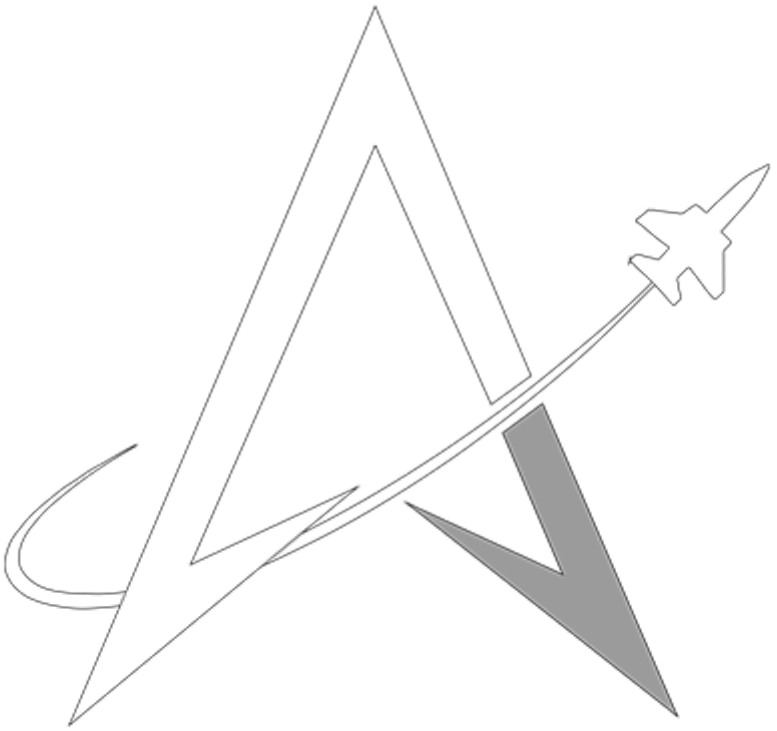
Aviator Series

R6S OFFICIAL RULEBOOK



THIS IS THE ONLY OFFICIAL DOCUMENT.

LAST UPDATED - 11/05/2026

This rulebook covers the main rules and regulations that must be followed in the Aviator Series Leagues and Future leagues and which are not covered in the Rainbow Six Circuit Global Rulebook and Code of Conduct. Teams must ensure to have a full understanding of the Rainbow Six Circuit Global Rulebook and Code of Conduct as they will apply for any situation not detailed in this document.

Blast R6 Rulebook: 2026

Ubisoft Code of Conduct: https://rainbow6.com/esports/codeofconduct

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1. Code of Conduct

1.1. Behaviour

Breaches of the code of conduct before and during the match must be reported immediately to the Aviator Series staff. Any post game reports may not be taken into account as they may constitute acceptance of the team to overlook the problem.

1.2. General Behaviour

- All teams and players agree to conduct themselves in an appropriate and respectful manner towards other teams and players, spectators, the broadcast team and Aviator Series staff.
- Any form of harassment must be reported immediately to the Aviator Series Staff. Harassment includes, but is not limited to, offensive statements or actions related to sex, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion.
- Harassment is also considered sexual imagery in public spaces, deliberate intimidation, stalking, stalking, stalking by following, photographing or recording, sustained interruption of discussions or other events.
- Similar restrictions apply not only to teams and players, but to every person involved or present within' Aviator Series Events. Anyone who violates this code of conduct may be punished, including but not limited to expulsion.

1.3. Spam

- Sending messages to the point of annoyance, whether in-game or out-of-game, is considered spam.
- Spamming will result in a warning, and continued spamming after a warning has been given could result in a penalty.

1.4. Names and Logos

- Specific teams or players may be asked to change their name or logo if this is deemed offensive or inappropriate by Aviator Series Staff as highlighted in section 7.4.
- If a team or player does not comply with the request for a name or logo change, they may be disqualified.
- Names / Avatars must not contain any offensive or racist content. If you encounter a player who violates this rule, please submit relevant evidence (screenshot/recording) to the Aviator Series Staff so that action can be taken against the player in question.

1.5. Confidentiality

- The content of protests, support tickets, emails, discussions or other correspondence with Aviator Series Staff is considered strictly confidential. Publication of such content is prohibited without the written consent of the administrative team.

2. Region

2.1. Server Location

All Teams and Players are responsible for their own network and internet connections and technical equipment to play 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 may result in disqualification or bans.

The default Server Location is EU Central .

2.2. Player Location

All Players must be based in one (1) of the following countries: Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom and Vatican City.

3. Entry Fees & Qualifiers

3.1. Competitive Path

There is an **ENTRY FEE (€30)** in the Competitive Path for the Aviator Series Qualifiers. One entry free gives access to {Num} Qualifiers.

3.2. Community Path

There are **NO ENTRY FEES** in Special Events hosted by Aviator Series. This means that all special events hosted are **FREE** to register and participate.

3.3. Special Events

There is no entry fee in special Aviator events **unless stated otherwise**. Teams will be explicitly notified if a tournament is free to register and participate or if an entry fee is required.

4. Prize Distribution

4.1. Aviator Series Leagues

Aviator Series Season 2

Winner : GBP £500
Runner-Up : GBP £200
3rd place : GBP £100

Special Events

Aviator Series Kickoff
Winner : GBP £150 - Project Radian (Disband before Season 1)
Runner-Up : GBP £50 - Graz Gaming

5. Tournament Format

5.1. Current Format

The Aviator Series Tournament Format will be a Swiss Stage made of 32 teams in a Best Of One (Bo1) format. Top 16 teams at the end of the 5 Swiss rounds advance to Group Stage, while the bottom 16 teams are eliminated from the event. After is the Group Stage made of 4 groups each consisting of 4 teams in a Single-Round Robin format and each match will be played in a Best of 3 (Bo3). Each team plays each other once and by the end, the top 2 teams from each group advance to Playoffs while the bottom 2 teams are eliminated. The points system is as normally recognised, Win (3), OT Win (2), OT Loss (1), Loss (0). The final stage of the event will be a Double Elimination Best of 3 (Bo3) format. The final 3 teams will be determined by A: Third place decider match and B: Grand finals which is held as a Best of 5 (Bo5).

5.2. Tiebreakers

5.2.1. The following Tiebreaker rules shall apply to resolve ties in the event that multiple Teams have the same number of Points:

- Round Difference
- Head-to-Head
- Match Win Percentage
- Round Win Percentage
- Tiebreaker Match

5.2.2. Application of the Tiebreaker Rules: These Tiebreaker Rules act sequentially. If there is a set of tied Teams, and a rule is able to break at least part

of the tie, this rule is applied and we move-on to the next rule to break the remaining tied Teams (i.e. if there are three (3) Teams tied and the first rule is able to break the set of three (3) tied Teams into one singleton and a pair of two (2) Teams who remain tied then the tie is broken for the singleton Team and the other two (2) Teams proceed to the next tiebreaker rule in order to break their tie if needed, and so on).

5.2.3. If two (2) or more Teams have the same number of points in the Point System, the first Tiebreaker is Round Difference. To calculate the Round Difference, all the rounds lost are taken off the rounds won. The team with the highest remaining number of rounds wins the tiebreaker. The second tiebreaker is head-to-head records. To calculate the head-to-head tiebreaker, the Teams who are tied are listed, then the total number of wins, ties, and losses that each Team has against the other Teams involved in the tie is calculated. The Team who has the best win-rate amongst the set of tied Teams qualifies.

5.3. Map Pool

I. Bank
II. Chalet
III. Clubhouse
IV. Kafe Dostoyevsky
V. Lair
VI. Border
VII. Fortress
VIII. Nighthaven Labs
IX. Villa

5.4. Map Selection

A match of Rainbow Six: Siege begins with a map ban sequence where both teams alternate banning and selecting maps of the official map pool in a predefined order that varies depending on the match format; in order to determine which map is (are) played throughout the match. The following table presents the sequence of bans prior to a match between team “A” and team “B”, for each match format:

	Mapban Sequence
Best of 1	The choice of the Team which bans first is random. A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played
Best of 2	The team whose name appears on the left side of the channel/ on the Google Sheets is labelled team A. Roles are inverted for the second map. B Ban – A Ban – B Ban – A Ban – B Ban – A Map pick – B Ban – B Ban – B Map pick

Best of 3	The team whose name appears on the left side of the channel/ on the Google Sheets is labelled team A. "Side selection" goes to the other team for the second map. Coin toss to determine who gets "side selection" for the decider map. A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider
Best of 5	If the format of the competition this is used for features a Single Elimination bracket: coin toss, winner chooses either "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. New coin toss to determine who gets "side selection" for the decider map. A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider If the format of the competition this is used for features a Double Elimination bracket, the team coming from the Upper Bracket (UB Team) choses the map ban sequence out of the 3 options below. Side selection on the first 4 maps goes to the team that didn't choose that map, a coin toss will determine who gets "side selection" for the decider map. 1. UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider 2. LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / Decider 3. UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider

In each of those ban sequences, should any map go to Overtime, the team that didn't get "Side Selection" on said map, will get "Overtime Side Selection".

5.5. Match Settings

The following match settings are applied consistently across all competitions of the Rainbow Six Circuit:

- By default, the host of the game should be the observer or a commentator. Tournament Organisers may specify otherwise in the Specific Rules but the responsibility of hosting the game can never fall on one of the Players.
- A game must be hosted on a local server with the following settings for the corresponding match format:

Server Settings	
Playlist Type	Normal

Server Type	Dedicated
Server Location	EU Central
Voice Chat	Team
Time of Day	Day
HUD Settings	Pro League
Game Mode	Bomb

Online Match Settings	
Exclusion	
Number of Bans	4
Ban Time	20
Rounds	
Number of Rounds	12
Attacker/Defender role swap	6
Overtime Rounds	3
Overtime Score Difference	2
Overtime Role Change	1
Objective Rotation Parameter	2
Objective Type Rotation	Rounds Played
Pick Phase Timer	15
Health and Damage	
Damage Handicap	100
Friendly Fire Damage	100
Friendly Fire during the preparation phase	NO
Injured	20

Player Commands	
Sprint	ON
Lean	ON
Death	
Duration of Death	2
Death Replay	NO
Tactical Pause	
Requests per team	1
Accept request from	Everyone
Tactical Pause Duration	45

Game Mode Settings	
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuse Carrier Selection	Yes
Prep Phase Duration	45
Action Phase Duration	180
Match Replay	Yes

5.6. Scheduling

5.6.1. Scheduling games: For Leagues (or Season), teams must agree on a match time. All matches must start as indicated in the official communication or as soon as the previous match is over (for Tournaments and Events). Any change in the start time must be approved by the Aviator Series staff.

5.6.2. Default fixture: If there is no agreement between the Teams, the match is played at :

- **20:30 CET / CEST on Thursday for the first playday of the week**
- **20:30 CET / CEST the following Monday for the second playday of the week**

5.6.3. On game day: All participants must be ready 15 minutes before the scheduled time of each game. A delay of fifteen (15) minutes after the scheduled

start time will be accepted. The match will start after fifteen (15) minutes of delay even if both teams are not complete otherwise the team which is short in members will be forced to declare forfeit and will receive a penalty of -1 point (in the classification for the Leagues) as highlighted in section 8.6.1.2.

5.7. Match Procedure

5.7.1. Hosting: The Left team on Strave (or Google Sheet) must host the game. Match settings are displayed in section 5.5. The map veto sequence is displayed in section 5.4.

5.7.2. Late Player: If a player is delayed beyond fifteen (15) minutes, they will have to wait for the end of the map (in Best of 3 and Best of 5) before joining the game. In case of delay of a player (beyond 15mins), the player will have to wait for the end of the map (in BO3/5). In a Best of 1 (BO1) game, the team in inferiority must finish the match in inferiority (unless the opposing Team accepts that the player joins the match).

If you notice at any time that you will be late for a game, please inform the Aviator Series Staff as soon as possible! Any delay caused by a late arrival may result in penalty points.

5.7.3. Eligible Players : A match can only be played with players registered on the Google Sheets. Otherwise, the team will be subject to sanctions.

5.7.4. In game chat: In-game chat may only be used for match related topics as highlighted in section 9.1.2. Violation of this rule will result in sanctions.

5.7.5. Ping: Players are responsible for their own connection and the maximum ping allowed is **120 ms constant**. To be classified as a constant high ping, players' ping must remain above **120 ms** and the necessary photo/video evidence must be provided. When opening a protest due to high ping, this must be done whilst the game is still in progress (using the pause option). The team must submit at least three screenshots of the scoreboard which were taken at different times over two rounds with the high ping visible from the same player (**in the action phase**).

If a player’s ping exceeds the limits, a rehost (RH) will be attempted. If the player still has a high ping, the NEU and EUW server locations can be tried. And if the ping is still high, the team will have to replace the player in question (except BO1), or play in inferiority or forfeit the match (if a player does not join 10 min after a crash).

5.7.6. Unexpected Interruption: If a match is accidentally interrupted for any reason (e.g. player crashes, server crashes, network outages), the Aviator Series staff **MAY** decide to restart the match with the score of the game before the problem occurred in order to ensure the competitive integrity of the match.

5.7.7. Pausing the game: The rehosts are replaced by the pause function, except in these two cases (Crash or Bug) :

- During the preparation phase,
- If no player has been killed in the first 30 seconds of the Action Phase.

Beyond that, the round will have to go to an end then the match is paused (if the pause lasts more than 10 min, then a rehost will be necessary). If a team leaves the game because of a support ticket, it will not count as a rehost. The Aviator Series Staff may decide that several rehosts are appropriate depending on the circumstances, for example Ubisoft servers have problems.

5.7.8. During the match:

- If a match is interrupted, it must be continued where it left off.
- If a round has to be replayed due to a new hosting, players must choose the same operators, the same bomb sites and the same equipment.
- If a team does not resume play 10 minutes after a new host, the Aviator Series Staff must be informed. Additional time can be granted by the Staff depending on the circumstances.
- Teams have the right to 2 substitutions per game (between the Maps).
- A pause of 5 minutes is allowed between each map.
- If an Aviator Series Referee or Aviator Series Streamer wants to spectate the game, the teams will not be able to deny them hosting the game.

5.7.9. After the Match : After the game, whether it has been casted, observed or not, the teams must do the following:

- One of the Two Team managers/ captains must take a screenshot of each map in the match room to avoid any dispute when posting the scores.
- If after 24 hours no complaint has been made, the result will be final.
- The Staff reserves the right to intervene on the score in case of non-compliance with the rules.
- In the event of a dispute, the score of the match may be changed, reversed or maps may be replayed.
- Please bring evidence (images, screenshots, video...) to facilitate the risk of false claims. Claims will be made in the "tickets-and-protests" section on the Discord.
- Each complaint will be studied by the staff as soon as possible, the sanctions will be applied after the vote of the staff taking into account the seriousness of the facts but also the history of the team or the player concerned.
- The host is responsible for the conduct of the game and the observance of the in-game rules, in case of misconduct he will be subject to a probable sanction (warning, banning from the host or banishment).
- The player who does not respect the in-game rules may be warned, banned or other sanctions depending on the seriousness of the error.
- A score entered in a match that has not been played/is not the correct score is considered a false score and will be punished according to our rules and could result in the disqualification of the team.

5.7.10. Match Related Files : All files related to the match, such as screenshots of the results, MOSS files must be kept at least 2 days after the end of the competition. Falsifying or manipulating such files is prohibited and may result in disqualification or other sanctions.

5.8. Rehosts and Tactical Pauses

Before Teams will be allowed a Re-host, a Technical Pause will be issued to allow any affected Players to rejoin the Match Lobby. If the affected Players cannot rejoin, then a re-host may take place under the following conditions:

A. Any issue before the Preparation Phase begins (e.g. game, software or hardware related)
B. If a Player cannot move: Re-host in the first thirty (30) seconds of the Action Phase, if no Player has taken damage
C. A game mechanic is not working as intended (e.g. shooting, reloading, moving, gadgets, equipment): Re-host up to the first thirty (30) seconds of the Action Phase, if no Player has taken damage
D. Observer issue: Re-host up to the first thirty (30) seconds of the Action Phase, if no Player has taken damage

Each Team may receive up to one (1) Re-host per Map.

6.Team Requirements and Management

6.1. Age requirement / Player restrictions

6.1.1 Age requirement : All participants must be over 16 years of age. For competitions with cash prizes. The teams take full responsibility for underage players,this will require written permission from the teams captain, management if within an organisation and a parent or guardian.

6.1.2 Player restrictions : Players who have been permanently banned/suspended/under review (By Aviator Series, Ubisoft, etc) are not allowed to play in this competition.

- A player must not be registered in two teams at once while both teams are actively competing to avoid mercenarism. If one team is no longer active in the event, only then will the other team be allowed to field that player.
- The use of pick ups is allowed as long as the player is registered in the team at least 30 minutes before the scheduled start of the game. T1 & T2 players (EML, CL, and Challenger Circuit) are prohibited in Aviator Series Leagues unless for a Collaborated/Non-Collaborated Special event hosted under the Aviator Series name.
- A player must be registered on the team in order to participate in the competition and use the account he provided.

6.2. Player Accounts

- Each player must provide his game account to the tournament administration at the beginning of each season. Each player must use the game account he provided.

- The player must be minimum **level 100** and must have played **50 Ranked Matches** during the past two seasons (System Override and Silent Hunt at the time of writing or = 25 per Seasons).
- The account must not have been issued a Ubisoft or BattleEye ban in the past year. The Players' Moss must not contain a banned account. If so, we will request evidence in order to investigate the case.

For players below Level 100 or with less than 50 ranked matches in the past two seasons, the accounts will be verified and a decision will be made on a case-by-case basis, in order to maintain fairness and fair play in Aviator Series competitions.

6.3. Registration Information

Upon request, teams must send us all necessary information, including, but not limited to, logo, media accounts and any other information requested.

The following information must be provided when registering :

- Name and contact of the team concerned
- Team logo, in vector format (via the Google Forms, Discord server or by DMs)
- List of players who will participate in the competition

All team members must be on the Discord, including:

- Team leader and coach
- Team players and substitutes

6.4. Team Roster

Teams must consist of a minimum of 5 players and a maximum of 7 players for the Aviator Series Leagues. All players must be registered with the team on Google Sheet Competition (not the list Strave.gg).

If a team plays with an unregistered player, it may be forced to forfeit the match the player in question has played, or the team may be sanctioned with a disqualification.

6.5. Changes to the Roster

6.1.1. Roster Change Requests: All changes to the team roster must be requested at least 30 minutes prior to the start of the game via the integrated form in the discord channel. # 📔 RO□TER-CHANGE

This includes, but is not limited to :

- Add or remove players (Provide Ubisoft Connect Handle + Nationality + **Permanent** R6 Tracker Link)
- Switching/Joining/Leaving an organisation
- Change the team name

- Changing the team logo

6.5.2. Roster Change Restrictions: All teams are allowed a maximum of five (5) removed players on their roster per season and must retain at least three (3) core players throughout the whole competition.

6.5.3. Eliminated teams : Players who have been eliminated with their team during the Aviator Series Playoffs are eligible to join another team still contending as long as they respect the eligibility criteria set by the organiser (see 6.1, 6.2, and 6.7).

6.5.4: Emergency Substitutions: Teams are allowed up to 2 emergency substitutions as long as they are not actively competing in the official BLAST/Ubisoft Challenger Circuit and may only be agreed upon if properly registered by adding them to the Strave team and allowing the TO's and Opponents to be aware of such changes.

6.6. Transfer Window

A player having played at least one (1) game in the current competition will only be allowed to play with another team during and after the transfer window. The transfer window takes place between the end of the group stage games and the start of the playoffs. The duration of the transfer window is seven (7) days. Teams are allowed to change a maximum of two (2) players in their roster for players that have participated in the league with another team in the group stages of said competition. Once a player has been recruited, they will NOT be able to play with their old team or any other team other than the one they have joined during the transfer window, for the rest of the ongoing competition.

During the playoffs, players from teams that are forfeit / eliminated from the competition are not subject to any restrictions highlighted in section 6.4. Aviator Series reserves the right to reject a roster change if it goes against the fairness and competitiveness of the league.

7. Match Officials and Processes

7.1. Official Communication Channels

Every announcement and important piece of information (e.g. rule changes, transfer updates, scheduling, penalties) will be communicated to Teams via the channels on discord, first and foremost.

7.2. Finality of Decision Making

Decisions made by Match Officials are final and binding on all Players, Teams, Team Officials and other Participants. These are the only rules deemed valid for Aviator Series competitions. By taking part in the competitions, the participant declares they understand and accept all the rules.

7.3. Rule Changes

Aviator Series reserves the right at all times to modify, delete or otherwise change any content described in this rulebook. Aviator Series also reserves the right to pass judgement on cases not specifically covered or detailed in these rules, or to pass judgement against these rules in extreme cases, to preserve fair play and good sportsmanship of the competition.

7.4. Responsibilities

7.4.1. Match Officials are responsible for judgments and calls on Match related issues which take place immediately before, during and immediately following a Match. These responsibilities include, but are not limited to: i. reviewing the Team's Team Sheets and list of Starting Players and Substitute Players; ii. complying with its obligations under the Regulations in relation to lodging the Team Sheet with the Organizer after a Match; iii. starting and closing the Match; iv. monitoring the behaviour of Players and Team Officials; and v. issuing appropriate in-Match solutions, sanctions and penalties.

7.4.2. Match Officials shall, at all times, conduct themselves in an appropriate, professional and impartial manner, as befitting the Competition and the Organiser. For the avoidance of doubt, Match Officials shall show no prejudice towards any Participant, or any other stakeholder associated with the Organiser, the Teams or the Competition.

8. Rules and Violations

8.1. 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 to terms include, but limited to, exploit, glitch, bug, gimmick and hack. At times, unintended mechanics may create an unfavourable result for a Player or Team. The Tournament Organiser will determine if the use of unintended mechanics influences the outcome of a Match and award or penalise activities accordingly.

8.1.1. Currently Known Unintended Mechanics: The following lists include both currently permitted and banned unintended mechanics. As the list of unknown or non-addressed unintended mechanics increases past this list, the Tournament Organiser, on a case by case basis, will determine the final ruling and impact of items not specified below.

It is in a Teams' best interest to surface any unintended mechanics not listed here and await Tournament Organiser approval before implementing their use, understanding that there is time needed to review and provide feedback on such items.

8.1.2. Permitted Mechanics: These are known unintended mechanics that have been approved for use and, unless a new variation or change impacts these, Teams may implement them.

I. Any position that Players can get to, and out of, by passing through any object, wall, floor, ceiling or surface and the Player can be both seen and attacked/shot at as normal.
II. Shield boosting, including on to a detected window ledge
III. Utilising a Teammate to boost iv. Standing on a window ledge and being detected v. Using equipment or diffusing through a destructible surface
IV. Long-arming
V. Destroying the whole floor of a bomb site so the opposing Team can not plant the defuser
VI. Smoke through wall
VII. Hibana and Thermite charges are permitted to be placed anywhere
VIII. Boosting on toilets on Consulate

8.1.3. Banned Mechanics: These are known unintended mechanics that have been banned for use and, at minimum, will carry an immediate round loss and or further infractions. This list may be updated by the Tournament Organiser at any time and will inform Teams via Discord or Email of any such change(s).

I. Any position that Players can get to, and out of, by passing through any object, wall or surface and the Player cannot be both seen and attacked/shot at as normal
II. Shield boosting on to undetected window ledge
III. Using a Mira shield to boost
IV. Standing on a window ledge undetected
V. Blocking window vaulting with a destructible shield
VI. Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces
VII. Placing a Maestro's Evil Eye on Alibi's decoy
VIII. One-way shots
IX. Placing any equipment or gadget in a place where it cannot be destroyed
X. Any Team or Player action in which results in the kill of an attacker during the first two (2) seconds of an Action Phase, normally referred to as Spawn Killing
XI. Parkour/Ledge exploit
XII. Vigil boosting that renders Vigil undetectable

8.2. Banned Operators

8.2.1. Banned operator: No operators are banned unless specified by Ubisoft or the organiser for a temporary period.

8.2.2. Use of banned operators: The use of banned operators shall be subject to the following sanctions:

- 1 Use : Warning + The player must be TK'd (the banned operator) before using/placing any utility.
- 2 or + Uses: Rounds given to the opposing team in the event of a protest. The details on how to make a protest are highlighted in section 8.7.

8.3. Cosmetics

During Rainbow Six Circuit competitions' official Matches, Players can only use the battle dress uniforms and headgears listed below. All other battle dress uniforms and headgears are banned from use in competitive play:

I. Operator's default skins
II. Pro League skins (gold sets)
III. Pro Teams branded cosmetics
IV. Esports Programs' cosmetics

Six Invitational Battlepass cosmetics are not permitted.

Skin Gadget and drone are not allowed.

Weapon skins and charms are not subject to any restrictions.

If a player on a team uses a cosmetic currently listed as prohibited, they shall be subject to the following sanctions:

1 Use : Warning + The player must be TK or he leaves the game to remove the Skin.

2 or more uses: Rounds given to the opposing team in the event of a protest. The details on how to make a protest are highlighted in section 8.7.

This will not be applied retroactively at the end of a map or a match, therefore this needs to be brought with evidence in a ticket immediately if an unallowed skin is observed.

8.4. In-Game Name/Avatars

In-Game Names/Avatars should not contain any offensive or racist content. If you come across a Player breaking this Rule then please submit a ticket with relevant evidence (Screenshot/Recording) so action can be taken against the Player in question.

8.5. Other Violations

A Player may receive a penalty in accordance with the Penalty Index of the Global Rulebook if the Player and/or Team commits any of the following offences:

I. Refusing to follow instructions from the Organiser
II. Showing dissent by word or action towards other Players
III. Using insulting language and/or gestures towards other Players, Casters and Aviator Series Staff members
IV. Showing unsporting behaviour in a Match v. Griefing and/or trolling
V. Ghosting
VI. Spamming
VII. Misleading or duping any Aviator Series Match Official
VIII. Placing Valkyrie cameras in a spot where they cannot be destroyed

8.6. Game Penalties

8.6.1.Round or Game Penalty : If the rule violation(s) mentioned in points 7.1 to 7.4 takes place before, during, or after the fixture , the following sanctions will be awarded:

8.6.1.1. DURING - The current round will be given to the opponent and the match will resume after validation of the protest by the administrative team.

8.6.1.2. BEFORE / AFTER – Default win (3 Points) for the team which is not at fault, after validation of the protest by the Aviator Series staff. The team receiving a default loss will be revoked one point (-1 point). This rule applies to the following violations:

- Unexpected delay exceeding fifteen (15) minutes (before the match or between maps)
- No-show from one of the teams
- Last player from one (1) team, taking over fifteen (15) minutes to join the lobby

8.6.2. General Forfeit: For the Leagues, a general forfeit can be applied if a Team stops a Season before the end, in order to make the competition as fair as possible.

8.6.3.Disqualification or Ban : A player may be banned from the competition for serious incidents such as the use of cheating, macros or other prohibited software as highlighted in section 9.3 and 9.4. The team leader will be informed by Discord message. Serious misconduct by a team or an accumulation of offside rule violations may result in a complete disqualification of the team. If the player is the manager and/or coach of a team, the latter may also be sanctioned, thus penalising all its members.

8.6.4. Team Ban (During a Season) : An entire team may be banned from competition for an entire season for an accumulation of violations of team management rules.

8.6.5.Combination of Penalties : The penalty methods listed are not mutually exclusive and may be combined as required by tournament administration. In this extremely rare case, the player or team will be contacted in advance by the Aviator Series staff.

8.6.6. Additional Penalties : In special cases, the Aviator Series Staff can define and find other methods of punishment. All penalties described in this rulebook are applicable for first offences. Repeated offences will be punished more severely than those listed in the appropriate section of these rules, in proportion to the penalty indicated therein.

8.7. Game Protests

- Problems that affect the outcome of the match should be discussed in the Discord protest system with Aviator Series Staff.
  (**Channel : # tickets-and-disputes**).

- Problems that affect the current match must be discussed in the Discord protest system with the Aviator Series Staff and the match can be stopped (prohibited during the action phase).
- A complaint concerns problems that affect the match, a complaint can even be filed during a match for things like incorrect server settings, cheating, non-compliance with in-game rules and other settlement issues.

A protest is the official communication between the parties and the tournament administration. You will have to provide proofs (screenshots, videos, etc...). All complaints for Skins problems must be posted during the match (no complaints will be accepted after a match for skins): pause after the current round while the complaint is posted and validated or not by the Manager Aviator Series).

9. Anti Cheat

9.1. BattleEye

All Players must use BattleEye at all times during official Matches.

9.2. MOSS

All Players must run MOSS at all times during all matches. Failure to do so will see the player not being allowed to participate in the match. The latest version of MOSS can be downloaded here: https://nohope.eu.

Players are required to upload their MOSS files onto the **StraveGG match tab** folder within forty eight (48) hours of the Scheduled Match Start time and must save the file up to seven (7) days after a Match ends. In case of technical issues, the Team's Point of Contact must notify the Match Officials within this time.

If a Player does not provide the MOSS files within the allotted time period, even if it is due to technical issues with the software, a Player and/or Team may receive sanctions according to the Global Rulebook, specifically the "Breach of competition protocol":

I. One (1) upload failure: Official warning + Score Reversal
II. Further upload failures: Global Rulebook "Breach of competition protocol" applies

9.2.1 MOSS Configuration: Software Configuration is as follows:

File > Settings > Rainbow Six > OK > Capture > Start. After the game, click Capture > Stop.

9.3. Third Party Software

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.

9.4. Banned Software

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 player or team depending on the seriousness of the offence:

I. TeamViewer
II. Parsec
III. RemotePC
IV. LogMeIn
V. Remote Desktop Manager
VI. Chrome Remote Desktop
VII. Windows VPN
VIII. NordVPN
IX. ProtonVPN
X. OpenVPN
XI. Tor Network
XII. Anydesk
XIII. Teams.exe

10. Other

10.1. Team Communications

10.1.1. Coaches and other Support Staff of a Team may not communicate with their Players during Tournament Matches, other than what is stipulated in Regulation 10.2.

10.1.2. In-game chat may only be used for match related topics such as "GG", "GL", “WP”, “GR” or “NT”.

10.2. Tactical Timeouts

10.2.1. Tactical Timeouts are short pauses in the flow of a Match that can be requested by a Team’s Coach (or Players if no Coach is available). In order to request a Tactical Timeout, the Coach must notify the Caster/OBS or opponent via the game chat at the end of a Round, or during the first fifteen (15) seconds of the Operator Pick Phase. The Match will be paused and a forty-five (45) seconds timer will start during which the Coach will be allowed to communicate with its Players. A Tournament Official may request to listen to the communications between the Players and their Coach for the entire duration of the Tactical Timeout. Once the forty-five (45) seconds have passed, the Coach will be notified to cut off all communication with the Players and the match will resume.

10.2.2. Each Team may request one (1) Tactical Timeout per map during any given BO1 or BO3 or BO5 Match. Timeouts which are not used do not carry over to the next Map and are lost.

10.2.3. When one Team requests a Tactical Timeout, the other Team also benefits from having their Coach allowed to communicate with their Players.

10.3. Post Match Interviews

Teams must have all two (2) Starting Players available to be interviewed up until fifteen (15) minutes after the conclusion of their Match. If a Player is not available for whatever reason, the Team must give a valid reason to be approved by the Match Officials. Any abuse of this exception may be sanctioned in accordance with the Global Rulebook.

10.4. Collusion/Match-Fixing

Any form of match fixing in order to manipulate the results in our competitions will result in disqualification and potentially a permanent ban from the Aviator Series. To report an allegation of match-fixing, please open a protest ticket on the discord with evidence.

10.5. Co-Streaming

Aviator Series Esports authorizes the Community Co-Streaming of these official matches under the following conditions :

10.5.1. Eligibility & Application

- Interested Streamers must submit a request on our Discord Server.
- Applications must be submitted at least 24 hours before the intended match.
- Application is granted per competition.

10.5.2. Requirements

- Display **Official Aviator Series Esports branding** (logo, sponsor, banner, overlays..)
- Avoid any form of discriminatory, hateful or inappropriate content.
- Not alter or restream the Official broadcast without permission.

10.5.3. Rights & Limitations

- Aviator Series Esports reserves the right to withdraw Co-Streaming authorization at any time.
- Official Broadcasts (Rainbow6NEU or Aviator Series) always take priority.
- Monetization (ads, subs, etc..) is allowed, unless stated otherwise.
- Co-Streamed content must be removed if requested by Aviator Series Esports or Ubisoft.

10.6. Casting and Livestreams

- Aviator Series Staff can contact the teams to have Aviator Series Casters join your game to broadcast it. Teams cannot reject the Aviator Series Staff's request and may be disqualified if they ignore this rule.
- Players can Stream their POV if the delay is 180 seconds (either 1 Round).
- A Spectator can stream the match if both teams agree. If a team does not want an external caster, the Spectator will not be allowed to be in the game. (Rules not valid if it is a Streamer/Caster Aviator Series).
- Players are prohibited to stream their POV during playoff games if they are casted unless stated otherwise.
- We welcome community streamers (streamers from outside of the leagues volunteer casting staff) to stream the games, these community streamers must oblige by the same rules of casting as players i.e 180 Seconds delay, as well as the title must include the teams, stage of the tournament and Aviator Series. Refusal will result in the suspension of the stream.

10.7. Finality over Decision Making

Aviator Series Staff and Aviator Series Admins reserve the right to make all final decisions regarding any problems or issues during competitions.

Legal Mention

These rules are the official rules of Aviator Series and are valid for all leagues, tournaments and events organised by Aviator Series .