OVERLOAD
1v1 tournament rule book

Overview

Game:
tom Clancy's rainbow six siege

Platform:
Crossplay

Format:
Bo1finals is Bo3

Rules

1. Scope, Acceptance and Administration

1.1 Acceptance of Rules
This rulebook applies to every participant, player, observer, caster and other person involved in OVERLOAD 1v1 tournament's. Registration, check-in or participation in a match constitutes acceptance of this rulebook and the
reasonable instructions of tournament staff.

1.2 Rulebook Changes
OVERLOAD 1v1 tournaments may amend, clarify or supplement this rulebook where necessary for fair play, competitive integrity,
security, technical reasons or tournament operations. Material changes will be announced through the official Discord
server and apply from the announced effective time.

1.3 Staff Authority and Uncovered Cases
Tournament staff may make binding decisions in situations not expressly covered by this rulebook. Such decisions will
be guided by fairness, competitive integrity and equal treatment. Intentionally exploiting an omission, ambiguity, bug or

operational loopholes are prohibited and may be sanctioned.

1.4 Official Communication
The official Discord server is the primary communication and support channel:
https://discord.gg/SjaekbeBAK. Each player must be responsible for staff communication, match coordination, result
reporting and required uploads.

2. Tournament Format, Scheduling and Check-in

2.1 Format
OVERLOAD 1v1 tournament is a single-elimination tournament. Every match is a Best of One (BO1) and the final will be a Best of three (BO3). The first player to win the
The played map wins the match, the losing player is eliminated. There is no group stage or a third-place match.

2.2 Seeding and Match Times
The organizer determines seeding, bracket placement and scheduled match times. Players must monitor the official
tournament page and Discord announcements.

2.3 Check-in, Ready and No-show
Both players must be present in the designated lobby and ready to play by the scheduled start time. The players
must confirm readiness when requested by the Admin or opponent. A maximum grace period of 15 minutes applies
unless staff announce otherwise.

2.4 Lobby Host and Spectators
Unless an Admin, observer or caster hosts the lobby, the player displayed on the left side of the bracket or match page is
responsible for hosting. Only authorized Admins, observers and casters may occupy spectator slots. Any other
spectator requires explicit Admin approval.

3. Maps, Veto and Sides

3.1 Map Pool
The current map pool is. Oregon, Clubhouse, Border, Chalet, Coastline. The organizer may publish the exact active map
list before the event and update it if the map pool changes.

3.2 BO1 Veto
For each BO1, the player that begins the veto is determined by the tournament platform, an Admin or a coin toss. The

players alternate bans until one map remains. The remaining map is played.

3.3 Side Selection
After the final map is determined, side selection is decided by the procedure announced on the match page, by the
platform or by an Admin. If no procedure is published, the player that did not make the final veto action chooses its
starting side.

Lobby and Match Settings

1. Binding Settings
All matches must be played in a custom lobby using the following settings. These settings are binding for the matches. A lobby with incorrect settings must not begin; if a match begins with incorrect settings, an Admin may order a restart, round loss, map loss or other appropriate actions.

Game Mode Bomb
Plant Duration 7 seconds
Defuser Duration 7 seconds
Fuse Time 45 seconds
Preparation Time 45 seconds
Action Time 180 seconds
Time of Day Day
HUD Settings Pro League
Number of Bans 6
Ban Timer 20 seconds
Attack/Defense Swap After 3 rounds
Overtime Rounds 3
Overtime Score Difference 2
Overtime Role Swap 1
Objective Rotation Parameter 2
Objective Type for Rotation Rounds Played
Pick Phase Timer 15 seconds
Operator HP 100
Injured 20
Sprint On
Lean On
Death Replay Off
Death Duration 2 seconds