



Tournament Rules
TALENT R6 SIEGE EMEA 2026

Introduction

This document is submitted as a Tournament Rules governed by the EML Circuit Rulebook.

This document contains the policies, procedures, and additional rules governing the competition in the Talent R6 Siege EMEA for every Team qualified to participate in it (“**TALENT R6 SIEGE EMEA**” is operated by TALENT COMMUNITY ESPORTS LTD (the “**Tournament Organizer**”).

Participation in Talent R6 Siege EMEA is conditioned to the acceptance of the following rules and standards (collectively the “**Rules**”):

- The rules and penalties contained in the present Talent R6 Siege EMEA Tournament Rules, as updated, amended or supplemented from time to time (the “**Talent R6 Siege EMEA Rulebook**”)
- The rules and penalties underlined in the [EML Challenger Circuit Rulebook](#) (the “**T2 EU CIRCUIT Rulebook**”).
- The UBISOFT “[Code of Conduct: The way we play](#)” establishing a set of core guidelines that must be followed when participating in activities associated with UBISOFT’s products or services, both online and offline (the “**Code of Conduct**”)
- The [Rainbow Six: Siege Code of Conduct](#) setting forth the acceptable behaviour of each and any player playing the game Rainbow Six: Siege (the “**Rainbow Six: Siege Code of Conduct**”)
- [Ubisoft Terms of Use](#) (“**Ubisoft Terms of Use**”).

Any capitalized terms used in this Talent R6 Siege EMEA Rulebook and not otherwise defined herein shall have the meaning ascribed to such term in the EML Challenger Circuit Rulebook. Dates and Schedules found in this document are subject to change in exceptional circumstances.

These rules will apply to and be binding on the Players, Teams and Team Staff defined in **Section 4.1** of the EML Challenger Circuit Rulebook. Each Player and Team Staff must read, understand, and agree to these Rules, and particularly the Code of Conduct, before participating in Talent R6 Siege EMEA.

1. Acceptance and modification of the Talent R6 Siege EMEA Rulebook

1.1. Acknowledgement and acceptance

Each Player and Team Staff must read, acknowledge, and accept this Talent R6 Siege EMEA Rulebook, and agree to always abide by them to remain eligible to participate in Talent R6 Siege EMEA. By accepting these tournament rules, the Players, Teams and Team Staff consents to UBISOFT's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions (i.e. "**Sanction(s)**" as defined and set forth in Section 6 of the EML Challenger Circuit Rulebook), without prejudice to any other sanction issued under the Rainbow Six: Siege Code of Conduct and UBISOFT's Terms of Use. These Rules may be accepted either through the registration process of Talent R6 Siege EMEA or deemed accepted when a Player or its Team enter and participate into any tournament or match of Talent R6 Siege EMEA. Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

Talent R6 Siege EMEA is governed by the EML Challenger Circuit Rulebook. The EML Challenger Circuit Rulebook outlines the primary rules and governances of all levels of the EML Challenger Circuit, including the Talent R6 Siege EMEA. The rules outlined in this Talent R6 Siege EMEA Rulebook are not intended to be stand-alone, rather, used to supplement the EML Challenger Circuit Rulebook to create a full ruleset for the Talent R6 Siege EMEA. In all cases, the EML Challenger Circuit Rulebook is the standard operational ruleset with the Talent R6 Siege EMEA Rulebook outlining additional or specific details and governance within Talent R6 Siege EMEA.

Should any conflicts be found between the Talent R6 Siege EMEA Rulebook and the EML Challenger Circuit Rulebook, this R6 Talent R6 Siege EMEA Rulebook shall prevail.

1.2. Modification of the Rules and Talent R6 Siege EMEA format

In order to ensure that Talent R6 Siege EMEA is operated in accordance with the values conveyed by the [Principles of Esports Engagement](#), or for the protection of any interest that the Tournament Organizer considers material in order to preserve the values, legitimacy and integrity of Talent R6 Siege EMEA, or in order to comply with any applicable law, the Tournament Organizer may amend or supplement this Talent R6 Siege EMEA Rulebook with or without prior notice. UBISOFT may also change part of, or the entirety of, the format of the Talent R6 Siege EMEA with a reasonable notice before said modified parts of the format are executed upon.

Any modification of this Talent R6 Siege EMEA Rulebook or Talent R6 Siege EMEA format will be communicated or made available to Teams either through the update of a revised version of this Talent R6 Siege EMEA Rulebook, through a public post linking to a revised version of such document, or by notification via the official Talent R6 Siege EMEA discord server.

2. Scope of the Talent R6 Siege EMEA and format

Talent R6 Siege EMEA, otherwise referred to as ("Talent R6 Siege EMEA") is a collection of

qualifiers and competitions (as further described in Section 2.2), run across one region (as further described in Section 2.1), and establishing the official tier 2 competitive scene of Rainbow Six: Siege. The Tournament Organizer may update the list of eligible countries and regions during these competitions, notably to reflect the list of countries and regions under international sanctions (if applicable), and/or to preserve the continuity and stability of Talent R6 Siege EMEA's operation during these competitions.

2.1. Regions

The [EML region/Talent R6 Siege EMEA Tournament Region] (the “**Talent R6 Siege EMEA Region**”) includes the following countries and regions:

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.

Teams and Players are required to abide by the Residency and Teams eligibility required in the Section 3.2 of the EML Challenger Circuit Rulebook.

2.2. Talent R6 Siege EMEA Structure

2.2.1. Overview

Talent R6 Siege EMEA will unfold throughout the months of May and August for the 2026 Season. The calendar for the designated qualifiers and main competitions are as follows:

Stage	Dates
Open Qualifier	23/05, 24/05, 30/05, 31/05
Group Stage	18/06, 19/06, 24/06, 25/06, 26/06, 03/07, 08/07
Playoffs stage	17/07, 20/07, 27/07, 29/07, 31/07

2.2.2. Qualifiers

2.2.2.1. Qualifiers Overview

The Talent R6 Siege EMEA Qualifiers are open to all Tournament Region players and teams with the exceptions outlined in section 4 of the EML Challenger Circuit Rulebook.

Eligible participants may register to Open Qualifiers on Strave.gg here: <https://strave.gg/o/talent-r6/season-13?tab=general>

Qualifier dates can be found in section 2.2.1, and registration pages can be found in section 4.3 Roster Registration.

2.2.2.2. Qualifiers Format

The Talent R6 Siege EMEA Qualifier format will scale based on the registrations for each Qualifier 1 and Qualifier 2. Qualifier signups are capped at 128 teams per Qualifier.

The format that will be utilized is:

- Single Elimination (BO1)

2.2.3.3. Qualifiers point system

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

2.2.2.4. Qualifiers Advancement

4 teams will advance to the Group Stage from the Qualifiers Points Standing.

2.2.3. Group Stage

The Group Stage will be formed from the 4 teams who qualify via the Open Qualifier phase, 2 invited teams and 2 returning teams from the previous season.

2.2.3.1. Group Stage Format

- 1 Group of 8 Teams - Round Robin (BO1x1)
- Results of the Group Stage will be used for the Playoffs seeding.

Group matches will be broadcast and are split across 7 play days, and 4 Group matches will be played each day. The dates and times for each play day may be subject to change and will be communicated to teams ahead of time. Talent R6 Siege EMEA will also permit rescheduling of playdays if requested at least 7 days before the scheduled game.

2.2.3.2. Group Stage point system

- Win in regular time = 3 points
- Win in Overtime = 2 points
- Loss in Overtime = 1 point
- Loss in regular time = 0 points

2.2.3. Playoffs

The **Top 6** teams from each group will advance to Playoffs. Matchups will be defined based on the results of the group stage. Top 2 teams from each group will get a bye.

The Playoff Bracket is Double Elimination BO3 with a BO5 Grand Final and is played over the following days and times:

- Upper-Bracket Round 1 – 17/07
- Upper-Bracket Round 2 – 20/07
- Lower-Bracket Round 1 – 20/07
- Upper-Bracket Final – 27/07
- Lower-Bracket Round 2 – 27/07
- Lower-Bracket Final – 29/07
- Grand Final – 31/07

2.2.4 Prize Pool

Total Prizing for Talent R6 Siege EMEA is €2000, split as follows:

Ranking	Prize Pool
1 st	1,100 €
2 nd	500 €
3 rd	300 €
4 th	100 €
Total	2,000 €

2.2.5 EML Challenger Circuit Points

Total Challenger Circuit Points awarded by UBISOFT for the Talent R6 Siege EMEA are:

Ranking	1 st	2 nd	3 rd	4 th	5 th	6 th
Challenger Circuit Points	30	25	20	15	10	5

2.5 Tiebreaker

If two or more Teams have accrued the same number of points at the conclusion of the Group Stage (or any other applicable event), the following procedure will be used to determine who will be considered the winner of the tie. Each condition below will be resolved in the order listed. The conditions listed will only reference the Stage in which the tiebreaker takes place. If a condition does not resolve the tie, then the next will be used, and so on.

- **Round Difference:** The Team which has the highest difference between rounds won and lost during the relevant stage will be considered the winner of the Tiebreaker.
- **Head-to-Head:** The Teams who are tied are listed, then total number of wins, overtime wins, overtime losses, and losses that each Team has against the other Teams involved in

the tie during the relevant stage is calculated. The Team who has the best win-rate amongst the set of tied Teams will be considered the winner of the Tiebreaker.

- **Map Win Percentage:** The Team which has the highest percentage of maps won during the relevant stage will be considered the winner of the Tiebreaker.
- **Round Win Percentage:** The Team which has the highest percentage of rounds won during the relevant stage will be considered the winner of the Tiebreaker.
- **Tiebreaker Match:** If none of the above conditions resolve the tie, then a tiebreaker match will be used to resolve it.

3. Communication between Teams and Tournament Officials

3.1. Registration of a Point of Contact

When a Team registers to any form of competition for Talent R6 Siege EMEA. That team agrees to appoint a Team Manager and be active in communication with Tournament Officials from the Tournament Organizer. The Team members must join the Talent R6 Siege EMEA Discord from this [link](#). Team Managers must also provide their full name and email address for communication as well as being in the Talent R6 Siege EMEA Discord.

This Discord server will be the primary contact forum for all general updates and questions pertaining to Talent R6 Siege EMEA, including for any matter related to the presence and usage of bugs and glitches on the game.

The selected Point-of-Contact must be available on Discord during their Team's scheduled Match time.

3.2. Language of communication

All communications, written and spoken, will be in English.

4. Talent R6 Siege EMEA Team Composition & Eligibility Requirements

4.1. Eligibility

4.1.1 Player and Team Staff Eligibility

Players and Team Staff will be eligible and remain eligible to compete in Talent R6 Siege EMEA with their Team as long as they agree to be bound to and abide by the Rules, and in particular comply with the eligibility requirements set forth in Section 3.2 of the EML Challenger Circuit Rulebook.

In particular all Players must be 18+ years of age prior to the participation of the players first possible Stage/Phase in the EML Challenger Circuit or Rainbow Rumble 2025.

4.1.2 Additional Talent R6 Siege EMEA Residency Requirement

All Players of Teams part of the Talent R6 Siege EMEA must have their place of residence in the Tournament Region. As set forth in Section 3.2.6 of the EML Challenger Circuit Rulebook, the Tournament Organizers may request at any time any supporting document substantiating the compliance of Players with this residency requirement. Failure to provide a requested proof of residence may result in Sanction(s).

4.2. Roster Composition Rules

4.2.1. Standard Roster Composition Rules

All roster composition rules are available at section 4 of the EML Challenger Circuit Rulebook. Team Composition, Players Transfers and Roster Registration in the [EML Challenger Circuit Rulebook](#). This extends to the Talent R6 Siege EMEA. Teams are permitted to have:

- 5 “Starter Players”
- 2 “Substitutes”
- 1 “Coach”

Teams must also appoint a Team Manager. Team Manager requirements can be found in section 3.1.

4.2.2. Additional Team Composition Restrictions

Teams may not register in their Roster any Player from a Team participating in a Regional League of BLAST R6 (see the BLAST R6 Global Rulebook for a definition of “Regional League” and “BLAST R6”).

Teams participating in a Regional League of BLAST R6 may field a Secondary roster as part of the EML Challenger Circuit. The Secondary Roster may include substitute players from their Main Roster within their Secondary roster as per the BLAST R6 Global Rulebook.

Further composition rules and restrictions can be found in the [EML Challenger Circuit Rulebook](#).

4.3. Roster Registration

Teams must create and register their roster for a tournament on Strave.gg and join the R6 Talent R6 Siege EMEA linked below prior to the start of the specific tournament being registered or invited to.

- Website Sign Up: [Strave](#)
- Talent R6 Siege EMEA Space: <https://discord.gg/8wN3bcNDJe>

4.4. Roster Lock & Roster Changes

A Roster is considered locked once the check-in date listed on the Tournament Page has passed. Once locked, no new Player(s) or Coach may be added.

Teams are allowed to change their rosters between different qualifiers, but once a team has qualified to the Group stage, they will not be allowed to change their roster.

5. Talent R6 Siege EMEA Competition Administration & Match Processes

The Competition Administration & Match Process regulates how matches are played in Talent R6 Siege EMEA. These are the standard procedures and may evolve or change at the direction of the Tournament Organizer based on the needs of Talent R6 Siege EMEA. Unless otherwise directed, all Teams will adhere to the following processes.

5.1. General Processes

5.1.1. Promotional Activities

By registering or competing in any Talent R6 Siege EMEA competition, and in addition to the Promotional activities obligations and LAN restrictions set forth in Section 5.4 of the [EML Challenger Circuit Rulebook](#), each Team agrees to make at least one (1) Player available upon request for media duties, including but not limited to interviews either pre-match or post-match during broadcast games as well as additional content surrounding the tournament.

Failure to complete any media duties upon request at any point throughout the duration of Talent R6 Siege EMEA competitions may result in Sanction(s) against the entire Team or organisation. All players entering the Playoff stages of the tournament must provide headshots if required on request and by doing so consent to use of imagery in social media, video content and on broadcast as per Section 8.4 of the [EML Challenger Circuit Rulebook](#). All teams must provide a suitable logo for broadcast, video content and in social media coverage, which does not use any copyright or offensive imagery.

5.1.2. Player Camera Obligations

Teams, Players and Coaches are required to fulfill Media Activities as laid out in the EML Challenger Circuit Rulebook. These activities include display of a Player/Team Camera during matches.

Failure by a Player, Coach or Team to participate or provide Player/Team Camera POVs will result in an initial warning, followed by potential Sanction(s) in case of non-compliance.

5.1.3. Monitoring of Teams Communication

The Tournament Organizer will provide TeamSpeak servers for all Teams to use as the required voice communication system during matches. If deemed necessary, the Tournament Organizer may implement other communications services or equipment to replace or supplement the voice communication system.

Voice communication systems, programs or applications not provided or authorized by the Tournament Organizer are prohibited. Communications will be monitored by the Tournament Organizer during matches and may be recorded, all or in part, for administrative or marketing purposes.

Any and all unauthorized communications with a Team during a match are strictly prohibited.

5.1.4. Mid-Match Communications

Aside from the Tournament Organizer, only the Coach may communicate with the Team during a match.

The Coach may communicate with the Team until the Tournament Organizer initiates the start of the map, prior to the creation of the game lobby. At the moment the map starts, the Coach will be muted in the TeamSpeak server until the end of the map.

The Coach will be unmuted and allowed to speak to the Team at following times during a Match:

- For the duration of the break between the end of one map until the start of the next map; and
- During Tactical Pauses; and
- During the operator ban phase before the start of round 1 and before the start of round 7 (but not during the operator ban phase at the start of round 7 or round 10, or during any automated ban phase during overtime), as set forth in Section 5.1.4.3. of the EML Challenger Circuit Rulebook.

5.1.5. Other form of communication

In-game Chat messages are allowed but must remain within acceptable guidelines and behavior – Players are liable and responsible for any messages deemed inappropriate or unacceptable.

5.1.6. Tactical Timeouts and Substitutions

5.1.6.1. Tactical Timeouts

Each team is entitled to one Tactical Timeout (in-game function) per map. During the Group Stage and the Playoffs.

Refer to section 5.1.5. of the [EML Challenger Circuit Rulebook](#) for more information.

5.1.6.2. Substitutions

All substitutes must be pre-registered as part of the team on the tournament platform to be eligible to play.

Refer to section 4.5 of the [EML Challenger Circuit Rulebook](#) for more information.

5.2. Online Processes (For Group Phase and Playoffs)

5.2.1. Match Process

Prior to all matches, the Tournament Organizer will establish a match channel in the Talent R6 Siege EMEA Discord with the two Teams representatives invited. This will be the communication method for match coordination including map bans, technical issues, match issues or general Admin support. Teams will follow the instructions provided by the Tournament Officials, at all times.

On a match day, all Teams will connect and check-in with a Tournament Official in the designated Discord channels and confirm the map bans for the match as well as address and concerns or questions they may have. The default time for all Teams to connect and check-in during regularly scheduled match days is 1 hour prior to the match start time. Check-in time is subject to change by the Tournament Organizer.

At check-in, the Tournament Officials will at that time or, if necessary, during the following communications in the Discord, advise the Team when to be prepared to play their match. It is the responsibility of the Team to follow up and respond to messages in the Discord as times may fluctuate and Teams may need to be ready to play at a different time than initially instructed.

At the start of the match, a designated Observer will establish the game and, upon confirmation by the Tournament Officials, invite both Teams into the lobby. The Tournament Officials will coordinate with the Observer to start the match when both the Teams and Production and Broadcasting Staff are prepared.

After the last game of the match, the Tournament Officials will confirm with both Teams when they are allowed to disconnect from the lobby and either attend a post-match interview, content segment or activity or be released from the match. Teams are prohibited from leaving the match and Discord channel until the Tournament Officials has confirmed they are allowed to do so.

5.2.2. Match Connection

All Teams, Players and Coach are responsible for their own hardware, network and internet connections and technical equipment to participate to the Matches. Attempting to interfere with the connection, such as throttling the bandwidth of a PC or internet network is against the Rules. Abusing any such methods can result in disqualification or bans.

A match will not be rescheduled due to technical problems or missing players. Should a team not be able to compete with the roster registered for the tournament, the match will be considered a forfeit and the win will be awarded to the opponent team.

5.2.3. Maximum Latency

The maximum latency is 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.

5.2.4. Server Location

The default Server Location for Talent R6 Siege EMEA is EU-Central.

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

5.2.5. Game version for online play

All matches played online will do so using the current game update of Rainbow Six Siege, unless otherwise stated by the Tournament Organizer.

5.2.6. Required Software for Online Play

5.2.6.1. Anti-Cheat Software MOSS

MOSS Anti-Cheat is a requirement for competing in any EML Challenger Circuit 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.

The process for MOSS uploads will be communicated through official channels such as the Strave.gg match page or the Talent R6 Siege EMEA Discord, in case Players are experiencing issues uploading to the Talent R6 Siege EMEA website. Players are obliged to open a Discord ticket on the Talent R6 Siege EMEA Discord to submit their MOSS files.

During Qualifiers, teams may be asked to provide their MOSS files upon admin request and will have 10 minutes to do so. If teams are unable to provide MOSS files for all players within the allotted time they will be disqualified from the Qualifier.

Teams that wish to protest a match or team and flag to admins regarding MOSS checks must do so immediately after the conclusion of a match and provide evidence in relation to the Talent R6 Siege EMEA Qualifier. Tournament Officials will not accept evidence unrelated to the Qualifier(s) or outdated/circumstantial evidence posted or conducted outside of the tournament(s) and event.

5.2.6.2. Incomplete 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

5.2.6.3. Black screenshots from MOSS

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.

5.2.6.4. Edited MOSS files

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

5.2.6.5. 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. Tournament Officials must be notified through official channels if issues relating to MOSS occur.

5.2.6.6. 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 the European Union's General Data Protection Regulation (GDPR). The following terms apply in conjunction with Section 8.3 of the EML Challenger Circuit Rulebook:

- **Consent:** Players must provide explicit, informed consent for the collection, storage, and processing of MOSS files and personal data. By accepting these Rules and participating in Talent R6 Siege EMEA, players agree to the use of their data as described in this Section 9.7 of this Talent R6 Siege EMEA Rulebook and Section 8.3 of the [EML Challenger Circuit 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, the Tournament Organizer, and authorised Tournament Officials will have access to MOSS files and Player information. These parties will handle the data securely and in accordance with GDPR.
- **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 GDPR.
- **Data Retention:** MOSS files and personal data 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 GDPR's "storage limitation" principle.
- **Point of Contact:** Players may contact UBISOFT's Data Protection Officer for any concerns related to their data rights or the processing of their personal information, as outlined in the Ubisoft Privacy Policy.

5.3. LAN Match Process

5.3.1. Match Start Times

The Organizer may amend and/or re-order the previously communicated Match start time at its discretion. Teams shall adhere at all times to the time specified by the Tournament Organizer to attend their scheduled Matches.

Unless communicated otherwise, all Matches will be using an accelerated schedule meaning that Teams' call time may be earlier than scheduled and communicated to Teams.

If a Team does not attend a given Match at the starting time communicated by the Tournament Organizer, meaning that one (1) or more of its Players are not in the Game Lobby ready to begin the Match at the starting time communicated by the Tournament Organizer, then Sanction(s) set forth in 7.2.2 will be issued.

Any of the aforementioned fines will be applied as per Section 6.1 of the EML Challenger Circuit Rulebook.

5.3.2. Pre-Match availability

All Players must be ready to play at least forty-five (45) minutes before the scheduled Match time of their Team. Matches are scheduled to be played back-to-back. Teams will be informed if and when a Match is expected to finish early, leading to an adjustment of the schedule for the day and leading to their next Match likely to have to be played earlier than initially scheduled.

The Map Selection Process must commence once the previous Match-up starts or at least one (1) hour before the scheduled start time. At one (1) hour before the scheduled Match starting time, Tournament Officials will confirm the eligibility of each Team's Roster. Both Teams must complete the Map Selection Process up to forty-five (45) minutes before the scheduled Match.

Players must be ready in the Game Lobby at least ten (10) minutes before the Match starting time.

5.3.3. Match availability

Players and their Coach must remain at all time within the Competition Area during their Match unless specifically approved to leave by Tournament Officials. This includes during Tactical Pauses and Technical Timeouts.

Teams must wear provided Noise-Canceling hardware at all times until the Map or Match has concluded, unless otherwise approved by Tournament Officials.

5.3.4. Post Map Break

When teams are expected to play two or more maps consecutively, they will be given a 5-minute break between the end of the previous Map and the beginning of the next Map. If teams do not return by the time 5 minutes have passed, they may be issued a penalty determined at the Tournament Organizer's discretion.

5.4. Issues During a Match

This Section outlines the rules and conditions in which a technical pause or rehost may be permitted. Any issues that occur outside of either the listed rehost conditions or times will be ineligible for rehost.

5.4.1. Technical Pause

The process set forth in Section 5.1.7.1 of the EML Challenger Circuit Rulebook shall apply for Technical Pauses in Talent R6 Siege EMEA.

5.4.2. Rehost

5.4.2.1. Conditions for Rehost

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	<ul style="list-style-type: none">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	<ul style="list-style-type: none">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; orAt any time during the Action phase:<ul style="list-style-type: none">In case of Player Observer-related issues; and/orPlayer is unable to control or move the OperatorGame 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 maintains the discretion to issue a rehost at any time and for any reason in the interest of competitive integrity.

5.4.2.2. Requesting a Rehost

The team that wants to use a rehost must have completely left the lobby, otherwise the round must be played to the end.

No confirmation from an admin or observer is required for a rehost, but the rehost must be communicated in the R6 Talent R6 Siege EMEA Discord with the note "Rehost @Tournament Admin". If a team leaves the match due to a protest, their rehost will not be honoured. Should a

team, 10 minutes after the rehost, not be fully in the match lobby, the match must continue with the players present. Alternatively, a match protest may be opened.

Should a rehost have to be made due to publisher-side problems (e.g. high ping in the entire lobby), this will not be credited to either team.

5.4.2.3. Re-host continuation

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.

5.5. Support Request:

Support requests are indirect or non-match related requests, which concern purely informative, administrative, or organisational concerns of the Teams towards the tournament management. A support request can be submitted via the support ticket system integrated on the Talent R6 Siege EMEA Discord server. Support requests that are not submitted via the ticket system are invalid and cannot be used as a reference. This rule also includes personal or “direct” messages to Tournament Officials.

5.6. Match Protests

Protests are directly match-related issues or allegations that determine the course or outcome of a match. A protest may be claimed by any team at any time during the match.

If a Team considers that the opponent Team is committing a Rules violation during the Match which has not been addressed by Tournament Officials, then the Team claiming that such breach of Rule occurred shall notify such breach of Rules to Tournament Officials at the end of Map being played through the Talent R6 Siege EMEA Discord ticket system. Team and its Players are not permitted to interrupt the flow of the Match to notify a breach of the Rules and may be themselves exposed to Sanction(s) if doing so.

Protests not made through official channels to reach Tournament Officials are invalid and cannot be used as a reference. This rule also includes personal or “direct” messages to Tournament Officials. A protest is only valid if the result has not been confirmed. If the match has already ended and the result has been confirmed, a protest will no longer be accepted and processed.

The Tournament Organizer reserves the right to overrule this rule in case of proven cheating. The Tournament Officials always decide based on the presumption of innocence. This means that the protester must present valid evidence or arguments, otherwise the protest will not be processed due to insufficient evidence.

5.7. Confidentiality

All contents of protests, support requests and correspondence with the admins or the tournament management are to be treated confidentially and may not be published in picture, text or in analogous reproduction, as further set out in Section 8.2 of the [EML Challenger Circuit Rulebook](#). A publication requires the agreement of the Tournament Organizer.

6. Game Rules for Talent R6 Siege EMEA

6.1. Banned Operators or other interim bans

In order to maintain the highest level of competitive integrity, at times of review, actions, Operators, or other mechanics may be restricted from use.

The following Operators are banned from competitive play in Talent R6 Siege EMEA : None

6.2. Unintended Mechanics

An unintended mechanic is a condition or action that may allow a Player or Team to act or receive an advantage in a way that was not specifically designed, commonly referred terms include, but not limited to, exploit, glitch, bug, gimmick, and hack. At times, unintended mechanics may create an unfavourable result for a Player or Team.

Due to the fluctuating state of unintended mechanics, a global list of permitted and banned items will be maintained and displayed publicly. Currently, the list is contained in Section 5.1.4.5 of the EML Challenger Circuit Rulebook.

A non-exhaustive list of known unintended mechanics that have been approved or banned for use in Talent R6 Siege EMEA , together with the process for Teams to escalate to Tournament Officials any usage of bug or in-game exploits not included in the list, may be found in Section 5.1.4.6 of the EML Challenger Circuit Rulebook. Any Team or Player shall also report issues for review and consideration on [R6FIX](#).

As the list of unknown or non-addressed unintended mechanics increases past this list, the Tournament Organizer, on a case-by-case basis, will determine the final ruling and impact of items not specified below.

It is in Teams' best interest to surface any unintended mechanics not listed here and await the Tournament Organizer approval before implementing their use, understanding that there is time needed to review and provide feedback on such items. The Tournament Organizer will determine if the use of unintended mechanics influences the outcome of a match and award or penalize activities accordingly.

6.3. Prohibited Software, Applications & Services

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. 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

7. Sanction(s) and Penalties

7.1. Definition and scope of punishment

Infringement of any of the rules, requirements and obligations presented in the EML Challenger Circuit Rulebook, this Talent R6 Siege EMEA Rulebook, the Code of Conduct, the Rainbow Six: Siege Code of Conduct and UBISOFT Terms of Use, may trigger competitive Sanction(s) and penalties as set forth in Section 6 of the EML Challenger Circuit Rulebook.

These Sanction(s) and penalties may be in addition to any other sanctions and penalties 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 member, round loss, map, or match forfeits:

Sanction Type	Description
Competitive warning	Lowest form punishment, a simple warning given to the Player or Team. Competitive warning may precede the application of further disciplinary actions.
Competitive suspensions and ban(s)	A Player or Team can be temporarily barred from competing in any Talent R6 Siege EMEA competition or in exceptional cases, if the gravity of the infraction justifies it, banned from Talent R6 Siege EMEA permanently. In addition, a Player or Team may be temporarily barred from competing in any Talent R6 Siege EMEA competition while the Tournament Organizer investigate, including through a third-party investigator if deemed necessary by the Tournament Organizer, in case of reports of Misbehaviour Incidents (as defined in Section 6.3 of the EML Challenger Circuit Rulebook).
Fines/loss of prize	Certain infractions perpetrated by a Team and/or one of its Players' or Team Staff may be penalised with monetary fines. In such an event, the fine will be applied as:

	<p>(i) 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; or</p> <p>(ii) a prize pool forfeiture in case of temporary or permanent competitive suspension.</p> <p>The amount so deducted or forfeited will be donated to a charity of the Tournament Organizer's choice.</p>
Points/Qualification withdrawal	Infractions committed in the context of Talent R6 Siege EMEA 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 penalised 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.

7.2. Minor 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.

Note: Major infractions such as cheating are addressed in Section 5.2 of the EML Challenger Circuit Rulebook and lead to Sanction(s) set forth in Section 6 of the EML Challenger Circuit Rulebook, while the penalty point system will focus on the smaller infractions often not covered in those scenarios. Punishments are given for rule violations within Talent R6 Siege EMEA . 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.

7.2.1. Warnings

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

7.2.2. 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/league staff
 - Failing to respect decisions of the tournament administration
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- 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 Talent R6 Siege EMEA , 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 Talent R6 Siege EMEA.

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

8. Other applicable Rules:

Please see the following Sections of the EML Challenger Circuit Rulebook for important information regarding other operational aspects of Talent R6 Siege EMEA :

- **Match Settings** (Section 5.1.3)
 - **Map Pool** (Section 5.1.4.1)
 - **Map Bans** (Section 5.1.4.2)
 - **Operator Ban System** (Section 5.1.4.3)
 - **Operator, gadgets, equipment or attachments permitted** (Section 5.1.4.4.)
 - **Cosmetics** (Section 5.1.4.5)
 - **Usage of bugs or in-game exploits** (Section 5.1.4.6)
 - **Tactical Timeouts** (Section 5.1.5)
 - **Technical Pause** (Section 5.1.7.1)
 - **Good sportsmanship Rules** (Section 5.2)
 - **Tie breaker rules** (Section 5.4)
 - **Promotional activities obligations and LAN restrictions** (Section 5.5).
 - **Sanction(s) & Penalties** (Section 6)
 - **Prize Pool Payment Process** (Section 7)
 - **Sponsorships & Product Placements restrictions** (Section 8.6)
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9. Additional Information

UBISOFT HAS PROVIDED PRIZES AND REWARDS AND THE USE OF ITS NAME AND TRADEMARKS BUT IS NOT INVOLVED IN THE EXECUTION OR ADMINISTRATION OF THE TOURNAMENT, AND ANY QUESTIONS, COMMENTS OR COMPLAINTS REGARDING THE TOURNAMENT MUST BE DIRECTED TO TALENT R6 SIEGE EMEA WHO IS ADMINISTRATING THE TOURNAMENT.

10. Change Log

Date	Section	Previous Rule	Updated Rule
08/05/2026	5.2.4. Server Location	EU-West	EU-Central
08/05/2026	2.2.3. Playoffs	Missing playoff date	Playoff date added

Version 1; 01/05/2026
