

Voltage Series S7 Rulebook

This Rulebook outlines the rules that should always be followed when participating in Voltage Series. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the League Administration that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Last Update – August 4nd

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Applicability of External Rulebooks

Unless otherwise specified in this document, the **Voltage Series Rulebook** follows the competitive standards and regulations outlined in the **EML CHALLENGER CIRCUIT RULEBOOK**.

In cases of ambiguity, conflict, or missing provisions within this rulebook, the **EML CHALLENGER CIRCUIT 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. The most up-to-date version of the Tier 2 Rulebook can be found at:

[**EML CHALLENGER CIRCUIT RULEBOOK**](#)

- 1. General
- 1.1 Rule Changes

Voltage Series can change the rule book at any time, any changes will set in in the Voltage Series Discord Server, anything not covered by the rule book will come down to admin rulings

- 1.2 Validity of Rules

This is the only rulebook, which is valid for the Voltage Series. With his/her participation, the participant states that he/she understands and accepts all rules.

- 1.3 Confidentiality

all discussion performed within match channels, support tickets and any other private methods are to be kept undisclosed to those not in relation, seek permission from management before attempting to disclose private material

- 1.4 Code of Conduct

All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, casters, the Staff, and the league administration. Any sort of harassment should be reported to the league administrators immediately. Restrictions within this rule book apply not only to the Teams and Players, but every single person involved with or present at a stage of the R6 League. Anyone breaking this code of conduct may be punished including but not limited to expulsion.

Please note we are unable to control events outside of the official discord server. But we can

monitor social media on breach of this rule. A list of all administrative staff (tournament admins, referees, community managers) will be provided to teams prior to the start of the tournament in our discord. This includes their roles and relevant contact details.

- 2. The Season

2.1 Season date/time

Stage 1 Qualifiers

At the end of each of the 3 open qualifiers, teams will be awarded points in each qualifier:

Rank 1: 100 Points

Rank 2: 75 Points

Ranks 3-4: 50 Points

Ranks 5-8: 25 Points

Ranks 9-16: 15 Points

Ranks 17-32: 10 Points

single elimination b01 14 teams go through the next stage

Q1 15 August 13:00 CEST

Q2 16 August 13:00 CEST

Q3 17 August 18:00 CEST

Stage 2

Swiss Stage

- 16 Team Swiss System Format (4 invited teams)

- Elimination matches are Bo3

- All other matches are Bo1

- Seeding will be determined by Buchholz System

(A Buchholz Score is calculated for each team A team's Buchholz Score is calculated by taking previous opponents' records and adding up their wins and losses The team with the higher Buchholz Score is awarded the higher seed)

Swiss Day 1 | 24 August 19:00 CEST and 20:00 (2 matches) **Round 1 & Round 2**

Swiss Day 2 | 25 August 19:00 CEST (2-0& 0-2 matches) (1 match) **Round 3**

Swiss Day 3 | 26 August 19:00 CEST (1-1) Matches (1 match) **Round 3**

Swiss Day 4 | 31 August 19:00 CEST (1 match) **Round 4**

Swiss Day 5 | 1 Sept 19:00 CEST (1 match) **Round 5**

Stage 3

Group Stages (B01) Single round robin 6 teams go to through the next stage

every day the same: Match 1 start: 19:00 CEST Match 2 start: 20:00 Match 3 start: 21:00
Match 4 Start 22:00

Playday#1 | 7 Sept

#2 | 8 Sept

#3 | 14 Sept

#4 | 15 Sept

#5 | 21 Sept

#6 | 22 Sept

#7 | 28 Sept

Stage 4

- **Teams placed 3rd to 6th** play in the quarter- finals, seeded as:

Match A: 3rd place vs 6th place

Match B: 4th place vs 5th place

- the winner of **Match A** plays against the **1st place** team in the semi-final.
- The winner of **Match B** plays against the **2nd place** team in the other semi-final
- Winners of both semi finals advance to the **Grand final**
- Every match the teams that seeded higher than the opponent can begin with the coin toss

Single Elimination all matches in stage 4 are b03 and grand final is b05 with unlimited overtime

Quarter finals matches | 29 Sept | match 1 start: 18:00 | Match 2 starts 21:00 (or 20:00 if a team wins 2 maps in a row)

semi finals matches | 5 Oct | match 1 start: 18:00 | Match 2 starts 21:00 (or 20:00 if a team wins 2 maps in a row)

3th place match: 6 Oct | Starts 19:00

5th/6th place match: 6 Oct | Starts 19:00 (off-stream)

grand final | 12 Oct | Starts: 18:00

• 2.2 Time Zone

Any time mentioned during official communications regarding the Voltage Series will always be in: The time zone currently used in amsterdam (AMS), the Netherlands that means the following:

Between the 31th of march and the 27th of October we use: CEST Between the 27th of October to 31th of march we use: CEST

• 2.3 Communications

Discord: all of our communication will be in the Voltage Series discord server. Other methods of communication like dm or something will not be regarded unless otherwise referred to by a director

: we use the [Strave](#) website to organizing the Rainbow six siege league. Other methods will not be regarded unless otherwise referred to by a director
[Tournament Link](#)

• 2.4 Broadcasting

if a match is being broadcasted by Voltage Series, participants are not permitted to stream on their personal choice of channel, if a match is not be streamed by the Voltage Series

production then participants may stream their own match at their own risk, with a 180 seconds delay

• 2.5 Declining broadcast

Under no circumstances can a player or a team, refuse to have their match broadcasted by Voltage Series admins or other authorized broadcasters. The broadcast can ONLY be rejected by a member of the server team. The players and teams will this automatically agree to make enough accommodation to make sure the broadcasting can take place

• 2.6 Player interviews

During the broadcast a team member will be asked to deliver an interview on stream. A team is in no way allowed to decline that request. The person delivering the interview should have a decent audio and video setup so the quality of the interview is sufficient to show on stream

• 3. Co Streaming

Voltage Series permits community co-streaming of its official matches under the following conditions:

3.1 Eligibility & application

- Interested streamers must submit a request via our official application form: [Co-Streaming Application](#)
- Applications must be submitted at least 48 hours before the intended match.
- Approval is granted per event or series, unless otherwise stated.

3.2 Requirements

- Display **official Voltage Series branding** (including logo and sponsor banners, provided upon approval)
- Avoid any form of discriminatory, hateful, or inappropriate content.
- Not alter or restream the official broadcast without permission.
- U must give us after the stream all of the Stats of u Co-Stream

3.3 Rights & Limitations

- Voltage Series reserves the right to revoke co-streaming permission at any time.
- Official broadcasts (e.g., via Rainbow6NEU or VoltageSeries) always take priority.
- Monetization (ads, subs, etc.) is allowed, unless stated otherwise.

- Co-streamed content must be removed if requested by Voltage League or Ubisoft.

3.4 Public Communication

All updates, approvals, and changes regarding co-streaming will be communicated via:

- Our official Discord: [Invite link](#)
- Social media announcements

3.5 Confidentiality

all discussion performed within match channels, support tickets and other private methods are to be kept undisclosed to those or in relation. Seek permission from management before attempting to disclose private material

3.6 Protests

Protests must be created immediately after the issue has been discovered unless otherwise indicated by the appropriate provision below. Once a protest has been made, the match will be paused until the protest at hands has been solved. The appropriate provision will also identify the sanction to be applied unless otherwise indicated by the staff. A protest must have a valid reason / evidence

4. Penalties

4.1 minor points

are distributed on minor incidents such as use of prohibited cosmetics, discord server violations, twitch channel violations, etc. teams and participants will receive the appropriate sanction as identified in section 8 at the discretion of management. Appealing this can be done by creating a ticket in the discord server

4.2 Major Points

Major points are distributed on incidents including Moss violations, deceiving Voltage Series staff, repetitive violations etc. teams and participants will receive the appropriate sanction as identified in section 8. Appealing this can be done by creating a ticket in the discord server

4.5 Warnings

Participants and discord member in the Voltage Series discord can be get a warnings where they may violate any of the discord or league rules at any time

4.6 Spamming

Within the discord server is not tolerated or accepted. Any of this behaviour will be punished at the discretion of our staff team.

1st Offence = Warning to stop spamming

2nd Offence = 24hr Chat Mute

3rd Offence = Last Warning + Chat Mute + Match Suspension

5. Prize pool

the prize pool of season 6 of the Voltage Series is:

Money

€2000 (two thousand euros)

R6 Credits

41,700 R6 Credits

EML Circuit Points

225

5.1 Distribution

Money

1st 60%

2nd 25%

3rd 15%

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

EML Circuit Points (if we have +16 teams in Qualifiers)

1st	50
2nd	40
3rd	35
4th	30
5th	25
6th	20
7th	15
8th	10

Total: **225** EML Circuit points

EML Circuit Points (if we have 8-15 teams in Qualifiers)

1st	30
2nd	25
3rd	20
4th	15
5th	10
6th	5

Total: **105** EML Circuit points

6. Entry fee

For Season 6 of Voltage Series, there is no entry fee. Participation is completely free for all eligible teams and players. This decision is part of our ongoing commitment to lowering the barrier to entry and encouraging broader competition within the Rainbow Six Siege European Tier 2 ecosystem.

• 6.1 Pay out

All prize money should ideally be paid out within 1 month after the conclusion of the Voltage Series (This means finals). However, it can take up to 3 months. The license holder 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 Voltage Series 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.

Voltage League reserves the right to adjust or withhold payouts in cases of rule violations or other disciplinary actions.

6.2 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

6.3 Transferring prize money

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.

6.4 Prize money distribution

The total prize money available will be: €2000

For the Finals the money distribution is as follows:

- 1st 60%
- 2nd 25%
- 3rd 15%

7. Voltage Series **Specific rules**

7.1 Rule changes

Voltage Series Admins reserve the right to amend, remove, or otherwise change the rules or any other component surrounding the competition, without further notice. Voltage Series admins also reserve the right to make judgement calls on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship. Players will be expected to have knowledge of the latest rulebook, which can be found on the discord channel (<https://discord.gg/h9HPdcNSw2>)

7.2 General

When a player or team has broken one or several rules set forth by this document, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and catalogued

7.3 Match Schedule

The tournament schedule will be published on the Voltage Series Discord. Voltage Series Admins reserves the right to make changes to this schedule. Team members should check the discord to make note of any possible changes.

7.4 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 a Voltage Series admin or the tournament director of Voltage Series. If the contents have been shared without consent, then this could lead to a minor or major offense following possible disqualification

7.5 Unsportsmanlike behaviour

For a pleasant gaming experience and game, it is essential that all players have a sportsmanlike mind and a fair attitude. Breaches of this rule will be punished with a minor to major offense and possible prize money deduction. The most common offenses are listed below, however, Voltage Series admins remain the right to assign penalties which are not explicitly listed below

7.6 Misconduct

The attempt to mislead admins or other players using false information or in other way deceive other participants will be punished as follows.

7.7 Ringer/faker

Any player involved in faking or ringing a player will be suspended for 3 matches. Also 1 Minor offense will be awarded

7.8 Playing with a suspended player

If a team plays with a suspended player, the match will be forfeited into a 7-0 for the opposing team. Next to this a Minor offense will be granted, and the player will be suspended for 3 more matches

8. Players and teams

8.1 Player age

Participants of Voltage Series must be 18 years or older or it must be discussed with the staff before the league starts. if the Voltage Series mods find out that a participant not has been 18 years then we reserves the right to remove and/or disqualify the identified participant from all following season play and get a direct DQ

8.2 Participant Region

The R6 EML Challenger Circuit 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.

UBISOFT 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 the R6 EML Challenger Circuit’s operation during a Season.

8.3 Coaches

Coaches are the only exception to the region restriction, however they cannot be registered as a sub if they are not from the participant region

8.4 Offensive behavior

This is included but too limited to racism, hate speech, threats, sexual, harassment, graphic images. Any of this behaviour will be punished at the discretion of our staff team. This could be a warning: player ban or team ban

8.5 Reporting offenders

If you feel a participant of any discord member has offended you in any way, immediately contact the admins of Voltage Series and open a ticket. With appropriate proof of the identified member. If you feel unconfident transmitting to us through a ticket, you can send a DM to one of our server team.

9. Requesting changes

the server team may request you change your user/nickname, profile picture or team picture if it is seen to be offensive or inappropriate

9.1 Team names and Logos

Teams must carry a professional name. Names such as 'Team Chair', 'Team charger', 'Team natte visstick' are not allowed also **LFO** can only be used by 1 team as a team name. Next to this, teams and organisations are required to have a relevant and identifiable logo which does not include photos of real people or are parodies of real brands. The server team has the final say on what names and/or logos are deemed professional or appropriate.

9.2 Sanction

Should a league participant or a member of the discord in the discord not agreed with the provisions identified above, they may be disqualified from play or the closest, most relevant appropriate sanction applied at the discretion of the server team

9.3 Discord accounts

3/5 participants must be a member of our official Voltage Series discord. Their name formatted must be shown like: {Team tag} player name. participants not in the team at the [Strave](#) website are not allowed to play. You must add all your players in the Strave team before 2 hours of the play time if he even want to play with the team on that day

9.4 Game accounts

Ubisoft connect accounts names must be stated within your roster request to be registered. Using unregistered game accounts will result in points being applied and a sanction applied at the discretion of administration. Also he/she must have linked his Ubisoft account to his [Strave](#) account ready before playing, if you were late and you submitted a ticket to be changed this doesn't count.

9.5 In game username

discord usernames must abide by rule: 3.6. should we find you in a violation you may be removed from the league if not provide ads requested you will be denied from play in any match until done son

9.6 Registration

all players are required to provide their name, country, uplay name, discord name. twitter and date of birth when registering for the Voltage Series **Stage 2**

10. Roster Registration Requirements

In accordance with the guidelines of the R6 EML Challenger Circuit, all teams participating in Voltage Series Season 6 must complete the official **Roster Registration Process** before the roster lock deadline.

Teams are required to submit:

- 5 starting players (mandatory)
- up to 2 Substitute Players (optional)
- 1 Appointed Team Manager (Mandatory)
- 1 Coach (optional, if applicable)

All players and staff must provide any documentation requested by the Tournament Organizer (e.g. age/residency verification, Ubisoft account IDs) to be officially eligible to participate in the competition.

Only individuals listed and approved through this registration process will be allowed to participate or represent the team in official Voltage League matches.

Failure to submit a complete and valid roster by the deadline may result in disqualification.

10.1 Transfer rule and Transfer Windows Restrictions

all the info about this can be found in the [Circuit Rulebook](#)

10.2 Team Cap responsibility

The License holder will be responsible for the team. Further responsibilities are noted in our rulebook, which you can find at the Voltage Series discord. When the team is part of a legal entity, the license will automatically be held by the organisation / entity.

10.3 Team Responsibility and Registration Requirements

Each team is required to submit a completed team responsibility form prior to the start of the season. This form designates who is responsible for the team and ensures all legal and operational obligations are met. The following information must be provided:

Name of the organization (if applicable)

- Name of the license holder
- Whether the team is part of a legal entity (yes/no)
- Full name of the team captain
- Date of birth of the team captain
- Discord tag of the team captain
- Staff/support personnel involved with the team

Failure to provide this information may result in disqualification or removal from the competition.

10.4 Substitute

These players are also required to be 18 years of age; however, they will be if they are to play official matches within the Voltage Series. Substitutes do not have any specific rights, tasks or duties. Adding substitutes to your roster is highly recommended. Teams cant swap players between matches if there are not informed the staff members 2 hours before the match (there are ways to discuss this)

10.5 Stand in players (emergency sub)

If a team is not able to have five players participating in a particular match, including through calling substitute players, or with its coach stepping-in, the team can exceptionally request to play with a stand-in player. A “stand-in player” is a person exceptionally authorized to compete with a team that is not in the [Strave](#) Team, for a limited period of time for the sole purpose of avoiding the team from being disqualified for breach of the team composition requirements. Authorization for a team to compete with a stand-in player is always subject to approval of Voltage Series Admins and is subject to the following limitations:

- Stand-in players must meet all eligibility requirements what a players also have
- A stand-in player cannot have been registered with another team that has competed in the same stage,
- A stand-in player cannot be registered on the roster of another team that is competing in the same competition he is asked to stand-in for
- A stand-in player cannot be a player from a another circuit team
- Every team has 2 Emergency subs
- when a team used there 2 Emergency subs and need an another one its -1 point redcuton for every Emergency sub

11. League progression

11.1 Points distribution

points will be distributed in the format for the division groups/ group stage shown below:

Win: 3 points
Overtime win: 2 Points
Overtime loss: 1 points
Loss: 0 Points

11.2 competitive points

As indicated in Section 2.2.2 in the [EML Challenger Circuit Season 2026 Rulebook](#) , eligible winners of competitions part of the Primary Circuit and **Secondary Circuit** will be awarded Competitive Points (“Competitive Points”) to determine Teams that qualifies to the EU EML Finals through the Point System. The Point System provides a regional ranking for all Teams competing in the Regular Season of the R6 EML Challenger Circuit for Season 2025, with Competitive Points distributed as follows for each Tournament (the “Point System”):

	Type of Tournament	Total Competitive Points
Secondary Circuit	Online EU Tournament with 16 teams or more participating	225
	Online EU Tournament with 8 to 15 teams participating	105
	Regional Tournament with 16 teams or more participating	180
	Regional Tournament with 8 to 15 teams participating	105
	Lan Tournament with 8 Teams or more participating	225
	Lan Tournament with 4 to 7 Teams participating	105

11.3 Competitive Points split

EML Circuit Points (if we have +16 teams in Qualifiers)

1st	50
2nd	40
3rd	35
4th	30
5th	25
6th	20
7th	15
8th	10

Total: **225** EML Circuit points

EML Circuit Points (if we have 8-15 teams in Qualifiers)

1st	30
2nd	25
3rd	20
4th	15
5th	10
6th	5

Total: **105** EML Circuit points

11.4 Format of the league

Voltage Series Season 7		Transfer Windows Tier 2 Circuit Dates
15-aug	Open Qualifier#1	1. May 18th – May 24th 2026 2. August 15th – August 21th 2026
16-aug	Open Qualifier#2	
17-aug	Open Qualifier#3	
24-aug	Swiss day #1	
25-aug	Swiss day #2	
26-aug	Swiss day #3	
31-aug	Swiss day #4	
1-sep	Swiss day #5	
7-sep	Groupstage Playday#1	
8-sep	Groupstage Playday#2	
14-sep	Groupstage Playday#3	
15-sep	Groupstage Playday#4	
21-sep	Groupstage Playday#5	
22-sep	Groupstage Playday#6	
28-sep	Groupstage Playday#7	
29-jun	Quarter finals matches	
5-okt	semi finals matches	
6-okt	3th place match & 5/6th place match	
12-okt	Grand Final	

Stage 1 Qualifiers

At the end of each of the 3 open qualifiers, teams will be awarded points in each qualifier:

Rank 1: 100 Points

Rank 2: 75 Points

Ranks 3-4: 50 Points

Ranks 5-8: 25 Points

Ranks 9-16: 15 Points

Ranks 17-32: 10 Points

single elimination b01 14 teams go through the next stage

Q1 15 August 13:00 CEST
Q2 16 August 13:00 CEST
Q3 17 August 18:00 CEST

Stage 2

Swiss Stage

- 16 Team Swiss System Format (4 invited teams)
- Elimination matches are Bo3
- All other matches are Bo1
- Seeding will be determined by Buchholz System

(A Buchholz Score is calculated for each team A team's Buchholz Score is calculated by taking previous opponents' records and adding up their wins and losses The team with the higher Buchholz Score is awarded the higher seed)

Swiss Day 1 | 24 August 19:00 CEST and 20:00 (2 matches) **Round 1 & Round 2**

Swiss Day 2 | 25 August 19:00 CEST (2-0& 0-2 matches) (1 match) **Round 3**

Swiss Day 3 | 26 August 19:00 CEST (1-1) Matches (1 match) **Round 3**

Swiss Day 4 | 31 August 19:00 CEST (1 match) **Round 4**

Swiss Day 5 | 1 Sept 19:00 CEST (1 match) **Round 5**

Stage 3

Group Stages (B01) Single round robin 6 teams go to through the next stage

every day the same: Match 1 start: 19:00 CEST Match 2 start: 20:00 Match 3 start: 21:00
Match 4 Start 22:00

Playday#1 | 7 Sept

#2 | 8 Sept

#3 | 14 Sept

#4 | 15 Sept

#5 | 21 Sept

#6 | 22 Sept

#7 | 28 Sept

Stage 4

- **Teams placed 3rd to 6th** play in the quarter- finals, seeded as:

Match A: 3rd place vs 6th place

Match B: 4th place vs 5th place

- the winner of **Match A** plays against the **1st place** team in the semi-final.
- The winner of **Match B** plays against the **2nd place** team in the other semi-final
- Winners of both semi finals advance to the **Grand final**
- Every match the teams that seeded higher than the opponent can begin with the coin toss

Single Elimination all matches in stage 4 are b03 and grand final is b05 with unlimited overtime

Quarter finals matches | 29 Sept | **match 1 start: 18:00 | Match 2 starts 21:00 (or 20:00 if a team wins 2 maps in a row)**

semi finals matches | 5 Oct | **match 1 start: 18:00 | Match 2 starts 21:00 (or 20:00 if a team wins 2 maps in a row)**

3th place match: 6 Oct | **Starts 19:00**

5th/6th place match: 6 Oct | **Starts 19:00 (off-stream)**

grand final | 12 Oct | Starts: **18:00**

point tie breakers Stage 3:

1. points
2. Wins Total
3. Rounds Diff
4. Head2Head
5. Rounds Won
6. Rounds Loss
7. Seed

-Tiebreaker Match

- If none of the above conditions resolve the tie, then a tiebreaker match will be used to resolve.

11.5 Line up

in the group stage you must send you line up before 15:00 in the #lineup channel in the discord. **if you not be on time admins can give you a penalty of reduction of points**

11.6 Map bans deadline

map ban must be done before 1 hour of your own match

if you not be on time admins can give you a penalty of reduction of points

11.7 Map ban procedure

- **In a best of 1**, A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Pick

In a best of 3, Coin toss, the winner chooses “who bans a map first”. The team with the highest series round differential receives decider map side selection.

A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider In the case of a tie, seeding can be used or ultimately a coin flip

In a best of 5, Coin toss, winner chooses “who bans a map first”. The team with the highest series round differential receives decider map side selection.

A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider

In each of those ban sequences, the Team that didn't pick a map will get “Side Selection” on said map. Should any map go overtime, the Team that didn't get “Side Selection” on said map will get “Overtime Side Selection”.

11.8 Server

the default server everyone must used is EU Central, however if not possible, north Europe/West-Europe may be used at the permission from a Voltage Series server team, if the wrong server has been set, the lobby we'll be recreated with the correct serve and same match continues

11.9 Ping

The maximum ping permitted is 120ms. If this is exceeded, the observer must be notified and a protest be made, with up to 5 screenshot of the opponent exceeding the limit, as soon as possible within the dedicated team or match channel, for any reason associated with in-game server at fault, the match will be postponed to a more suitable date later in the same week or a time further in the day. if there are no server issues the Lobby has to be remade and the Player has to fix the issue. If the Player is not able to do so, the affected Team has to continue to play without him.

11.10 Forfeit

teams must play with a minimum of 5 players at all times during the match, if not possible

the team may be forced to forfeit the match unless otherwise indicated by Voltage Series server team. Each team is also limited to 3 forfeits per team, otherwise teams may lose their spot and receive a disqualification from the league. Management also reserve the right to disqualify teams before reaching of 3 forfeits in a season. This penalty can lead to a league ban for future seasons

Each FF you do in the Swiss Stage/groupstage/playoffs will cost you 5% of your prize pool amount

11.11 Administration verdict

league administrators are permitted to apply their final verdict during a protest or other method of inquiry. Should you disagree with the applied verdict, you may protest it by providing the proof listed below along with you reason through a ticket

- Who applied the verdict
- time of application of verdict
- Extra proof you think appropriate to be viewed by management

11.12 Temporary exclusions

league admins are permitted to apply temporary exclusions which aren't supported by this rulebook provisions if agreed to both sides. Examples of possible exclusions may include rescheduling matches, operator bans or restricted skins which present to major effect (do not merge with environment or make shooting the opponent obstructive)

11.13 Monitor system status (MOSS)

MOSS Anti-Cheat is third party Anti-Cheat software that provides additional information to Tournament Officials from player PCs upon receiving a Player's MOSS file(s). MOSS Anti-Cheat is a requirement for competing in any Voltage Series competition.

MOSS Anti-Cheat can be downloaded [here](#). Both teams are also obliged to upload the MOSS files within 20 minutes of the end of the match without being asked. This can be done by completing to upload it on your match channel on [Strave](#) (if this not work let us know in your team channel or open a ticket in our discord.)

If a team wants to open a protest based on the MOSS files, it must not have confirmed the match result yet. By confirming the match result, a team forfeits any right to protest in relation to MOSS files. The match result must be confirmed at the latest 15 minutes after the

end of the match without a protest in progress

11.14 Incomplete Mossfile's

If a MOSS file does not contain all the necessary contents for completeness, it is considered invalid and will not be evaluated. A complete MOSS file includes the following files:

- Correct parameters: Rainbow Six Siege
- Screenshots of all connected and listed screens
- Logfile.log

If the **logfile.log** file is missing from a submitted MOSS file, the submission will be considered incomplete and therefore invalid.

Tournament Officials reserve the right to issue penalties, warnings, match forfeits, or further disciplinary actions depending on the severity and circumstances of the violation.

11.15 Black screenshots

So-called "black images" are considered "black images" as soon as at least one screen of the screenshot is black. A submitted moss file may not contain more than 30% of black images. Otherwise the moss file is considered invalid and will not be evaluated.

11.16 Edited Mossfiles

If a demonstrably edited or invalid MOSS file is submitted, it will not be scored and will be deemed not to have been submitted. In addition, if the MOSS files are edited, the tournament committee may disqualify the player or the entire team.

11.17 Unreliability of MOSS

If a crash occurs in MOSS during a round, the opponent must be informed immediately. The affected player must leave the game immediately and may only join again when MOSS is reactivated. If the crash is only noticed after more than two rounds, the opposing team wins the corresponding rounds. This must also be noted in the match channel and an @-~~~<{Server Team}>~~~- must be marked.

11.18 In game chat

The in-game-chat will be used only to communicate regarding if its only "rh" "hf" "gh" "gg" "tp" "pause" & "skins". Any other communication can be performed within the dedicated match channel in our discord server.

Any other form of communication in the game chat will cause you to receive a point reduction.

11.19 Map Pool

Ubisoft may change some of the maps in the map pool and/or modernize additional Maps part of the competitive map pool during the Season. Players and Teams will be notified at least 2 weeks prior to any changes.

The following maps we used to play are:

- Bank
- Border
- Chalet
- Club House
- Consulate
- Kafe
- Lair
- Nighthaven Labs
- Fortress

12. Permitted operators

All operators are all allowed due to there being no more quarantine period so they are all permitted to play.

12.1 Restricted Operator

If a operator are in Quarantine because of a bug or glitch we let the players before the match, If a operator not allowed to play and you use it in the match you have 45 sec to kill him otherwise it's the round for the enemy team

12.2 Cosmetical restrictions

Permitted Cosmetics

the only permitted in game cosmetics to be used within the matches are as listed

below: - Default skins

- operator pro league (gold) sets

- Pro teams branded cosmetics

- Esports programs cosmetics

Weapon skins/Charms and operator backgrounds

Weapon skins, weapon charms and operator backgrounds are not subject to any restriction.

Operator gadgets and drone skins

Drone skins and operator skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skin, otherwise it is a round for the enemy team

Use of restricted cosmetics

should you find a player that uses a restricted skin, create a protest in your team channel.

Immediately after or as soon as possible for the process of the admins.

13. Match settings

The following match settings be applied consistently across all competitions of the R6 EML Challenger Circuit:

- By default, the host of the game should be the observer, an admin or a commentator. Tournament Organizers may specify otherwise in the Tournament 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 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
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

Objective type for rotation	Rounds played
Pick Phase timer	15
Operator HP	100
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 Timeout Requests Available per Team	1
Allow Requests From	Everyone
Timeout Duration	45

14. Operator Ban System

- EML Challenger Circuit ban system for esports competitions operates as follows:

REGULATIONS	
Team 1 ATK	Team 2 DEF
Ban 1 DEF	Ban 1 ATK
Ban 1 DEF	Ban 1 ATK
Round 1	
Round 2	
Round 3	
Ban 1 DEF	Ban 1 ATK
Round 4	
Round 5	
Round 6	
Bans Reset	
Side Swap	
Team 1 DEF	Team 2 ATK
Ban 1 ATK	Ban 1 DEF
Ban 1 ATK	Ban 1 DEF
Round 7	
Round 8	
Round 9	
Ban 1 ATK	Ban 1 DEF
Round 10	
Round 11	
Round 12	
OVERTIME	
Team 1 ATK	Team 2 DEF
Previous 3 DEF Bans	Previous 3 ATK Bans
Round 13	
Team 1 DEF	Team 2 ATK
Previous 3 ATK Bans	Previous 3 DEF Bans
Round 14	
Team 1 ATK	Team 2 DEF
Previous 3 DEF Bans	Previous 3 ATK Bans
Round 15	

- Before the start of round 1: both teams will simultaneously ban 1 operator of the opposite side they are playing (attackers ban a defender and vice-versa), twice. At the end of this ban sequence, 4 operators will be banned in total. During this entire ban sequence, coaches will be allowed to communicate with players.
- Before the start of round 4: both teams get an additional ban bringing the total number of operators banned to 6. Coaches are not allowed to communicate with players during this ban sequence.
- Before the start of round 7: the operator bans are reset, and teams swap sides as they traditionally do. The ban sequence that took place before round 1 repeats itself and a total of 4 operators are banned once again. Coaches will be allowed to communicate with players for this ban sequence. Note that this time for coaches to communicate with players doesn't count as a tactical timeout and each team will still have 1 tactical timeout to use at their discretion during a map.
- Before the start of round 10: the ban sequence that took place before round 4 repeats itself bringing the total number of operators banned to 6 once again. Coaches are not allowed to communicate with players during this ban sequence.
- If the map goes to overtime: no new operator bans are done. The game will automatically replicate the 3 bans that each team had for any given side. 6 operators in total will be ban at all time during overtime rounds. For clarity, Coach will not be able to communicate with

Players during this automated ban phase.

- All ban timers in the above flow are set to 30 seconds. If both teams lock in their bans before the timer runs out, the timer will automatically be shortened

15. Leaving Voltage Series

Teams that are leaving Voltage Series without letting us know the following rules apply for:

- by leaving Voltage Series, you FF all the matches (also the matches you have already played)
- you also FF the prize pool you have accumulated over time to be redistributed towards active participants.
- the team will not be able to participate in the next season
- the replacement team may only reply up to the previous 3 matches if agreed with the server team
- a spot can only be sold to another team or organization if agreed upon with the server team
- There is no refund with the entry fee.

16. Match procedure

16.1 Line up

We used this format in stages 3 and 4. For each team, the line-up must be confirmed on Discord before 15:00 CEST. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 60 minutes of delay. The line-up must be confirmed in the dedicated Discord channel provided by the tournament referees.

16.2 Deadline mapban

We used this for stage 2 & 3 and 4. For every match, the map-bans must be completed 1 hour before your own match on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate. **If a team dont ban the map for 15 minutes of the given time a team can open a protest. the other team can choose the final map directly.** THIS WILL ONLY COUNT FOR THE “GUILTY” PARTY, THIS MEANS THE TEAM STALLING WILL BE PUNISHED, NOT THE TEAM THAT WAS READY AND WAITING. Map bans must be done through the map pick/ban feature on your match chat in [Strave](#) website

16.3 No-show

Each team must be ready in the match lobby 10 minutes before the scheduled match time to avoid delays. Each team is also responsible for the individual team members and their punctuality. Any team not ready in the lobby within 15 minutes of the allocated match time, will be forced to **forfeit** the match; this also applies to the qualifiers. If there any known issues which may cause a no show situation or occur, request a emergency reschedule and then the staff team go discuss this if that is possible

16.4 Rehost

rehost can occur in the following cases:

Prep-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.
- Player is unable to control or move the Operator
- Game mechanic issues (E.g. shooting, reloading, movement, gadgets, or equipment).

Any other rehosts need to be approved by the referees

If in need of a rehost, players should use the in-game chat to request a rehost followed by the reason. Players should continue the game until the observer confirms that a rehost is coming through.

After a rehost, the game will go on where it left off. Meaning the same score line will be used but also the same bomb site and operators have to be picked as were being used before the rehost. Different strategies or executions however are allowed.

16.5 Tactical time-out

A tactical time-out is allowed per map for each team. If the game is streamed by the official voltage league twitch account, this has to be requested and accepted by the observer all of the time, if this is not the case this has to be requested in the in-game chat. Both teams are aware of the break. This time out is allowed but permitted to max, 45 seconds.

16.6 Break length

Matches of less than 2 maps will be permitted a max of 10 min unless otherwise indicated by the Voltage Series admins. Break lengths for 2 maps or more is at the discretion of admins unless another agreed time scale is suitable by both sides

Reporting results if there are no stream
Matches that are not streamed by the Voltage Series stream team must provide screenshots of the final match results as well with every player in the game. As any other screenshots required

16.7 Moss Turn in

MOSS files must be kept for a minimum of 14 days-your moss must always be uploaded to you match on [Strave](#) this must be done before 2:00 AM- If moss files are not shown in time, or the admin team has not been notified that a particular MOSS file may not work, this also will result in a FF loss

17. Prohibition

17.1 bugs glitches and exploits

The list of bug exploits or in-game exploits that are prohibited from being used in any

competition of Voltage Series

- Using equipment or defusing through a destructible surface
 - Destroying a hatch with the defuser on it to cause it to fall and deactivate (resulting in a win for the defending team)
- Smoking through walls
- Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere These are known unintended mechanics that have been banned for use in the R6 EML Challenger Circuit and, at minimum, will carry an immediate round loss and/or further Sanction(s).
- Any position that Players can get their operator, drones or gadgets to, and out of, by passing through any object, wall or surface, resulting in the operator, drone or gadget not being seen as they normally should.
- Any position that Players can get their operator, drones or gadgets to, and out of, only through the help of one or multiple of their teammates clustering around them (through 3D models collisions)
- Any behavior or action that Players can perform to create a situation where they can see or shoot at an opponent without the opponent being able to see them or attack/shoot at them as they normally should.
- Standing on a window ledge undetected
- Blocking window vaulting with a destructible shield
- Shield boosting onto undetected window ledge
- Using a Mira black Mirror to boost
- Placing a Maestro's Evil Eye on Alibi's decoy
- Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces.
- Placing any equipment or gadget in a place where it cannot be destroyed
- Vaulting on ledges and proning to reach normally inaccessible spots
- Vaulting onto skylight windows
- Vigil boosting that renders Vigil undetectable

17.2 Prohibited Programs

prohibited programs , as listed below are not permitted throughout the Voltage Series for any reason. If you are found to be in use of the following, the most appropriate sanction will be applied to the player and if necessary, to the team in question, as identified in the provisions below.

17.3 Banning programs

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.

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 entire

Team:

- TeamViewer
- Parsec
- RemotePC
- LogMeIn
- Remote Desktop Manager
- Chrome Remote Desktop
- Windows VPN
- NordVPN
- ProtonVPN
- OpenVPN
- Tor Network

The listing of an active "Kernal Time" or "User Time" in the MOSS system file, which exceeds a time of 00:00:15, is sufficient proof.

17.4 Use of Marcos, Lua, Vpn

The use of marcos, lua, vpn is strictly forbidden throughout Voltage Series. If found to be in use of any of the above during a match in your MOss, the player in question will be banned from the remaining season while team sanctions will be discussed between admins and the team in question.

17.5 Use of cheating programs

The use of any cheating programs is strictly forbidden throughout Voltage Series. Cheating programs can include but are not limited to: aim hack, multihack, esp, sound enhancement, coloured models, no recoil and no flash. If found to be in use of any cheating program the player in question will be banned from play for the remaining season while team sanctions will be discussed between voltage league admins and the team in question.

- if, at any time you feel unconfident in programs you wish to use during a match, confide with the league admins through a ticket or dm with the program in question and how you wish to use the program. If said program is of extreme advantage judge by admins, the program will instantly be banned with no further inquiry

- attempts to imitate hacking or cheating will result in temporary suspension or potential ban from Voltage Series from the remaining season with no further inquiry unless

otherwise indicated by admins

- if any of the players accounts have been previously banned or suspended by battleeye, fair fight or any other anti cheat supported by the game, the player will be banned from Voltage Series for the remaining season with no further inquiry unless otherwise indicated by admins

- if any player's accounts have been previously banned or suspended by faceit esl or other official Ubisoft tournament organizers, the player will be banned from Voltage Series for the remaining season. With no further inquiry unless otherwise indicted by admins

18. Probation Sanction and penalties

18.1 Definitions

Playing with an unregistered player

any registered user who attempts to play the match has an unregistered uplay account under players slots in [Strave](#) and Discord. Exceptions may occur where a user account is under unauthorized possession where they may be able to use an unregistered uplay account by admins permission

Playing under same uplay account as different user

originally registered user who successfully logs into and plays under the account in question

Playing with wrong game account

any attempt made to play a match under an unregistered game account name

if it is active or not multiply forfeits in a time

a team that's unable to play or get a full squad for multiple games in a row will be DQ from the league to reserve fairness in all games played for the other in the league

18.2 matchfixing

any agreements made to alter the end results of a match so that a set team is either made to win, draw or lose by purpose, admins is permitted to apply their judgement on what is deemed match fixing

18.3 Fake results

any participant that incorrectly enter a matchup results

fake tampered match evidence/media (MOSS) any participant who provides admins with illegal evidence or media when requested

18.4 use of banned programs

if it is active or not any use of the listed unauthorized programs

18.5 forfeit

-if you FF a game you get a price reduction on the prize pool of 5% every time you FF
-receiving a DQ results is a 7-0 loss for each map and does not provide roster changes that a forfeit would allow

18.6 disqualification

receiving a DQ results is a 7-0 loss for each map for every match they have played

18.7 Probation

When a player has been released from their appropriate sanction, they will be placed on probation where they will be closely monitored as to their behaviour, gameplay or other reasons depending on the situation at question. The length of probation is at the discretions of the admins

18.8 Penalties

common penalties include, but are not limited to: receiving a DQ and the players involved to receive playdays ban. This may also include the captain if it is assumed they had knowledge of the incident prior to investigation/decision.

Penalty points are given for non-severe rulebook infractions including, but not limited to:

- Failing to submit match lineups by the requested time
- Being late for a match
- Delaying the broadcast

- Use of offensive language against other participants/league staff
- Failing to respect decisions of the tournament administration
- Deliberately deceiving league staff
- Failing to show up for matches
- Repeated rule-breaking

If a Team is to reach a **TOTAL of 35 penalty points** in VOLTAGE SERIES, then that Team will be automatically disqualified.

Each penalty points amounts to a one (1) percent deduction of any prize money a team earns in VOLTAGE SERIES.

Any prize pool deductions will be distributed evenly between the rest of the teams taking part in the tournament or to a charity of the Tournament Organizer's choosing. If there is no prize pool for the tournament (IE Qualifiers) then any points accumulated will transfer over to the stage in which teams qualified into.

Reason for Points	Number of Points
Second strike of coach communication	2
Third strike of coach communication	3
Late Roster Submission	2
Punctuality	2
Delaying the Match	6
No-Show	10

Lineup submission	10
Breaks between Maps	2
Refusal of Match Broadcast	10
Providing Incorrect Details	3
Details Provided Not Up to Standard	3
Minor cases of Insults	10
Spamming	Reviewed case by case
Spamming In game	3
Usage of in game Bug or Exploit	10 Maximum
Unsportsmanlike Behaviour	6

18.9 Appeals

any and all parties are limited to 2 ban/sanction from appeals before being forbidden from any further formal appeals, for an indefinite period of time. The league may forfeit you right to a 2nd

20.Esport programs & Pro league battle dress uniforms and headgears permitted in comp play

During Voltage Series' official matches, Players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are banned from use in competitive play:

- Operator's default skins
- Pro R6Share teams branded cosmetics
- Six Major branded cosmetics
- Esports Programs cosmetics' **(The Esport Legacy Skin "Thermite" is temporarily locked)**

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.
Cosmetics Rule (drone skins, gadget skins, uniforms and headgears)

1st Offence: Warning

2nd Offence: Round loss

3rd Offence: Map loss

This will not be applied retroactively at the end of a map or a match, therefore this needs to be brought in via protest immediately. UBISOFT reserves the right to update the list of prohibited cosmetics at any point during the Season and will inform Teams of any such update through the Discord server.

20.1 Use of prohibited skins

If a round is started with a forbidden skin, the player concerned must immediately be removed from the current round via teamkill without performing any action in the game and adjust the skin. The round that was started must be played with a shorthanded team.