 minutes: **Map FF**

These penalties apply to the team causing the delay.

3.6.2 Tactical Timeouts

Each team has **1 tactical timeout per map** that lasts **45 seconds**.

3.6.3 Tech Pauses

Each team has **2 tech pauses per game** that last up to **5 minutes each**.

They can only be called after rounds during the **Operator Pick Phase**.

Tech pauses may only be used for legitimate technical issues and cannot be used as tactical timeouts.

3.7 Violation of Unintended Mechanics and Spawnpeeking

Use of unintended game mechanics that are not whitelisted or that deviate from the descriptions provided is not permitted. This includes glitch spots into unkillable positions, unfair angles, or other unintended advantages.

Spawnpeeking is when a player is killed before **2 seconds** have elapsed within the Action Phase. Anyone killed before **2:58** is considered illegal, while anyone killed at **2:58 or later** is fair game.

4. Match Rules

4.1 Match Scheduling

Match chats will be sent out every **Sunday at 2:00 PM EST**.

Teams must communicate with their opponents and schedule their match to be played between **Sunday and the following Sunday at 11:59 PM EST**.

Teams are expected to make a reasonable effort to accommodate each other's schedules.

If a schedule has been agreed upon, both teams are expected to honor that scheduled time.

If the teams cannot agree on a time, the team with significantly more availability will not be held responsible for being unable to accommodate the team with limited availability.

For example, if Team A is available **7 days a week** and Team B is only available **2 days a week**, it will not be Team A's fault if the teams cannot find a time that works.

In this situation, the team with insufficient availability may receive a **FF**, subject to admin review.

All matches must be completed by **Sunday at 11:59 PM EST**.

All required screenshots and match results must be submitted in the appropriate match chat by the deadline.

4.2 Map Breaks

There can be up to a **7-minute break between maps**.

If 1 team is back but the other is not within the 7 minutes, the rehost/delay penalties apply.

4.3 Time Torching

Time torching is when a team is delaying beyond the time marks given for a penalty with excuses.

If this occurs in a game, an admin should be contacted through a ticket.

4.4 Map Bans

All map bans will be conducted through **MapBan.gg**.

4.5 Skins

All gun skins, charms, card backgrounds, operator portraits, and victory celebrations are allowed.

The following are **not allowed**:

- Drone skins
- Unique ability skins, such as Valkyrie Eyes or Frost Welcome Mats
- Headgears
- Uniform skins that are not on the approved whitelist

Shield skins are allowed, as they are technically considered a weapon.

The approved uniforms and headgears are:

- Any default uniforms
- Any Pro League Uniforms/Gold Sets
- Any Pro Team Uniforms (DZ, OXG, G2, etc.)

If **1 or more players have an illegal skin equipped**, the team can either Team Kill the user or FF the round.

If no action is taken to fix the wrong skin use, or a team continues to use off-limit skins, an admin should be involved through a ticket. A round or map FF may be enforced.

More skins may be added after Season 1 if there are a small amount of issues with the use of skins.

If a player is unsure whether a skin is allowed, the safest option is to **not run the skin**.

4.6 Team Comms

Each team is allowed to have more than 5 people on a call.

A coach can only speak during **tactical timeouts and rehosts, NOT tech pauses**.

If a team is found to be using tech pauses as a tactical timeout, a round or map FF may be enforced by OSOL staff/admins.

4.7 Minimum Players

Each team should have **5 players** to have a 5v5.

If they are unable to get their 5th player, they are allowed to play **4v5**. If this occurs, an admin should be notified for stats and tracking.

If a team loses a player in the middle of a map, such as from a power outage or internet dropout, and they are unable to fix it within a tech timeout, the match can continue.

No substitutions can be made mid-map.

If a team has another eligible 5th player who can play, the map must be finished before they can sub that player in.

4.8 Streaming

All teams reserve the right to stream the game, but a **3-minute or more delay** must be enabled.

If your platform does not support a 3-minute-or-more delay, you are not allowed to stream on that platform.

4.9 Map Forfeiture

If a team must forfeit a map, the scoreline will be set as **7-0**.

The only exception is if a team loses a player mid-map and elects to FF in order to get a substitute in.

Example: It is 5-3, Team 1 is winning but loses a player and cannot get them back. They do not want to play a 4v5 and elect to FF the map to get their substitute in.

The scoreline would be recorded as **7-5 in favor of Team 2**, and each team would continue on as normal.

5. Team Structure

5.1 Team Size

A team can consist of a maximum of **7 players**:

- **5 starters**
- **2 substitutes**

Coaches, analysts, etc. must be listed as such if applicable and can be both a player and a member of the team's staff.

Nobody is allowed to play for multiple teams at any given time.

This means that someone can be an analyst for 1 team and a sub for another, but cannot play or sub for 2 different teams.

Example: Player 1 is a sub for Team 1 White and a coach for Team 1 Red. This is allowed.

Player 1 being listed as one of the 7 players for both Team 1 White and Team 1 Red is **not allowed**.

5.2 Subs

There are **NO E-Subs**.

Your only subs are the **2 other players registered as part of your team's 7-player roster**.

5.3 Roster Locks

24 hours before the Swiss Stage begins, rosters will lock.

Once the Swiss Stage finishes, rosters will unlock until the start of the final week before playoffs.

During the season, a team's roster will be temporarily locked **24 hours before their scheduled game**, whether it is played at an agreed-upon time or another scheduled time.

This is to align with having **no E-Subs**.

All rosters will lock during playoffs.

5.4 Roster Changes and Player Addition

While rosters are unlocked, a team can make as many roster switches as they would like.

Once all **7 roster spots** are filled, a team will be allowed **3 roster changes** during the applicable roster-change period.

Anyone added to a team **within 24 hours of a game will not be eligible to play until the next game day.**

Exceptions can be made and will only be approved by Head Admins/Staff, provided a ticket is made within a timely manner.

5.5 Team Disbanding

If any team disbands during the season, all following games will be **FFs**.

Any team that disbands before their **1st game is played** will be removed from the season, and the next eligible team in line from the qualifiers may be allowed into the league.

Any team that disbands needs to have either the **Captain/Owner create a ticket.**

Removing all starting members from the roster will not automatically count as disbandment.

If a game week is FF'd, a ticket may be made with the team to discuss what is happening with the team.

5.6 Player Eligibility and Age

All players must:

- Be in **good standing with Ubisoft**
- Be **16+**
- Be in the official **OSOL Discord**
- Have their team's Discord role or have requested their role

All Captains should be **18+**. This is not a requirement, but having someone mature to receive information and communicate it to their team is important.

Staff and admins are not responsible for missed information.

If a player is playing who is **not on the roster and not in the Discord**, that player will be barred from playing for that team until the next week, as long as the team completes the requirements for proper player addition.

6. Standings During Swiss Stage and Playoffs

6.1 Swiss Stage

The Swiss Stage will consist of **32 teams split into 2 groups of 16 teams**.

Teams will play within their assigned group and will use the **3-life Swiss system**.

- Each team starts with **3 lives**.
- A loss removes **1 life**.
- A team that loses all 3 lives is eliminated.
- Teams will continue playing until they either qualify for playoffs or lose all 3 lives.
- The **Top 8 teams from each group** will advance to the playoffs.
- The remaining teams will be eliminated.

All Swiss Stage matches will be **BO1**.

Standings will be determined by each team's current **wins, losses, and remaining lives**. If teams are tied for a playoff position, OSOL staff will use the applicable tiebreakers to determine which teams advance.

Win	3 points
Loss	0 points
OT Win	2 points
OT Loss	1 point

6.1.1 Tiebreaker Quals

In the event there is a tiebreaker it is broken down as follows; points, record, and then round differential.

6.2 Regular Season

Each group will have 4 teams per group and each game day will be a BO3.

The regular season will NOT be using a point system and just a record of Wins and Losses.

The regular season will last 4 weeks, during which time each team will play 4 games. 3 inside of your group and 1 outside.

Week 1 - Group game 1

Week 2 - Group game 2
Week 3 - Outside group game 1
Week 4 - Group game 3

Standing will be updated each week

6.2.1 Tiebreaker Regular Season

If a team has the same record then round differential will be used to determine the standing. If a team has the same RD then a BO1 may be played to determine the ranking.

6.3 Playoffs

The top 14 teams will make the playoffs with 1st and 2nd getting a bye week.
Each game will be a BO3 until the Grand Final which is a BO5.

7. Protests

7.1 Protest Time Frame

Each team is allowed to file a protest within **24 hours of their match ending**.

The exception to this is during the **Swiss Stage**, where a protest must be submitted within **20 minutes of the match ending**.

This is to limit the amount of time spent waiting between matches and allow teams to continue through the Swiss Stage without unnecessary delays.

7.1.1 Protest Filing

Every team creating or filing a protest must open a **ticket** and clearly state that they would like to protest.

The protest must include:

- Team name
- Player or players involved
- The suspected violation or action
- Any available evidence

7.1.2 Protest Review

Please allow admins **24 hours after the initial response** before requesting an update.

Protests may require time to conduct PC and MOSS checks, review evidence, and contact the involved team or player(s).

7.2 Protest Compliance

All protests will follow the **Code of Conduct** rules.

Failure to comply with a protest, including failure to allow a required **PC or MOSS check**, will result in the appropriate punishment being issued.

7.3 Protest Ruling

All protest rulings made by OSOL admins/staff are considered **final**.

7.3.1 Protest Appeals

Protest rulings may be appealed in the same manner as **marks**, provided sufficient evidence is submitted.

All appeals must be submitted through a **ticket**.

8. Miscellaneous

8.1 Team Disbandment

A team that disbands or voluntarily withdraws from the league will **forfeit any prizes or prize money** they would otherwise be eligible to receive.

A team that disbands will not be permitted to rejoin the same season.

8.2 Rulebook Addendums

The **OSOL Rulebook** may be added to, modified, or changed at any time to address new bugs, glitches, exploits, rules, or other circumstances that arise during the season.

Any significant rule changes will be announced in the official **OSOL Discord** to prevent confusion and ensure all teams are aware of the changes.