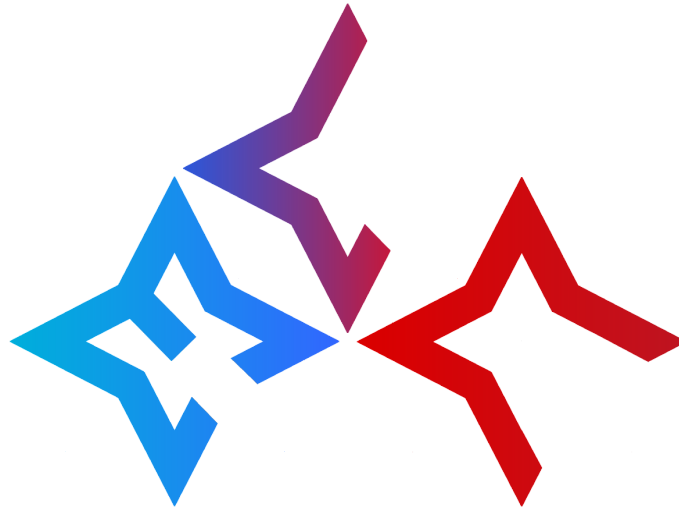
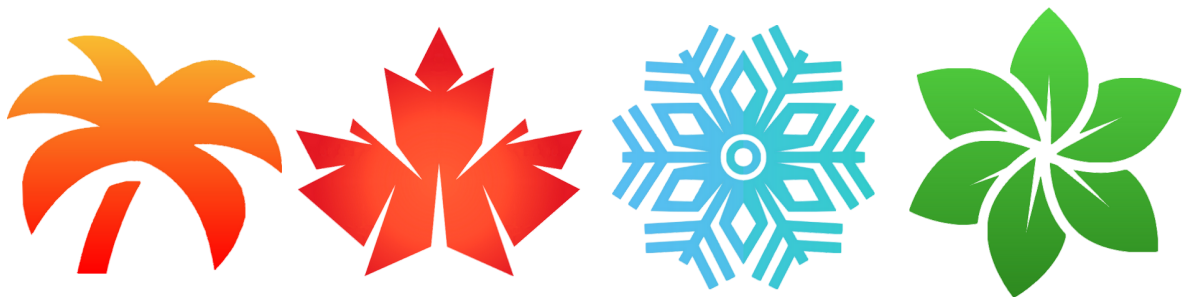


ELC Esports R6

Rainbow Six Siege X Official Rulebook



***THIS IS THE ONLY OFFICIAL DOCUMENT
VALID FOR THE ELC FALL SERIES 7***



ELC Esports R6 reserves the right to make all final decisions regarding any issues taking place during its competitions, and that decisions that are not specifically supported or mentioned in this rulebook may be made to preserve fair play and competitive integrity.

LAST UPDATED - 15/08/2026

Introduction

ELC Esports R6 (“**ELC**”) wishes to support UBISOFT EMEA SAS (“**UBISOFT**”) operate Rainbow Six Siege at the forefront of the esports industry, providing an environment for players to thrive from grassroots to professional play. Through high standards only can we build an inclusive and fair ecosystem where discipline, hard-work and results are rewarded at any level of competition.

This rulebook applies within the context of the ELC Fall Series 7 as an **Rainbow Six European Tier 2 Circuit Secondary tournament**. This rulebook aims at providing and codifying a structured and consistent set of rules and standards enforceable across all our competitions for everyone and every organisation partaking in it, and in particular the Teams (the term “Team” refers to any person or entity authorised and eligible to compete in ELC). Participation in any competitions part of the R6 EU T2 Circuit is conditioned to the acceptance of the following rules and standards (collectively the “**R6 EU T2 Rules**”).

Unless otherwise specified in this document, the ELC Esports R6 Rulebook follows the competitive standards and regulations outlined in the Rainbow Six Siege European Tier 2 Circuit – Season 2026 Rulebook.

In cases of ambiguity, conflict, or missing provisions within this rulebook, the European Tier 2 Rulebook will serve as the primary point of reference for rulings and interpretations, subject to approval by Tournament Officials.

All participating teams and players are expected to be familiar with the contents of both this rulebook and the **European Tier 2 Rulebook**, as well as **Ubisoft’s Terms of Use** and **Code of Conduct**:

- [EML Challenger Circuit Season 2026 Rulebook](#)
- [Ubisoft Terms of Use](#)
- [Ubisoft Code of Conduct](#)

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1. Acceptance and modification of the Rulebook

1.1. Acknowledgement and Acceptance of the Rulebook

Each Player and Coach must read, acknowledge and accept these Rules, and agree to abide by them at all times in order to remain eligible to participate in ELC competitions. A definition of the term Player and Coach may be found in Section 6.1 of this Rulebook. By accepting and agreeing to abide to these Rules, each of them consents to ELC's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions ("Sanction(s)"), without prejudice to any other sanction issued under the Rainbow Six: Siege Code of Conduct and UBISOFT's Terms of Use.

The rules in this Rulebook may be accepted either through the registration process of one of ELC's competitions or deemed accepted when a Player or its Team enter and participate into any match organised by ELC. Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules and Tournament Rules.

1.2. Modification of the ELC Rulebook

In order to ensure that ELC tournaments and cups are operated in accordance with the values conveyed by the [Principles of Esports Engagement](#), or for the protection of any interest that ELC considers material in order to preserve the values, legitimacy and integrity of their competitions, or in order to comply with any applicable law, ELC may amend or supplement these Rules with or without prior notice.

ELC may also change part of, or the entirety of, the format of its competitions defined in Section 4 with a reasonable notice before said modified parts of the format are executed upon.

1.3. Notification

Any modification of this Rulebook will be communicated or made available to the Teams either through the update of a revised version of the Rules, through a public discord post linking to a revised version of the Rulebook or by notifying directly the Point of Contact designed by each Team.

Official Point of Contact for the Teams will be the Appointed Team Member indicated in the registration form (Google Forms) or on the OPL page of the Team, and for Teams with a legal entity, to the person designated by the Team as the official Point of Contact for that

Team. The Point of Contact of a Team shall be limited to one person representing the Team and must provide their full name, email and Discord ID as part of the registration.

2. Code of Conduct

2.1. Reporting Breaches of the Rulebook

Breaches of the code of conduct before and during the match must be reported immediately to the ELC staff. Any post game reports may not be taken into account as they may constitute acceptance of the team to overlook any problems that may have occurred during the game.

2.2. 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 ELC staff.
- Any form of harassment must be reported immediately to the ELC 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 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 at an ELC stadium. Anyone who violates this code of conduct may be punished, including but not limited to expulsion.

2.3. 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 Ban.

2.4. Names and Logos

- Specific teams or players may be asked to change their name or logo if this is deemed offensive or inappropriate by ELC Staff as highlighted in section 7.9.
- 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 ELC Staff so that action can be taken against the player in question.

2.5. Confidentiality

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

3. Scope of the ELC competitions

ELC Esports R6 organises a combination of tournaments and cups (“Competitions”) within the EU and MENA region.

3.1. European and Mena region

The ELC competitions for Season 2026 is open to eligible participants in the European and Mena Regions which includes the following countries and regions (the “**European Mena Region**”):

Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Iraq, Ireland, Italy, Israel, Jordan, Kazakhstan, Kingdom of Saudi Arabia, Kosovo, Kuwait, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tunisia, Türkiye, Ukraine, United Kingdom, United Arab Emirates and Vatican City.

ELC may update the list of eligible countries and regions part of the European Mena Region during a Season, notably to reflect the list of countries and regions under international sanctions (if applicable), and/or to preserve the continuity and stability of its competitions.

3.2. 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 Locations are:

- Europe Central (EU Central)
- Europe North (NEU)
- Europe West (EUW)

3.3. Ping in EML

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).

If a player's ping exceeds the limits, a rehost (RH) will be attempted. If the player still has a high ping, the NEU server location can be tried. 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.

4. Tournament Format

4.1. Registration

Registration for the ELC Fall Series 7 is split in two:

1. The Open Qualifier (Championship)
2. The Community Path (Major/ Minor)

4.1.1. Open Qualifier Registration

In order to take part in the ELC Fall Series 7 Open Qualifiers, the teams must create an OPL account for each player and their team. An account can be created by visiting: <https://www.opleague.pro/forms/register>

Once the players have created/ joined a team on OPL, they can sign-up to the Open Qualifiers by visiting the ELC Fall Series 7 page: <https://www.opleague.pro/event/8025-ELCFallSeries7/info>

4.1.2. Community Path Registration

Teams must register via the Google Forms - (<https://forms.gle/YmofHJWkzcyEsDHH6>).

- Free Entry, Open to All, No Qualifiers
-  Registration closing date: Thursday 17th September at 23:00 CET.
- The competition starts on: Monday 21st September 2026
-  The playoffs will start on: Monday 19th October 2026

4.2. Stage 1: Open Qualifiers

Two Swiss Format (5 rounds) Open Qualifiers to take place on the following dates

- 2nd September 2026 - Qualifier #1 (Rounds 1-3)
- 3rd September 2026 - Qualifier #1 (Rounds 4-5)
- 9th September 2026 - Qualifier #2 (Rounds 1-3)

- 10th September 2026 - Qualifier #2 (Rounds 4-5)

Teams will be awarded the following points after each qualifier:

- 1st place - 100 points
- 2nd place - 75 points
- 3rd-4th place - 50 points
- 5th-8th place - 25 points
- 9th-16th place - 15 points
- 17th-32nd place - 10 points

At the end of both qualifiers, the Top 8 teams will qualify for the **Championship** division. All other teams will be eliminated, but will have the opportunity to sign-up to the Community Path of the league (Free Entry, No Qualifiers).

4.3. Stage 2: Group Stages

Following the qualifiers, the teams that have qualified for either the Championship division will compete seven in Best of 1 (BO1) Round Robin games. Each Team plays another Team once during a Stage. A win without overtime awards three (3) Points, a loss without overtime zero (0) Points. A win of a Match with Overtime awards two (2) Points, while an Overtime loss awards one (1) Point. Games will take place on Wednesdays and Thursdays as follows:

- Match 1 - 19:00 CEST
- Match 2 - 20:00 CEST or ASAP
- Match 3 - 21:00 CEST or ASAP
- Match 4 - 22:00 CEST or ASAP

The playday dates are highlighted below:

Playday	Championship	Best of
1	16/09	BO1
2	23/09	BO1
3	24/09	BO1
4	30/09	BO1
5	01/10	BO1
6	07/10	BO1
7	08/10	BO1

4.3.1. Tie Breakers

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

4.3.2. 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).

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.

4.4. Stage 3: Playoffs

Following the Group Stage phase, the Top 6 teams will take part in Single Elimination matches in Best of 3 (BO3). The playoff dates are as follows:

Game	Description	Championship	Best of
QF #1	4th vs 5th	14/10	BO3
QF #2	3rd vs 6th	15/10	BO3
SF #1	2nd vs QF #1 winner	21/10	BO3
SF #2	1st vs QF #2 winner	22/10	BO3
3rd Place match	Semi-final losers	28/10	BO3
Grand Final	Semi-final winners	29/10	BO5

*Note, following the 27th of October, the play times will be displayed as CET instead of CEST.

4.5. Communications

All the communications during the ELC Spring Series will take place on:

- **Discord** - All of our communications will take place on the ELC Esports discord server. Each team will have a dedicated team channel where they can ask questions, and communicate with the ELC staff. Other methods of communication such as Direct Messages (DM) will not be taken into account unless otherwise told by an admin.
- **OPL** - Opportunity League is the platform we use to organise our Rainbow Six Siege X competitions. All the map vetos and sharing of usernames for invitations can be found on the match page. To access the tournament hub, please visit: <https://www.opleague.pro/event/7575-ELCSpringSeries6/info>

4.6. Broadcasting

If a match is being broadcasted by ELC Esports R6, participants are not permitted to stream on another channel. Teams cannot reject the ELC staff's request to stream a game. The players and teams agree to accommodate the ELC casting team to make sure the broadcast can take place.

If a match is not be streamed by accredited ELC casters, the following rules apply:

- Players can Stream their POV if the delay is 180 seconds (more than 1 Round delay).
- 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 ELC).
- Players are prohibited to stream their POV during playoff games if they are casted unless stated otherwise.

4.7. Player Interviews

During the broadcasts a player or coach may be asked to deliver an interview on stream. The team is in no way allowed to decline that request. The person delivering the interview should have a decent audio and video setup to meet the quality standards displayed on stream throughout the cast.

4.8. Match Scheduling (Major & Minor ONLY)

As part of our flexible match scheduling format, teams must agree on a date and time to play their game within the allotted time window. All matches must start as indicated in the official communication or as soon as the previous match is over (for shorter format Cups). Any change in the start time must be approved by the ELC staff.

4.8.1. Default fixture

If there is no agreement between the Teams, the match is played at :

- 20:30 CEST / CET (depending on the season) on Thursday for the first playday of the week
- 20:30 CEST / CET (depending on the season) the following Monday for the second playday of the week

On gameday, 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 9.1.2.

4.8.2. Match procedure

For the matches that are not casted, the Players are urged to follow the following procedure to ensure the game runs smoothly:

- **Hosting** - The blue team on Liquipedia (or OPL) must host the game. Match settings and the map veto sequence are listed in section 7.
- **Late players** - 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 Best of 1 (BO1) games, the team in inferiority must finish the match in inferiority (unless the opposing Team accepts that the player joins the match).
- **Eligible Players** - A match can only be played with players registered on OPL and with the Green tick. Otherwise, the team will be subject to sanctions. Exceptions may apply, please check with the ELC staff.
- **Unexpected Interruption** - If a match is accidentally interrupted for any reason (e.g. player crashes, server crashes, network outages), the ELC 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.

4.8.3. After the match

Once the match has ended, Players are expected to take a screenshot of the result screen for each map and post it in the relevant match channel/OPL to avoid any dispute when posting the scores.

Additionally, ELC 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. If after 24 hours no complaint has been made, the result will be final.

5. Player and Coach Eligibility

The section below highlights the format of the ELC Fall Series 7.

5.1. Compliance with the ELC Rules

Players and the Coach will be eligible and remain eligible to compete in ELC competitions with their Team as long as they agree to be bound to and abide by the ELC Rules, and in particular comply with the eligibility requirements set forth in this Section 5.

5.2. Age Requirements

Each Player and Coach must be 18 years old or older, as stated on their official government issued documentation, at the time of their first match in the ELC Fall Series 7 in order to be eligible to participate.

5.3. Country of residence

Any Player competing in ELC competitions must reside in the European or Mena Regions. Additionally, ELC and/or UBISOFT may add extra residency requirements in their Tournament Rules.

5.4. Ubisoft account in good standing

In order to be eligible to participate in ELC competitions, Players and Coach may not own or use any Ubisoft account that is not in good standing. The notion of “Good standing” is construed in application of the [Rainbow Six: Siege code of conduct](#) and of [Ubisoft Terms of Use](#) and such standing may be verified by UBISOFT from time to time.

Any sanction emitted by UBISOFT on the Ubisoft account of a Player or Coach may translate into Sanction(s) in ELC competitions.

5.5. No competition suspension

A Player and/or Coach may not participate or be involved in any competition organised by ELC if such Player and/or Coach is subject to a competitive suspension issued by ELC or UBISOFT.

6. Team Composition

6.1. Players' roles & Roster Definition

Définition

“Appointed Team Member” or “Manager”	Corresponds to the Team’s Point of Contact who is empowered to exercise the prerogatives indicated in this rulebook.
“Players”	The term “Players” refers to all players part of the Roster of a Team (collectively the “Players”).
“Roster”	The Term “Roster” refers to any Core Roster Player or Wildcard Player registered to compete for a Team in any ELC competition.
“Core Roster Player”	A “Core Roster Player” is a Player of a Team’s Roster that is registered as part of the Core Roster of a Team for the competition.
“Team Coach”	The term “Team Coach” shall refer to the person responsible, in the Team, for assisting Players in their in-game preparation for competition, as well as supporting them during their participation in official ELC matches.
“Wildcard Players”	The term “Wildcard Players” refers to any Player that is not part of the Core Roster Players of any T2 EU Circuit Team or Saudi eLeague 2026 Roster, yet authorised to compete with a Team in a Regional and/or LAN Secondary Circuit Tournament. Wildcard Players are not permitted to compete in two EU T2 Circuit competitions at the same time, meaning that the same Wildcard Player cannot be registered in several Rosters in two competitions part of the EU T2 Circuit and taking place at the same time.

6.2. Minimum and Maximum Team Composition

Each Team shall always have the following Team composition during the Season in order to remain eligible to participate in ELC competitions and or other tournaments that are part of the R6 EU T2 Circuit (roles can be cumulated unless specified otherwise):

	Définition
Tier 2 Pathway (Championship)	Minimum 3 Players from the Core Roster Players, up to a Maximum of 5 Core Roster Players; and • Maximum 2 Wildcard Players; and • Maximum 1 Team Coach per Team
Competitive Pathway (Major)	Minimum 3 Players from the Core Roster Players, up to a Maximum of 7 Core Roster Players; and • Maximum 5 Subs; and • Maximum 1 Team Coach per Team
Community Pathway (Minor)	Minimum 3 Players from the Core Roster Players, up to a Maximum of 7 Core Roster Players; and • Maximum 3 Subs; and • Maximum 1 Team Coach per Team

At any time during an ELC competition, a Team may not have more than seven Core Roster Players registered to a Team. Teams operating in the EU T2 Circuit under a Team Participation Letter (ie. Without a legal entity) shall be represented at all times by an Appointed Team Member, although physical presence of the Appointed Team Member in the Tournament is not mandatory unless such Appointed Team Member is also one of the Player or Coach participating in the tournament for that Team.

If a Team plays with an unregistered player, they may be forced to forfeit the match the Player in question has played, or the team may be disqualified from the tournament.

6.3. Additional Team composition Restrictions

Each Player must provide their Ubisoft Connect account name prior to the start of the competition/ their first game in an ongoing competition. Each Player must be the sole owner of the account they use in ELC and are not permitted to use any secondary account.

ELC requires players to have their Rainbow Six Siege X account at **level 100 minimum** and they must have played **50 Ranked Matches** during the past two seasons combined (e.g. 25 last season, 25 this season). This does not apply for the EML Challenger Circuit. Please refer to the [official rulebook](#) for more guidance.

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, and the Player will likely be subject to a ban from ELC competitions.

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 fair play and competitive integrity in ELC competitions.

6.4. Changes to the Roster

6.4.1. Roster change procedure

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  | **roster-change-request** discord channel.

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

6.4.2. Registering a new player

In order to register a new Player to their roster, Teams must ensure the following:

- The team must retain at least three (3) core players in their roster as defined in Section 6.2.
- The Player must not be registered or have played with another team prior to joining a new team. Exceptions apply as part of the Transfer Window (see Sections 6.5 and 6.6).
- 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 (EUL, CL ,and national leagues) are prohibited in Major and Minor divisions. There are no such restrictions for the Championship division.
- A Player must be registered on the team via the #rosterchangerequest form on Discord and on the OPL team page in order to participate in the competition and is required to use the account they provided.

6.4.3. Eliminated teams (Major / Minor ONLY)

Players who have been eliminated with their team during the ELC Playoffs are eligible to join another team still contending as long as they respect the eligibility criteria set by the organiser in Section 6.

6.5. Tier 2 Pathway Transfer Windows

In order to retain Competitive Points that a Team may have accrued throughout its participation in the R6 EU T2 Circuit for Season 2026, Teams may only make Core Roster Players changes during the following EU T2 Transfer Windows (“Roster Change(s)”) and be required to retain a minimum of 3 Core Roster Players from one EU T2 Transfer Windows to another (“EU T2 Transfer Windows”):

	Dates
EU T2 Transfer Window 1	May 18th, 2026, 9am CEST, until June 3rd, 9am CEST
EU T2 Transfer Window 2	August 15th, 2026, 9am CEST, until August 31st, 9am CEST

The number of Roster Changes permitted during Transfer Windows is not restricted as long as and provided that:

- The requirement of a minimum of 3 Core Roster Players is respected; and
- The cap of maximum 7 Core Roster Players registered is not exceeded.

6.6. Competitive and Community Path Transfer Windows

Between the group stages phase and the playoff phase, a player that has taken part in at least one (1) game in the current competition will only be allowed to play with another team during and after the transfer window.

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 6.4.2. ELC reserves the right to reject a roster change if it goes against the fairness and competitiveness of the league.

	Dates
Major division	October 16th, 2026, 9am CEST, until October 22nd, 9am CEST
Minor division	October 23rd, 2026, 9am CEST, until October 29th, 9am CEST

7. Rainbow Six Siege X operation and administration

7.1. Game settings

Rainbow Six Siege is a 5vs5 first-person tactical shooter where two teams compete on various maps and across multiple rounds by attacking and defending objectives. All ELC competitions are played on PC.

7.2. Match settings

The following match settings be applied consistently across all ELC competitions:

- By default, the host of the game should be the observer, an admin or a commentator unless specified by ELC. Should there be no host, the blue team has the responsibility to set up the lobby.
- The lobby must be set up at least 10 minutes before the scheduled start of the game to ensure the players can join on time.
- A game must be hosted on a local server using the Pro League playlist or a local custom game with the following settings for the corresponding match format:

Game Mode	Bomb
Plant Duration	7
Defuse Duration	7

Objective type for rotation	Rounds played
Pick Phase timer	15
Operator HP	100

Fuse Time	45
Defuser Carrier Selection	ON
Preparation	45
Action	180
HUD Settings	Pro League
Number of bans	4
Ban Timer	20
Number of rounds	12
Attack/Defense swap	6
Overtime Rounds	3 (or infinite)
Overtime score difference	2
Overtime role swap	1
Objective rotation parameter	2

Friendly fire damage	100
Friendly fire in Prep Phase	Off
Reverse Friendly Fire	Off
Injured	20
Sprint	On
Lean	On
Death Replay	Off
Death Duration	2
Tactical Requests Available per Team	1
Allow Requests From	Everyone
Timeout Duration	45

7.3. Maps and Operators

The official map pool for competitive play in the R6 EU T2 Circuit is constituted of 9 maps played on the 5v5 game mode of the modernised version of Rainbow Six Siege, commonly referred as “Siege X”. At the end of every R6 EU T2 Circuit competition, Ubisoft may change some of the maps in the map pool and/or modernise additional Maps part of the competitive map pool during the Season. The Teams competing in ELC will be notified at least 2 weeks prior to any changes.

The current map pool is constituted of the following maps:

- BANK (Modernised)
- BORDER (Modernised)
- CHALET (Modernised)
- CLUBHOUSE (Modernised)
- CONSULATE
- KAFE (Modernised)
- LAIR
- NIGHTHAVEN LABS
- FORTRESS (Modernised)

7.4. Map bans

For the Championship division, the map veto process starts one hour prior to the match starting time, or as soon as the teams for that match are determined (whichever is later).

- Each team has 4 Minutes per step, during that time they are allowed to speak and talk about the next pick or ban.
- Maps are played in the order they are picked.
- Teams decide starting sides on the map choices of their opponent's map.
- The team that does not decide the starting side decides the starting side on overtime.
- In the case of the match going into the decider map in Bo3 or Bo5, OPL will automatically perform a coin flip to determine which team decides the starting side on said map.
- The OPL platform will act as a coin flip to randomly choose which team will choose who starts the veto.

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
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7.5. Operator Ban System

Please refer to the [EML Challenger Circuit Season 2026 Rulebook](#) (Section 5.1.4.3) for the Operator Ban System.

7.6. Operators, gadgets, equipment or attachments

Every new operator released in Rainbow Six: Siege is available for competitive play in the ELC competitions upon release. ELC reserves the right to ban specific operators, as well as gadgets, equipment or attachments they may have, from time to time, in order to guarantee a fair competition, and if UBISOFT reckons that it contains a bug, creates imbalance or has a game-breaking effect on competitive play.

7.7. Cosmetics

During ELC official matches, Players can only use the battle dress uniforms and headgears listed below:

- Operator's default skins
- Pro R6Share teams branded cosmetics
- Six Major branded cosmetics
- Esports Programs cosmetics'

All others battle dress uniforms and headgears are banned from use in competitive play. Using any battle dress uniforms and/or headgears that are not permitted will result in a warning for first offense and a round loss for any additional offenses. Weapon skins, weapon charms and operator background cards are not subject to any restriction.

Drone skins and operator gadget skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skins.

ELC and UBISOFT reserve the right to update the list of prohibited cosmetics at any point during the Season and will inform Teams of any such update.

7.8. Usage of bugs or in-game exploits

Please refer to the [EML Challenger Circuit Season 2026 Rulebook](#) (Section 5.1.4.6) for prohibited exploits and sanctions linked to such abuse of these mechanics.

7.9. Gamertags and avatars

In-Game Names/Avatars should not contain any offensive or racist content. They should not be copyrighted or derived from existing logos or names. 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. Competition Rules

8.1. Tactical Timeouts (TTO)

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Coach or the Captain of each team. In order to request a Tactical Timeout, the Coach/Captain needs to notify the referee or tournament administrator or the opponent at the end of a round, or during the first 15 seconds of the operator pick phase. Upon notification, the game will be paused and a 45 second timer will start during which the Coach will be allowed to communicate with Players of his or her Team. A referee or tournament administrator will be listening to the communications between the Players and their Coach for the entire duration of the timeout. Once the 45 seconds have elapsed, the communication between the Coach and the Players will automatically be cut-off, and the game will resume.

Each Team may request one Tactical Timeout per map during any given match. Timeouts that are not used do not carry over to the next map and are lost.

When one Team requests a Tactical Timeout, the other Team also benefits from having their Coach allowed to communicate with their Players and will be subject to the same restrictions.

Players and/or Coach are strictly forbidden to leave the competition area during Tactical Timeouts without express approval of a Tournament Official

8.2. Issues during a match

8.2.1. Technical Pauses

A Technical Pause is a pause in the Match which interrupts the standard proceedings due to an issue which prevents normal play condition, and which are decided by Tournament Officials at their sole discretion due to any reason they deem reasonable (including, but not limited to, hardware malfunction, furniture malfunction, food/drink spillage, etc...)

The following restrictions and processes will apply during Technical Pauses:

- There is no pre-determined duration for Technical Pauses.
- Technical Timeout may not necessarily result in a Re-host, but all Re-hosts are considered Technical Pauses.
- Once the action phase starts, players should raise any technical issue to Tournament Officials. Play will not be paused or halted unless specifically approved by Tournament Officials during the round, until the next pause opportunity. Players must make all efforts to continue play unless otherwise not possible.
- During a Technical Pause, Players and Coach may only speak with their respective Tournament Official for the Match to solve any ongoing issue pertaining to the Technical Pause and for the entire duration of the Technical Pause, unless explicitly allowed by Tournament Officials to do otherwise. Failure to comply will be sanctioned.
- In the instance of a Technical Pause and Tactical Timeout being called for the same instance, the Technical Pause will be issued first so the Team may resolve their ongoing issues. Once the technical issues are resolved, the Tactical Timeout will be issued.

8.2.2. Rehosts

Any issues that occur outside of either the listed conditions or times will be ineligible for Re-hosting. The Tournament Organizer maintains the ability to issue a Re-host at any time in the interest of competitive integrity.

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:

Procedure for Re-host	
Preparation Phase	• Before the start of the Preparation Phase. • Any technical issues including the game and server, Player disconnect, and or authorized software or hardware problems. • Up to the first fifteen (15) seconds of the Preparation Phase. • Any technical issues including the game and server, Player disconnect and or • authorized software or hardware problems.
Action Phase	• Up to the first thirty (30) seconds of the Action Phase and if no damage has • been taken by any player. • Player Observer-related issues. • The player is unable to control or move the Operator. • Game mechanic issues (E.g. shooting, reloading, movement, gadgets, or equipment).

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

8.3. Good sportsmanship rules

Additionally, to all rules and mechanics established in Rainbow Six: Siege, competitive play in ELC competitions is subject to good sportsmanship rules, as highlighted in Sections 5.3 of the [EML Challenger Circuit Season 2026 Rulebook](#). The Tournament Organizer may penalise with Sanction(s) in case of breach, as further set forth in Section 6 of the EU T2 Circuit Rulebook in case of breach.

8.4. Protests

A protest is the official communication between the parties and the tournament administration, and all the teams have the right to open a protest, should they encounter an issue or suspect a violation of the Rules highlighted in this Rulebook.

All protests must be raised by opening a ticket on the ELC Discord server via the  **protests-and-tickets** channel.

If the match is still ongoing, it must be paused after the action phase until the issue has been resolved or an ELC administrator has ordered the game to resume.

All complaints regarding the use of prohibited cosmetics must be raised as soon as they are encountered and whilst the game is still ongoing. Players are required to pause the game between two rounds and contact an admin via the ticket system. Any protests for cosmetics raised after the game has finished will not be taken into account.

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.

8.5. Confidentiality

The content of protests, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent of an ELC admin. If the contents have been shared without consent, then this could lead to a sanction, which includes disqualification from the tournament.

9. Sanctions and Penalties

9.1. Definition and Scope of Punishment

Infringement of any of the rules, requirements and obligations presented in the Rulebook, Tournament Rules, Code of Conduct, Rainbow Six: Siege Code of Conduct and Ubisoft

Terms of Use, may trigger competitive Sanction(s) and penalties. These Sanction(s) and penalties are highlighted in Section 6 of the [EML Challenger Circuit Season 2026 Rulebook](#). All infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

9.2. ELC specific sanctions

9.2.1. Warnings

Players and/or Coaches may receive a warning should they violate the Rules highlighted in this Rulebook before, during or after a match.

9.2.2. Round forfeit & Map forfeit

Where rule violations including but not limited to cosmetics, wrong match settings, or unregistered players take place before, during, or after the fixture, the following sanctions can be awarded:

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

BEFORE / AFTER - Default win (3 Points) for the team which is not at fault, after validation of the protest by the ELC 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 and the team refusing to resume the game in 4v5 once 15 minutes have passed.

9.2.3. Retiring from the competition

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.

9.2.4. Team Disqualification

A player may be banned from the competition for serious incidents such as the use of cheating, macros or other prohibited software. The Point of Contact will be informed via a Discord message. Serious misconduct by a team or an accumulation of rule violations may result in a complete disqualification of the team.

10. Anti Cheat

10.1. BattleEye

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

10.2. 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/download/Moss.zip>.

Players are required to upload their MOSS files onto the **OPL 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
- II. Further upload failures: Global Rulebook "Breach of competition protocol" applies

Falsifying or manipulating such files is prohibited and may result in disqualification or other sanctions.

10.2.1. MOSS Configuration

Software Configuration is as follows: File > Settings > Rainbow Six > OK > Capture > Start. After the game, click Capture > Stop.

10.3. 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 and will be sanctioned.

11. Prizes and T2 EU Circuit Point Distribution

11.1. Prize pool distribution

The prize pool for the ELC Fall Series 7 is **€2,000** (Two thousand euros). This only applies to the Championship division.

Finishing place	Cashprize	%
1st	€1,200	60
2nd	€500	25
3rd	€300	15

11.1.1. Pay out

All prize money will ideally be paid out within 1 month after the date of the Grand Final of the competition. However, it can take up to 3 months. The license holder (ELC) will claim their prize funds via a discord that will be informed to the winning teams. All teams that receive prize money should be a registered company, otherwise ELC Esports R6 might be unable to transfer the prize money.

- In the event that league-related deductions (e.g., penalties, fines, or disqualifications) are applied to a team, the deducted amount will not be paid out and may be withheld from the prize pool.
- All teams must provide valid payment details and respond to payout requests within a reasonable timeframe to receive their prize.

ELC Esports R6 reserves the right to adjust or withhold payouts in cases of rule violations or other disciplinary actions.

11.1.2. Withholding taxes

Prize's payment may be subject to applicable federal, state and local income tax or withholding tax and it is the responsibility of the Team eligible to such payment to seek assistance of a local tax advisor to determine which taxes may apply to the receipt of a prize and ensure that any applicable taxes are reported and paid to the appropriate authority.

11.1.3. Cashprize transfer

The prize money will be sent by paypal or bank transfer as specified by the License holder. Failure to provide enough information for the payments to be completed will result in payments not being made. If a participant has not collected or redeemed their winnings within three (3) months of the conclusion of a season, the winnings will be forfeited.

11.2. Additional prizes

Teams taking part in the Championship division will be awarded additional prizes as follows:

Finishing place	R6 Credits
1st	5x 3,870 R6 Credits
2nd	5x 2,670 R6 Credits
3rd	5x 1,200 R6 Credits
4th	5x 600 R6 Credits

11.3. T2 EU Circuit Point Distribution

Due to being an Official T2 EU Circuit Secondary Tournament, participation in the Championship division grants a total of **225 T2 EU Circuit points**, distributed as follows:

Finishing place	T2 EU Circuit Points
1st	50
2nd	40
3rd	35
4th	30
Joint 5th	20
Joint 7th	15

12. Miscellaneous

12.1. Co Streaming

ELC permits community co-streaming of its Qualifier matches and official tournament matches under the following conditions:

- Streamers must submit a request via our [Google Forms application](#).
- Applications must be submitted at least 48 hours prior to the start time of the match.
- The streamer must display the official ELC branding throughout the stream and is not permitted to alter or restream the official broadcast without permission from the organisers.
- The streamer agrees to censor any form of discriminatory, hateful and inappropriate content.

12.1.1. Rights and Limitations

Official broadcasts (e.g., via Rainbow6NEU or ELC_Esports_r6) always take priority, and ELC reserves the right to revoke co-streaming permission at any time. Monetisation (via ads, subs, etc.) is allowed, unless stated otherwise. Co-streamed VODs and any derived content must be removed if requested by ELC or Ubisoft.

12.2. 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 ELC. To report an allegation of match-fixing, please open a protest ticket on the discord with evidence.

12.3. 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.

12.4. Absence of Conflict of Interest

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.

12.5. 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 ELC competitions. By taking part in the competitions, the participant declares they understand and accept all the rules. ELC Staff and ELC 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 ELC Esports R6 and are valid for all leagues, tournaments and events organised by Euro League&Cup and ELC Esports R6.