



Prismic Series - Main Rulebook

1. General Rules.....	3
1.1. Acceptance and Acknowledgement of Rules.....	3
1.2. Tournament Organisers.....	3
1.3. Teams & Players.....	3
1.4. Modifications of the Rules.....	3
2. Prismic Series Definition.....	4
2.1. Autumn 2026.....	4
2.1.1. Qualifiers.....	4
2.1.2. Swiss Bracket.....	4
2.1.3. Playoffs - Double-Elimination Bracket.....	4
3. Conditions of Participation.....	5
3.1. Registration/License Holder.....	5
3.1.1. Duration of Registration/License.....	5
3.1.2. Renewal of Registration/License.....	5
3.2. Player and Team Staff eligibility.....	5
3.2.1. Compliance with the rules.....	5
3.2.2. Age.....	5
3.2.3. Naming & Accounts.....	6
3.2.4. Residence.....	6
3.2.5. Good Standing.....	6
4. Team Requirements & Player Transfers.....	7
4.1. Players' roles & roster definitions.....	7
4.2. Roster Requirements.....	7
4.3. Insufficient number of Players and Stand-in Players.....	7
4.4. Roster Changes.....	8
4.4.1. Player & Coach Swap.....	8
4.5. Player Substitution.....	8
5. Competition Operations & Administration.....	8
5.1. Game Rules.....	8
5.1.1. Match Format.....	8
5.1.2. Match Settings.....	9
5.1.3. Maps and Operators.....	10
5.1.3.1. Map Pool.....	10
5.1.3.2. Map Bans.....	10
5.1.3.4. Operator Ban System.....	12
5.1.3.4. Operators, Gadgets, Equipment or Attachments.....	12
5.1.3.5. Cosmetics.....	12
5.1.3.6. Usage of in-game bugs or exploits.....	13
5.1.4. Tactical Timeouts.....	14
5.1.5. Technical Pause/Timeouts.....	14
5.1.6. Rehhosts.....	15

5.1.6.1. Requesting a Rehost.....	15
5.1.6.2. Continuation after Rehost.....	16
5.1.6.3. Technical Pause.....	16
5.1.6.4. Maximum Latency/Ping.....	16
5.1.6.5. Permitted Server Locations.....	17
5.2. Competition Rules.....	17
5.2.1. Spawnpeeking & Spawnkilling.....	17
5.2.2. Good Sportsmanship.....	17
5.2.3. Cheating & Equipment Tampering.....	17
5.2.4. Third party Programs, Prohibited Software, Applications & Services Usage.....	17
5.2.5. In-Game Chat.....	18
5.2.6. Anti-Cheat.....	18
5.2.6.1. MOSS.....	18
5.2.6.5. Match Replays.....	20
5.2.7. Broadcasts.....	20
5.3. Tie Breaker Rules.....	20
6. Penalties, Protests & Sanctions.....	21
6.1. Definition & Scope of Punishments.....	21
6.2. Penalty Point System.....	22
6.2.1. Warnings.....	22
6.2.2. Penalty Points.....	22
6.3. Notification & Enforcement.....	23
7. Prize Pool.....	24

1. General Rules

1.1. Acceptance and Acknowledgement of Rules

By registering to Prismic Series tournament, you accept and agree to these Rules and Rules from Ubisoft Global Rulebook. You agree to abide to the rules at all times to maintain eligibility to participate in Prismic Series.

1.2. Tournament Organisers

Any organiser and staff which are volunteered by Prismic Series for operation of a competition are responsible for abiding to these rules and may issues specific rules under this rulebook when permitted.

The term “**Tournament Organiser**” refers to the people that organise the competition, involved with the organisation and production of the competition.

- The Term “**Tournament Staff**” (sometimes known as Administrative staff or Referees/Officials), refers to the Tournament Organisation’s Voluntary staff who are in-charge of overseeing the competition and enforcing the rules. Tournament Staff also serve a purpose as a Point of Contact for teams regarding questions, concerns and inquires related to the competition and to report and enforce any breach of rules.
- The Term “**Production Team**” and “**Talent Team**” refers to the staff who have volunteered to operate, broadcast and/or livestream the competition or associated content.

1.3. Teams & Players

Any team or player who registers to participate with-in the competition are required to follow and adhere to the rules which are set out within the rulebook.

- The term “**Team(s)**” refers to the “organisations” or “groups” which are participating with-in the competition.
- The term “**Player(s)**” refers to the members of a **Team** which is participating with-in the tournament

1.4. Modifications of the Rules

To ensure that Prismic Series is operated in accordance with the values which are projected by the [Principles of Esports Engagement](#), Prismic Series has the right to amend rules. Any

changes to the rules will be communicated to the tournament staff and teams either through the update of a revised version of the rulebook, through social media such as discord or other means of communication.

2. Prismic Series Definition

Prismic Series is a EU Competition host which is planning on expanding to different regions in the near future.

2.1. Autumn 2026

2.1.1. Qualifiers

There will be 2 qualifier Single-Elimination games with no team limits. All matches are Best of 1 (Bo1). Top 8 teams will qualify to Playoffs - Double-Elimination Bracket.
All dates and times including Check-In times for Qualifiers.

Check in: 7/11/2026 - Open: 13:00 GMT - Close: 14:30 GMT

Qualifier #1: 7/11/2026 - 15:00 GMT

Qualifier #2: 14/11/2026 - 15:00 GMT

2.1.2. Swiss Bracket

The 16 teams (8 from each qualifier) will be placed into a 16 team swiss bracket. Out of the 16 teams, 8 teams will qualify into the Stage 3 - Playoffs. Matches will be Best of 1 (Bo1) unless they are Qualifying matches or Elimination matches which will be Best of 3 (Bo3).
All dates and times for Swiss Bracket.

Round 1 & 2: 20/11/2026 - 18:00 GMT (Rolling schedule)

Round 3 Low: 21/11/2026 - 20:00 GMT

Round 3 Mid: 21/11/2026 - 18:00 GMT

Round 3 High: 22/11/2026 - 18:00 GMT

Round 4 Low: 27/11/2026 - 18:00 GMT

Round 4 High: 28/11/2026 - 18:00 GMT

Round 5: 29/11/2026 - 18:00 GMT

2.1.3. Playoffs - Double-Elimination Bracket

The playoffs will be a Double-Elimination bracket with 8 teams who remain. All matches (excl. Grand Finals) will be a Best of 3 (Bo3), with the Grand Finals being a Best of 5 (Bo5).

Upper Bracket Quarter Finals: 4/12/2026 - 18:00 GMT

Upper Bracket Semi Finals: 5/12/2026 - 18:00 GMT
Upper Bracket Finals: 6/12/2026 - 18:00 GMT

Lower Bracket Round 1: 5/12/2026 - 14:00 GMT
Lower Bracket Quarter Finals: 6/12/2026 - 14:00 GMT
Lower Bracket Semi Finals: 11/12/2026 - 14:00 GMT
Lower Bracket Finals: 11/12/2026 - 18:00 GMT

Grand Finals: 13/12/2026 - 14:00 GMT

3. Conditions of Participation

3.1. Registration/License Holder

When registering for the Prismic Series, the member/player who registered the team for the competition is the registration holder. Transferring the registration holder is not eligible.

3.1.1. Duration of Registration/License

The duration of the license will last from the day the holder signs the team up until the end of the season. If a point system is in use by Prismic Series, the points said team has gained will stay even when the license expires.

3.1.2. Renewal of Registration/License

A registration will be able to be renewed once Prismic Series posts a new competition. Points gained (if Prismic Series uses) will be kept if the license is renewed. Loss of points will occur if a team does not participate for 2 competitions.

3.2. Player and Team Staff eligibility

3.2.1. Compliance with the rules

Players and Team Staff will be eligible to compete with-in Prismic Series with their Teams as long as they agree to adhere to the rules of the competition and external communications.

3.2.2. Age

Each Player and Team Staff must be 18 years old or older as stated on their official government issued documents, at the time of their first match with Prismic Series to be eligible to participate.

3.2.3. Naming & Accounts

In order to be eligible to participate in Prismic Series, Players and Team Staff are required to have a good standing. The definition of good standing means being on good terms. This can mean not having any bans, suspensions or any other form of punishment throughout the community.

3.2.4. Residence

Players from the following countries are allowed to participate: 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.

A Team Coach is allowed to perform their roles from a different country or region from where its roster competes.

3.2.5. Good Standing

In order to be eligible to participate with-in Prismic Series, Players and Team Staff are required to have a good standing. The definition of good standing means being on good terms. This can mean not having any bans, suspensions or any other form of punishment throughout the community.

4. Team Requirements & Player Transfers

4.1. Players' roles & roster definitions

	Definition
Players	The term " Players " refers to any member of a roster who are " Starters " or " Substitutes " who actively play either the Main or Secondary Roster of a Team.
Starter	The term " Starter " is a Player of a team's main or secondary roster. A roster must have 5 starter players to be validly registered to compete in any Prismic Series competition.
Substitutes	The term " Substitute " is a backup/reserve player of a Team's main or secondary roster. Any Team may register up to 2 substitutes per Roster. A Substitute can replace one of the Team's Starters in a match.
Team Coach or Team Staff	The term " Team Coach " or " Team Staff " refers to the person(s) responsible in the Team for assisting Players in their preparation for competition, their wellbeing in-game and outside of game, as well as supporting them during their participation in Prismic Series Matches.
Roster	The Term " Roster " refers to a group of 5 to 7 Players (5 Starters and up to 2 Substitutes) registered to compete in a competition, which may be either the Main Roster or the Secondary Roster. The Term " Rosters " refers collectively to the Main and Secondary Roster of a Team.

4.2. Roster Requirements

Each roster is allowed to consist of 5 starter players, 2 substitute players, 2x Team staff. When it comes to the substitute players, Team staff are allowed to be the 2 substitutes which will take up the 2 slot.

4.3. Insufficient number of Players and Stand-in Players

In the event of the team is unable to have 5 players competing including through calling a Substitute(s), Team Coach and Team Staff to accept a step-in, the team is allowed to request to play with a stand-In player.

The term "**Stand-in player**" refers to a player who has been exceptionally authorised to compete with a team despite not being registered into the team's roster.

To request a Stand-In player, a member of tournament staff must be notified to which they have the right to review, approve or deny the request.

- If a stand-in Player is approved, they must be registered into Strave.gg.
- If a stand-in player is denied, the team will face a forfeit of the match

Teams are allowed to request up to 1 stand-in player for a maximum duration of 72 hours (3 days) during the whole tournament.

4.4. Roster Changes

A roster is considered locked from when the roster has been checked in on Strave.gg. Once a roster is locked, changes will not be allowed to be made. Changes to roster are permitted in certain circumstances which vary on a case by case basis and need to be approved by Tournament staff.

4.4.1. Player & Coach Swap

Any swap of a coach or player can be classed as a roster change and would need to be reviewed by Tournament staff.

4.5. Player Substitution.

A team may substitute a single or both starter players from their rosters with one or two of their substitute roster players.

Tournament staff must be notified 30 minutes ahead of the scheduled match for a best of 1 (Bo1) or ahead of the first map for a best of 3 (Bo3) or best of 5 (Bo5).

A Team Coach or Team Staff may only step-in with the Tournament Staff's approval and will not be allowed to step-in, in case of non-compliance with all the eligibility conditions set forth in **Section 3.2.4.**

5. Competition Operations & Administration

5.1. Game Rules

All Prismic Series competitions are played on PC only. All Players and Team Staff who are participating in the match will be required to be in their designated Voice Channels with-in the Prismic Series discord.

5.1.1. Match Format

Matches will be played as a Best of 1 (Bo1), Best of 3 (Bo3) or Best of 5 (Bo5).

Most common match formats which Prismic Series will use is:

Single Round Robin Format (Group Stages):

- All matches played as Best of 1 (Bo1)

Swiss Format:

- All none elimination or qualification matches played in Best of 1 (Bo1)
 - Round 1, Round 2 High, Round 2 Low, Round 3 Mid
- All elimination or qualification matches played in Best of 3 (Bo3)
 - Round 3 High, Round 3 Low, Round 4 High, Round 4 Low, Round 5

Single Elimination Bracket Format:

- All Matches are Best of 3 (Bo3)
- Grand Final Match is Best of 5 (Bo5)
 - Unlimited Overtime Rounds could be set by Tournament Staff

Double Elimination Bracket Format:

- All Matches are Best of 3 (Bo3)
- Grand Final Match is Best of 5 (Bo5)
 - Unlimited Overtime Rounds could be set by Tournament Staff

5.1.2. Match Settings

The following match settings are **REQUIRED** to be applied consistently throughout any Prismic Series competition and match.

By default a game should be hosted by an **observer** or **tournament staff/referee**. Tournament staff may specify if a player hosts the match.

A game must be hosted on an online server with the following setting following the corresponding match format:

Generic Settings	
Server Region/Data Center	eu-central-1
Voice Chat	Team Only
HUD Settings	Pro League
Gamemode	Bomb
Match Settings	
Activate Ban Phase	Pro League

Friendly Fire in Prep Phase	Off
Reverse Friendly Fire	Off
Injured	20
Sprint	On
Lean	On
Death Duration	2
Death Replay	Off

Ban Timer	20
Number of Rounds	12
Attacker/Defender Role Swap	6
Overtime Rounds	3 (or Infinite)
Overtime Score Difference	2
Overtime Role Swap	1
Objective Rotation Parameter	2
Objective Type Rotation	Rounds Played
Pick Phase Timer	15
Operator HP	100
Friendly Fire Damage	100

Tactical Timeout Requests Available per Team	1
Allow Requests From	Everyone
Timeout Duration	45
Role Swap Timeout	Off
Gamemode Settings	
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuser Carrier Selection	On
Preparation Phase Duration	45
Action Phase Duration	180

5.1.3. Maps and Operators

5.1.3.1. Map Pool

The official map pool for competitive play consists of 9 maps. Pro League map pools may be updated by UBISOFT at any point in time. This means that Prismic Series pool will update to the most up to date map pool there is published.

The current map pool consists of the following maps:

- BANK
- BORDER
- CHALET
- CLUBHOUSE
- CONSULATE
- KAFE DOSTOYEVSKY
- LAIR
- NIGHTHAVEN LABS
- FORTRESS

5.1.3.2. Map Bans

A match of Rainbow 6 Siege X begins with a map ban sequence where both teams alternate banning and selecting maps of the official map pool in a predefined order that varies depending

on the match format; in order to determine which map is/are played throughout the match. The following table presents the sequence of bans prior to a match between team “A” and team “B”, for each match format:

	Map Ban Sequence
Best of 1 (Bo1)	Strave.gg randomly chooses which teams starts map bans. A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played
Best of 3 (Bo3)	Strave.gg randomly chooses which teams starts map bans. A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider
Best of 5 (Bo5)	Strave.gg randomly chooses which teams starts map bans. If the format of the competition is a Single Elimination bracket, the following is used: A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider If the format of the competition is a Double Elimination bracket, the following is used: “Side Selection” is given to the opposite team from the one that selected the Map. New coin toss to determine who gets “Side Selection” for the decider map. 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

5.1.3.4. Operator Ban System

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	

BLAST R6 ban system for esports competitions operates as follows:

- **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 banned 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 20 seconds. If both teams lock in their bans before the timer runs out, the timer will automatically be shortened

5.1.3.4. Operators, Gadgets, Equipment or Attachments

Every new operator released in Rainbow 6 Siege is available for competitive play upon release.

Ubisoft 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.

5.1.3.5. Cosmetics

During BLAST R6 competitions' 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'
- Esports Legacy cosmetic sets, with the exception of the Thermite Legacy Set uniform and Headgear which is not allowed to be used

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.

Ubisoft reserves the right to update the list of prohibited cosmetics at any point during the Season.

5.1.3.6. Usage of in-game bugs or exploits

The list of bug exploits or in-game exploits that are prohibited from being used in Prismic Series is indicated below and will be updated from time to time. Any bug exploits or ingame exploit not currently indicated in this list shall be escalated to Ubisoft or Prismic Series Tournament Staff so that Ubisoft can investigate as to whether such bug exploits, or in-game exploit must be barred from usage in any competition. During Ubisoft's investigation, Prismic Series may put a ban the use of the exploit.

These are known unintended mechanics that have been approved for use in Prismic Series and, unless a new variation or change impacts these, Teams may implement them:

- 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 Prismic Series 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
- 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

**These bugs and in-game exploits have been taken from Blast R6's Global rulebook and will be enforced by Prismic Series Tournament Staff if any banned mechanics are used.*

5.1.4. Tactical Timeouts

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Player or Team Staff. In order to request a Tactical Timeout, the Player or Team Staff needs to notify the Tournament Staff or Production Team at the end of a round, or during the first 15 seconds of the operator pick phase.

- Team Staff will have 45 seconds to communicate between themselves and the players. Once the timer is up the Team Staff communication will be cut off and the game will resume.
- During the Tactical Timeout, Tournament Staff will be in the Voice Channel monitoring the Timeout.
- 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 Team Staff 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 Staff.

5.1.5. Technical Pause/Timeouts

Technical Timeouts/Pauses are pauses in the flow of a game made by Tournament Staff at their sole discretion due to any reason they deem reasonable. There is no pre-determined duration for Technical Timeouts/Pauses. Teams are not permitted to communicate amongst players and/or team staff during the entire duration of a Technical Timeout/Pause unless explicitly allowed by the Tournament Staff. Failure to comply will be sanctioned. Players and/or Team Staff are strictly forbidden to leave the competition area during Technical Timeouts/Pauses without express approval of a Tournament Staff.

If Tournament staff are not overseeing your voice chat during a broadcast and a rehost is required please put in chat “rh”, “rehost” or “Tech Pause”. Rules above still apply during these timeouts.

5.1.6. Rehosts

Rehosts are restricted to 1 rehost per Team, per game/map in a match, and may only be requested in the following cases and times:

	Conditions for Rehost
Preparation Phase	- Any technical issue including the game and server, Player disconnects and/or authorized software or hardware problem that occurs before the start of the Preparation Phase or up to thirty (30) seconds once the Preparation Phase has started
Action Phase	- Any technical issue including the game and server, Player disconnects and/or authorized software or hardware problem that occurs up to the first thirty (30) seconds of the Action phase and if no damage has been taken by any player; or - At any time during the Action phase: - In case of Player Observer-related issues; and/or - Player is unable to control or move the Operator - Game mechanic issues (E.g. shooting, reloading, movement, gadgets or equipment) - For clarity, if a Player leaves the Match after the first 30 seconds of the Action Phase have passed or intentionally leaves the game after his own Team has taken damage, the current round must be played to the end.

The Tournament Organizer (Prismic Series) maintains the ability to issue a Re-host at any time in the interest of competitive integrity.

5.1.6.1. Requesting a Rehost

Teams request a rehost by typing “rehost” or “rh” in the in-game chat followed by the conditions which require the rehost. Teams will continue playing until the rehost is confirmed by Tournament Staff:

- If confirmed, Tournament Staff will contact the Observer to drop and rehost the game.
- If not confirmed, Tournament Staff will not respond or will respond via the match Discord channel.

In a match where there is no Observer, the Team will message “rehost” or “rh” in the match Discord channel instead.

If the entire team leaves a round without using the rehost in time, the team still in the game will receive the point for that round.

5.1.6.2. Continuation after Rehost

In the case of a rehost, Teams may select a different Operator, equipment, gadget, loadout, bomb and starting site.

Between rounds, the player who left the game can reconnect or a rehost can be claimed. If a player repeatedly disconnects and the rehost has already been redeemed, the team must finish the map with the remaining players.

5.1.6.3. Technical Pause

A Technical Pause (or Tech Pause) are a pause in the match which interrupts standard proceedings due to an issues which prevents normal play conditions. Prismic Series Tournament Staff have the discretion to do a technical pause which they may deem as 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 Staff. Play will not be paused or halted unless specifically approved by Tournament Staff during the round, until the next pause opportunity. Players must make all efforts to continue to play unless otherwise not possible.
- During a Technical Pause, Players and Coach may only speak with their respective Tournament Staff 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 Staff to do otherwise. Failure to comply will be sanctioned.
- Players and/or Coach are strictly forbidden to leave the competition area during Technical Timeouts without express approval of a Tournament Staff.

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.

5.1.6.4. Maximum Latency/Ping

Prismic Series allows a maximum latency of 120ms. If a player repeatedly exceeds this limit, a rehost must first take place before a match protest may be opened. If a protest is opened, the match will be interrupted and, if the problem is not solved, must be played to the end with the remaining players. For a protest to be valid, at least 3 screenshots over the period of 2 rounds must be submitted showing the latency violation.

5.1.6.5. Permitted Server Locations

Prismic Series uses the default Server Location which is EU Central.

Teams may petition the tournament staff to change the server location. Both teams must agree on the location of the new server.

5.2. Competition Rules

Competitive play in Prismic Series is subject to the following good sportsmanship rules and competition rules, which Tournament Staff may penalise with Sanction(s) in case of breach.

5.2.1. Spawnpeeking & Spawnkilling

Spawnpeeking is defined by attempting to eliminate an enemy by killing them from the spawn location or surrounding areas. Spawnpeeking is allowed however attempting to Spawnkill is prohibited within the first 2 seconds. If a spawnkill occurs within the first 2 seconds a penalty will be given.

5.2.2. Good Sportsmanship

- Teams and players are expected to perform and play their best at all times during any match and avoid any behavior inconsistent with principles of honesty and fair play.
- Intentional team killing is strictly forbidden.
- All participants are expected to behave in an appropriate, well-mannered, and respectful manner towards other Players, Teams, participants, spectators, and the Administrative Staff, and avoid any conduct which interrupts or disrupt the general flow of the tournament
- Players must always act professionally and may not curse, taunt, or use vulgar or inappropriate language. Players are expected to treat all members of Prismic Series staff, and sponsors, with respect.

5.2.3. Cheating & Equipment Tampering

Cheating is defined as any in game or out of game technique that would provide an unfair advantage to a Player. This includes but is not limited to the use of third-party software, any form of tampering with the game's code or servers, any equipment tampering, use of macros, any gathering of information obtained from watching the match's broadcast while playing it (stream sniping), etc.

5.2.4. Third party Programs, Prohibited Software, Applications & Services Usage

Prismic Series does not allow 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 subject any Player using such hardware or software to

Sanction(s). The same applies to actions that give a player or team an advantage in any way such as Macros. This applies in particular to the exploitation of bugs and glitches.

Any and all programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list, will be cause for immediate disqualification for the entire Team:

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

Any use of programs shall not be permitted as per **Section 6.2.3**. If you are unsure on certain software please get in touch with Tournament Staff.

5.2.5. In-Game Chat

Please keep in mind that most to all matches will be streamed. Any small “trash talk” is permitted between players and teams however please keep to a minimum. Any derogatory behaviour including but not limited to, Racism, Homophobia, Discrimination will not be allowed and will result in penalties and possible removal from the event.

5.2.6. Anti-Cheat

5.2.6.1. MOSS

The official Anti-Cheat software besides BattleEye is 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 Prismic Series competition.

MOSS Anti-Cheat can be downloaded [here](#). Both teams are also obliged to upload the MOSS files within 15 minutes of the end of the match without being asked. This can be done directly on discord in the match chat or in [Strave.gg](#).

5.2.6.2. Incomplete or altered MOSS Files

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

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. So-called "black images" are considered "black images" as soon as at least one screen of the screenshot is black.

If a demonstrably edited or invalid MOSS file is submitted, it will not be scored and will be deemed not to have been submitted.

5.2.6.3. Unreliability of MOSS

If a crash occurs in MOSS during a round, the opponent must be informed immediately. The round must then be interrupted and is repeated from the moment of the crash. If the crash is only noticed after more than two rounds, the round is repeated from the current round and the opposing team wins the skipped rounds. Prismic Series must be notified through official channels if issues relating to MOSS occur

5.2.6.4. MOSS file Data Collection and Privacy Compliance

MOSS files and any Personal Data collected from players, including in-game screenshots and log files, will be handled in compliance with applicable data protection laws in the Region. The following terms apply in conjunction with Section 8.3 of the BLAST R6 Global Rulebook:

- Consent: Players must provide explicit, informed consent for the collection, storage, and processing of MOSS files and their personal data contained in it. By accepting this Prismic Series Rulebook and participating in the tournament, players agree to the use of their data as described in this and Section 8.3 of the BLAST R6 Global Rulebook.
- Purpose Limitation: The data collected will be used solely for tournament-related purposes, including ensuring tournament integrity, anti-cheat enforcement, and match integrity reviews. The data will not be used for any commercial purposes or shared beyond those required to uphold tournament operations.
- Access to Data: Only UBISOFT/BLAST and the Tournament Officials of Prismic Series will have access to MOSS files and player information contained in it. These parties will handle the data securely and in accordance with applicable data protection law and regulations.
- Data Minimization: Only the data necessary for ensuring fair play and compliance with the Rules will be collected. Unnecessary or excessive data will not be processed or stored.
- Access and Deletion Rights: Players have the right to access any personal data collected about them and may request its deletion after the conclusion of the tournament, in line with applicable data protection laws and regulations. Requests for data access or deletion can be made by contacting Tournament Staff via a ticket.

- Data Retention: MOSS files and personal data contained in it will be stored only for the duration required to ensure tournament integrity and anti-cheat compliance. Once no longer needed, the data will be securely deleted, in accordance with "storage limitation" principle set forth by applicable law and regulations.
- Point of Contact: Players may contact Admins (Not Tournament Staff) or CEO for any concerns related to their data rights or the processing of their personal information.

**This information has been taken out of the EML Rulebook 2026 which can be found on Ubisoft's R6 Esports page under Global Rulebook then EML Rulebook. This information has been slightly altered to match Prismic Series and our Points of Contacts and Access and Deletion Rights*

5.2.6.5. Match Replays

A member from your team is required to submit a match replay with their MOSS files to have a log of the match in case of any reports/protests.

5.2.7. Broadcasts

Most if not all Matches will be broadcasted. If a team refuses to be on a broadcast the team will be sanctioned. Please ensure you are prepared for a broadcast.

5.3. Tie Breaker Rules

Prismic Series uses this format for tie breaker deciders. Ties are broken by looking at the following elements sequentially in the context of the competition taking place:

In a context with matches played only in Best of 1 (Bo1):

1. Round difference
2. Head-to-head
3. Match win percentage
4. Round win percentage
5. Tiebreaker match

In a context where some or all the matches are played in Best of 3 (Bo3) or Best of 5 (Bo5):

1. Map difference
2. Round difference
3. Head-to-head
4. Match win percentage
5. Round win percentage
6. Tiebreaker match

6. Penalties, Protests & Sanctions

6.1. Definition & Scope of Punishments

Infringement of any of the rules, requirements and obligations presented in the **Prismic Series Rulebook, Rainbow Six: Siege Code of Conduct and Ubisoft Terms of Use**, may trigger competitive Sanction(s) and penalties. These Sanction(s) and penalties may be reported depending on severity, which may be applied on the Ubisoft account of the Player. Scope of punishment may vary, as illustrated in the table below, and may include, but is not limited to, fines, temporary and definitive suspension period(s) for a Team, Player or Team Staff, round loss, map or match forfeits etc.

Sanction Type	Description
Competitive warning	Lowest form punishment, a simple warning given to the Player or Team and detailing the offending behavior(s) and/or action(s). Competitive warning may precede the application of further disciplinary actions.
Competitive suspensions and ban	A Player or Team can be temporarily barred from competing in any Prismic Series competition or in exceptional cases, if the gravity of the infraction justifies it, banned from Strave.gg or other services permanently. In addition, a Player or Team may be temporarily barred from competing in any competition while Prismic Series and/or UBISOFT conduct an investigation, including through a third-party investigator if deemed necessary by Prismic Series and/or UBISOFT, in case of reports of Misbehavioral Incidents.
Fines	Certain infractions perpetrated by a Team and/or one of its Players' or Team Staff may be penalized with monetary fines. In such event, the fine will be applied: (a) as a deduction of the prize money earned by the applicable Team and withdrawn from any payment due to the applicable Team if constituting a prize money, with such amount determined in consideration of the impact that the offending conduct had on the integrity of Prismic Series; or (b) A prize pool forfeiture in case of temporary or permanent competitive suspension.
Points/Qualification withdrawal	Infractions committed in the context of Prismic Series Competitions may trigger the withdrawal of a percentage of a Team's points within a specific stage, such as Groups, or a Qualification spot by either invitation or by earning such spot. Such withdrawal will be effective after all points have been distributed for the Stage in which the infraction was committed.
Competitive Penalties	Certain infractions perpetrated by a Team and/or one of its Players' may be penalized by a round loss, map loss or match forfeit depending on the severity of the infraction.

All aforementioned infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

6.2. Penalty Point System

This penalty point system is for minor infractions that fall outside the major points above to allow admins to raise tournament competitive standards.

Punishments are given for rule violations within Prismic Series. Punishments may consist of the following:

- Warnings
- Penalty points
- Default losses
- Player/team bans or disqualification

Depending on the incident in question, there may often be a combination of punishments issued. Any punishments will be communicated to participants via Discord.

6.2.1. Warnings

Official warnings may be given for first offences, at the discretion of the Tournament Staff. Any repeated offences of the same kind will lead to more severe punishments.

6.2.2. Penalty Points

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/tournament staff
- Failing to respect decisions of the tournament administration
- Deliberately deceiving tournament staff
- Failing to show up for matches
- Repeated rule-breaking

If a team is to reach a **TOTAL** of 35 penalty points in a tournament/season, 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 the tournament.

If there is no prize pool for the tournament (IE Qualifiers) then any points accumulated will transfer over to the tournament in which teams qualified into.

Reason for Points	Number of Points (Minimum)
Second strike of coach communication	2

Third strike of coach communication	3
Late Roster Submission	2
Punctuality	2 every 5 Minutes
Delaying the Match without Tournament Staff being notified	6
No-Show / Forfeit without authorisation	10
Unauthorised/Longer Breaks between Maps	2 ever minute
Refusal of Match Broadcast	10
Providing Incorrect Details	3
Details Provided Not Up to Standard	3
Insults/Toxicity (In-Game out Out of Game)	Case by Case Basis
Spamming	Case by Case Basis
Spamming In game	3
Usage of in game Bug or Exploit	10 Maximum Per map
Unsportsmanlike Behaviour	6
Cheating	20
Unauthorised Software	10
Anti-Cheat Software (Corrupt, Not Complete, Tampered/Edited)	5
Anti-Cheat Software Not used	15
Multi-Accounting/Use of Alternative Accounts	5
Macros	5

6.3. Notification & Enforcement

Prismic Series defines Sanction(s) for a Team, Player or Coach, the Sanction(s) will depend on the type of infraction. Competitive warning may be issued and notified by Tournament Staff to the Team's Point of Contact. Tournament Staff may also issue round loss and map loss competitive penalties, provided that such competitive penalties are issued during the match.

7. Prize Pool

All prize money will be paid and must be claimed by eligible winners within 45 to 90 days after the end of the competition. Redemption of the prize pool must be made by the Team member who registered the team to the tournament. In the case of that player/Team Staff member not being able to redeem it due to removal from the team or other cases please contact Tournament Staff regarding this.

Payment distribution occurs between the team players and team staff. Prismic Series **WILL NOT** distribute the prize pool for you.