



# **REGIONAL RULEBOOK**

# Introduction and Purpose

This rulebook for Rainbow Six Siege Latin American League is complementary to the [Global Rulebook](#) for Rainbow Six Circuit (R6 Circuit). All the information contained herein has to be followed throughout the entire participation in the Latin American League. Upon failing to comply with such rules, participants will be punished as determined in this document.

These rules are valid for the following tournaments:

- Challenger League Brazil Division (BR6B)
- Challenger League Mexico Division (MxR6B)
- Challenger League LATAM South Division (SuR6B)
- Latin American League Brazil Division (BR6)
- Latin American League Mexico Division (MxR6)
- Latin American League LATAM South Division (SuR6)
- LATAM Cup (Elite Six)

The Challenger League is the entrance to the main tournaments of the Latin American League. This tournament is composed of the 10 top teams from each of the three divisions (Brazil, Mexico and South America) with the highest score at the end of Six League tournaments. This champion of this tournament will qualify for the Promotion Match, which will be competed against the team in the last rank of Latin American League of the same season.

The Latin American League is composed of Rainbow Six professional organizations in Latin America. In these competitions, teams compete against one another for the title of champion in each of their respective divisions, and for a spot in the Latin American League Finals, also known as LATAM Cup.

The LATAM Cup is the tournament composed of the best teams from all three LATAM divisions: 2 (two) teams from Mexico, 1 (one) team from South America, and 5 (five) teams from Brazil. The best 4 (four) teams in this tournament will qualify for the Six Major of the respective season.

We stress that any final decision over a dispute will be made by the ADMINS, and that other types of decisions not described in this document, or even contrary to the rules herein established, might be made in order to preserve the integrity of the competition.

We hope the Latin American League will provide an enriching experience for everyone. Our goal is to make a competitive, fun, transparent, honest and fair event.

We wish good luck to all participants.

## 1. Definitions

### 1.1. Matches Calendar

The calendar for the Latin American League will be sent to the License Holder's email and/or Point of Contact ("PoC") as determined by each Organization.

## 1.2. ADMINS

The ADMINS are the people responsible for the overall making and organization of the tournament. They will be designated and informed of by Ubisoft to the Teams at the beginning of the tournament. All teams, through their PoC, are entitled to contact ADMINS via e-mail. When writing an e-mail to ADMINS, the following guidelines shall be followed:

Use the following tag in the topic: [TOURNAMENTACRONYM-ADM]. Example: [BR6-ADM]

## 2. Player Eligibility

### 2.1. Documents

All players must have an identity document that proves they have the required minimum age. Passport for participating in international tournaments is also mandatory.

## 3. Tournament Dynamics

### 3.1. Latin American League

#### 3.1.1. Summary

Comprised of Brazil, Mexico and LATAM South divisions tournaments, the Latin American League is made up of the elite of Rainbow Six Siege in Latin America. It is constituted by 10 teams from Brazil, 7 from Mexico, and 8 in South America, and in 2020 it will be divided into 2 periods.

Playdays:

Brazil

- Thursday, from 12:00 to 19:00 BRT
- Saturday, from 12:00 to 19:00 BRT
- Sunday, from 12:00 to 19:00 BRT,

Mexico

- Saturday, from 19:00 to 23:00 BRT
- Sunday, from 19:00 to 23:00 BRT

South America

- Thursday, from 19:00 to 23:00 BRT
- Friday, from 15:00 to 23:30 BRT,

Points on the tournament score table will be distributed as follows: victories of 2 maps to 0 grants three points; victories of 1 map to 0, two points; ties of 1 to 1, or 0 to 0, one point. Losses, evidently, do not grant any points. Points will be cumulative. Then, in November, the four teams that will have scored more points during the year, in both periods combined, will be qualified for the finals.

### **3.1.2. Periods**

Brazil

- Period 1: from July 2<sup>nd</sup> to August 2<sup>nd</sup>
- Period 2: from September 17<sup>TH</sup> to October 18<sup>th</sup>

Mexico

- Period 1: from June 27<sup>th</sup> to July 26<sup>th</sup>
- Period 2: from September 19<sup>th</sup> to October 18<sup>th</sup>

South America

- Period 1: from July 3<sup>rd</sup> to July 31<sup>st</sup>
- Period 2: from September 18<sup>TH</sup> to October 16<sup>th</sup>

After period 2 is finished, we will have the LATAM cup, in which the best teams - being those 5 Brazilian, 2 Mexican, and 1 South American - will compete against each other.

### **3.1.3. Ties**

- Maps Balance
- Number of Map Victories
- Rounds Balance
- Number of Round Victories
- Head or tails (coin flip)

### **3.1.4. Elimination Phase**

At the end of the regular season, we will have a competition among the 4 best teams in both periods of 2020 combined. These matches will be held offline in playoff format and will determine the best team of each country.

## **3.2. LATAM Cup**

### **3.2.1. Summary**

The LATAM Cup takes place after each of the two periods of LATAM national tournaments. It is held throughout one week, in playoffs, among 8 teams.

The tournament is composed of the following teams from the Latin American League:

- 5 teams from Brazil Division
- 2 teams from Mexico Division
- 1 team from LATAM South Division

### **3.2.2. Qualifying Phase**

The LATAM Cup is made up of two stages:

Group phase draw:

Group A

1. Brazil 1<sup>st</sup> place
2. Brazil 3<sup>rd</sup> or 4<sup>th</sup> place
3. Mexico 1<sup>st</sup> place and South America 1<sup>st</sup> place
4. Mexico 2<sup>nd</sup> place and Brazil 5<sup>th</sup> place

Group B

1. Brazil 2<sup>nd</sup> place
2. Brazil 3<sup>rd</sup> or 4<sup>th</sup> place
3. Mexico 1<sup>st</sup> place and South America 1<sup>st</sup> place
4. Mexico 2<sup>nd</sup> place and Brazil 5<sup>th</sup> place

The top 2 from each group will face one another in the playoffs, already qualified for the Major.

## **3.4. Challenger League**

The Challenger League is made with one stage only per year:

- Round Robin format – 10 Teams playing against each other in one stage.
- Best 4 teams earn spot in the Challenger League Playoffs. Semifinals Best of 3 maps and final match best of 3 maps also in a single elimination format.

## **3.5. Promotion and Relegation**

Promotion to the Latin American League is based on a match between the champion of the Challenger League versus the last ranked on the Latin American League, which will be defined at the end of the periods. There is no direct relegation system.

## **3.5. Prize pool**

### **3.5.1. Brazil Division**

At the end of the Brazilian Latin American League Tournament, the total distributed sum will be R\$500,000.

- #1 - R\$200,000
- #2 - R\$80,000
- #3 and #4 - R\$60,000
- #5 - R\$40,000
- #6 and #7 - R\$20,000
- #8 and #9 - R\$10,000
- #10 - R\$0

For the Brazilian Challenger League Tournament, the total distributed sum will be R\$60,000.

- #1 - R\$25,000
- #2 - R\$15,000
- #3 - R\$8,000
- #4 - R\$6,000
- #5 e #6 - R\$3,000

### **3.5.2. Mexico Division**

At the end of Mexican Latin American League Tournament, the total distributed sum will be \$50,000.

- #1 - \$17,500
- #2 - \$12,500
- #3 - \$8,750
- #4 - \$5,000
- #5 - \$3,750
- #6 - \$2,500

For the Mexican Challenger League Tournament, the total distributed sum will be \$10,500.

- #1 - \$5,000
- #2 - \$2,500
- #3 - \$1,500
- #4 - \$750,00
- #5 and #6 - \$375,00

### **3.5.3. LATAM South Division**

At the end of LATAM South Latin American League Tournament, the total distributed sum will be \$55,000.

- #1 - \$15,000
- #2 - \$11,500
- #3 and #4 - \$7,000
- #5 - \$5,000
- #6 - \$4,000
- #7 - \$3,000
- #8 - \$2,500

For the LATAM South Challenger League Tournament, the total distributed sum will be \$10,000.

- #1 - \$4,000
- #2 - \$2,500
- #3 - \$1,500
- #4 - \$1,000
- #5 e #6 - \$500,00

#### **3.5.4. LATAM Cup**

For each stage, an amount of R\$25,000 will be awarded to contestants, totaling \$50,000 at the end of both stages in 2020.

- #1 - \$30,000
- #2 - \$10,000
- #3 and #4 - \$5,000
- #5 and #8 - \$0

## **4. Players**

### **4.1. Player Changes**

Teams are allowed to make the following changes to their lineup:

- Change a player from substitute to starter;
- Change a player from starter to substitute;

### **4.2. General rules regarding player changes**

#### **4.2.1. Latin American League**

If a team chooses to change one or more starting players for substitutes for a match in the regular phase, the Tournament Administrator must be informed of it at least 3 (three) hours prior to the start of the match.

#### **4.2.2. LATAM Cup**

Teams may change players, but it must occur only in between matches, never in the same game.

### **4.3. Nicknames**

Under no circumstances may the name of sponsors be used in nicknames. Ubisoft general rules present in the [Global Rulebook](#) for nicknames are applied to any choice of nickname.

### **4.4. Sign ups**

#### **4.4.1. Latin American League**

A team is considered signed up for the Latin American League if they sent the application to Ubisoft until the end of the transfer window. The dates can be found in the [Global Rulebook](#).

#### **4.4.2. LATAM Cup**

Teams must use the same lineup with which they qualified for the tournament. There may be no changes.

## **5. Equipment**

### **5.1. Challenger League**

During the Challenger League online stages, each team and/or player is fully responsible for the maintenance and use of their equipment, and connection.

### **5.2. Latin American League**

Brazil:

During the regular stage, which will take place in a closed studio, the tournament organizers will provide:

- PC;
- Monitor;



- Table;
- Chair;
- Earmuffs.

Players and/or teams must take with them on playdays:

- Mouse;
- Keyboard;
- Mousepad;
- In-ear earphone.

Equipment allowed for use, but not mandatory:

- External sound cards;
- Mouse bungee;
- Other accessories.

### **5.3. LATAM Cup**

During the offline stage, which will take place in a closed studio, the tournament organizers will provide:

- PC;
- Monitor;
- Table;
- Chair;
- Earmuffs.

Players and/or teams must take with them on playdays:

- Mouse;
- Keyboard;
- Mousepad;
- In-ear earphone.

Equipment allowed for use, but not mandatory:

- External sound cards;
- Mouse bungee;
- Other accessories.

### **5.4. Equipment Replacement**

If at any moment technical problems with the equipment are suspected, a player or an organization official may request the ADMINS a technical assessment of the situation. A technician will diagnose and solve problems when necessary. He/She may request the

replacement of any equipment at his/her discretion. Decisions regarding equipment replacement are exclusively at the tournament organizers' discretion.

## **5.5. Uniform**

Players must wear the team's official uniform for the entirety of all matches, pre-matches, interviews and offline post-matches in the event. The uniform is composed of a team t-shirt or jacket, all garments identical for all players, except for their names inscription. Players must wear pants and closed-in footwear for the entirety of all tournament activities. In other to avoid questions, flip-flops, pajamas, shorts, caps and beanies are not considered appropriate garments. Other garments are subject to prior approval by event officials.

## **5.6. Use of computer software**

Players are prohibited from using any type of software that may provide them any sort of assistance during a match. The finding of such software use may result in the team's disqualification for the Season. During the offline stages, players must use software provided by organizers. If specific software is necessary, they must be requested at least 48 hours prior to tournament start.

### **5.6.1. Voice chat**

For offline competitions the Voice chat will be provided by the tournament organizers. The use of third-party voice chat software, such as Skype and others, is not permitted. The ADMINS may monitor the voice chat at their discretion. For online competitions the team can choose the right way to communicate all the communication will be recorded by the tournament.

### **5.6.2. Social media and communication**

Using the computers to view or post on any social media is strictly prohibited. That includes, but is not limited to: Facebook, Twitter, YouTube, Reddit, forums or e-mail. During online and offline tournaments is strictly prohibited publish proves of match content during the live matches, for all information use the discord with ADMIN's.

### **5.6.3. Use of non-essential equipment**

Connecting non-essential equipment to the computers, such as cellphones, flash drives or mp3 players, is strictly prohibited under any circumstances.

## **5.7. Equipment Tampering**

Players must not touch or handle a teammate's equipment after a match has started. Players who need assistance with their equipment must request it from a Tournament Administrator.

## **6. Location and Competition Area**

### **6.1. Arrival at the event location**

Teams must arrive at the event location at least one hour prior to their match start. Any delay is subject to punishments as described in the tournament punishment book.

### **6.2. Backstage Rules**

The studio and event backstage may have specific rules regarding the number of people allowed in as guests and/or part of each team's staff. Certain areas may also have restrictions regarding food and drink consumption. These rules will be informed of previously, according to the location and circumstance. The failure to comply with any of said rules may result in punishments for all teams involved.

### **6.3. Match Area**

The "Match Area" consists of all the area surrounding the computers used in the competition. During a match, the presence of team members in this Area is restricted to starting players who are actively playing and their Coaches, adding up to a maximum of 6 people per team.

#### **6.3.1. Coaches**

Only the Coach signed up by the team can stay in the Match Area along with the players. He must wear earmuffs throughout the entire match, and communication between him and players is only allowed in tactical timeouts or in breaks between maps. In case a team does not have a signed up Coach, no other personnel may stay in the Match Area.

#### **6.3.2. Communication Devices**

Devices that allow for communication, including (but not limited to) mobile phones and tablets, must remain turned off throughout the entirety of the match, including in picks/bans, pauses, remakes, etc. The ADMINS may, at their discretion, keep these devices from being taken into the Match Area, or collect and then return them to players/coaches after the match is finished. This process may include the use of metal detectors or other methods of verification, according to how referees and ADMINS deem necessary for each case.

#### **6.3.3. Food and Drink Restrictions**

No type of food is allowed in the match area. Only non-alcoholic beverages inside spill-proof containers, such as squeeze bottles, are allowed in the match area. These containers must not

have any brand imprinted on them, and they are subject to approval by the tournament officials.

## **6.4. Concentration and Warm-up Area**

During the offline stages, players will have a concentration area where they will be able to meet before their respective matches. This area is restricted to players, and access by any third party is subject to prior approval by the ADMINS.

# **7. Tournament Schedules**

## **7.1. Definitions**

### **7.1.1. Game**

A game is a 12-round match in a single map.

### **7.1.2. Series**

A series of games is a set of 2 (two), 3 (three) or 5 (five) games.

## **7.2. Challenger League Schedule**

### **7.2.1. Qualifying phase**

Brazil

- Open Qualifier- from August 22<sup>nd</sup> to August 29<sup>th</sup>
  - Swiss Format

Mexico

- Open Qualifier- from August 31<sup>st</sup> to September 04<sup>th</sup>
  - Swiss Format

South America

- Open Qualifier- from August 29<sup>th</sup> to September 2<sup>nd</sup>
  - Swiss Format

## 7.2.2. Challenger League

### Brazil

- from September 15<sup>th</sup> to October 13<sup>th</sup>
  - Round-Robin
  - 10 Teams (8 Invited teams / 2 from Qualifiers)

### Mexico

- from September 16<sup>th</sup> to October 13<sup>th</sup>
  - Round-Robin
  - 10 Teams (8 Invited teams / 2 from Qualifiers)

### South America

- from September 16<sup>th</sup> to October 12<sup>th</sup>
  - Round-Robin
  - 10 Teams (8 Invited teams / 2 from Qualifiers)

## 7.3. Latin American League Schedule

### 7.3.1. Round robin phase

#### Brazil Division

- Stage 1 – from June 4<sup>th</sup> to July 12<sup>th</sup>
- Stage 2 – from September 3<sup>rd</sup> to October 4<sup>th</sup>

#### Mexico Division

- Stage 1 – from June 27<sup>th</sup> to July 26<sup>th</sup>
- Stage 2 – from August 29<sup>th</sup> to September 27<sup>th</sup>

#### LATAM South Division

- Stage 1 – from July 3<sup>rd</sup> to July 31<sup>st</sup>
- Stage 2 – from September 4<sup>th</sup> to October 2<sup>nd</sup>

### **7.3.2. Latin American Finals**

Brazil

- Finals - November 21<sup>st</sup> and 22<sup>nd</sup> - Final - November 29<sup>th</sup>

Mexico

- Finals - November 21<sup>st</sup> and 22<sup>nd</sup> - Final - November 28<sup>th</sup>

South America

- Finals - November 20<sup>th</sup> Final - November 27<sup>th</sup>

## **7.4. LATAM Cup Schedule**

### **7.4.1. Group phase**

- Stage 1 - Cancelled
- Stage 2 - Cancelled

## **7.5. Promotion and Relegation**

Brazil

- Challenger League Playoffs - from October 24<sup>th</sup> to October 25<sup>th</sup>
- Promotion Match - November 25<sup>th</sup>

Mexico

- Challenger League Playoffs - from October 24<sup>th</sup> to October 25<sup>th</sup>
- Promotion Match - November 24<sup>th</sup>

South America

- Challenger League Playoffs - from October 24<sup>th</sup> to October 25<sup>th</sup>
- Promotion Match - November 23<sup>rd</sup>

## **8. Match Procedures**

### **8.1. Schedule change**

The ADMINS may, at their discretion, reorder matches of any day and/or change the date of a match or change match schedules. In case there is any change to the match schedules, the ADMINS will inform the team of said changes as soon as possible.

### **8.1.1. Extraordinary Situations**

In case an extraordinary situation occurs that keeps the team from participating in any of the season stages, such as natural tragedies or accidents that prevent the match from happening, passing of a team member or tournament activity interruptions, the ADMINS will assess the situation and inform all the parties involved if there will be any changes to the schedule.

## **8.2. Match Start Time**

All teams must be at the location of the matches at least 2h hours prior to its predetermined start time. All matches will occur in their scheduled times and, in case a team does not show or is incomplete, the match may result in W.O., and additional punishments might be applied to the forfeiting team.

## **8.3 Rehost Request & Process**

This section outlines the rules and conditions in which a rehost may be permitted. Any issues that occur outside of either the listed conditions or times will be ineligible for rehost. Organizer maintains the discretion to issue a rehost at any time in the interest of competitive integrity.

Rehosts are restricted to 10 minutes per Team, per game/map in a match, regardless of how many times it is.

Only the TO's, can give any extra rehosts if we see fit.

### **8.3.1. Rehost Conditions**

Preparation Phase

Before the start of the Preparation Phase

Any technical issues including the game and server, Player disconnect and or authorized software or hardware problems.

Up to the first fifteen (15) seconds of the Preparation Phase

Any technical issues including the game and server, Player disconnect and or authorized software or hardware problems.

Action Phase

Up to the first thirty (30) seconds of the Action Phase and no damage is taken by any Player

Observer-related issues

Player unable to control or move Operator

Game mechanic issues including shooting, reloading, movement, gadgets or equipment

### **8.3.2. Rehost Process & Continuation**

Rehost Request Process

Teams request a rehost by typing "rehost" in the in-game chat followed by the conditions which require the rehost. Teams will continue playing until the rehost is confirmed by the Admin.

If confirmed, the Admin will contact the Observer to drop and rehost the game.

If not confirmed, the Admin will not respond or will respond via the match Discord channel.

In a match where there is no Observer, the Team will message "rehost" in the match Discord channel instead. This instance will, almost exclusively, occur in non-broadcasted, online NACL matches.

Rehost and Continuation

In the case of a rehost, Teams must exactly duplicate the conditions of the previous game/map/round including Operators, equipment, gadgets, loadouts, bomb and starting sites.

The team is authorized by TO's to change the player with issues, with the substitute player. This change is available after the 10 minutes with the player which drops for a reason and cannot connect again. This change cannot be reversed after changing the player.

## **8.4. Referee role**

### **8.4.1. Responsibilities**

Referees are the ADMINS responsible for assisting players with any matter related to matches and what happens after them. Their supervision includes, but is not limited to:

- Checking the teams' formation before matches;
- Checking and monitoring player's accessories in the match area, during offline stages;
- Communicating/authorizing the start of the match;
- Requesting game pauses and resumes;
- Inflicting punishment in response to rule violations during matches;
- Confirming the end of the match and its result.

### **8.4.2. Judgment finality**



If a referee makes an inaccurate judgment, his decision will be subject to change. The ADMINS, at their discretion, may assess the decision during or after the match in order to determine if the appropriate procedures were applied to provide a fair decision-making. If the appropriate procedures were not used, ADMINS reserve the right to overrule the referee's decision. The ADMINS will always have the final word in all decisions during competitions.

### **8.4.3. Referee behavior**

The referee must behave professionally throughout the entire tournament, and he must make decisions impartially and unbiased towards any player, team, coach, sponsor, or individual.

### **8.4.4. Betting Prohibition**

All rules prohibit bets in Rainbow Six Siege, as stated below. That applies to judges without any restriction.

## **8.5. Setup time**

Players must be present at least 2 hours prior to the match to make sure they are in their full gaming condition. The Setup is composed of:

- Ensuring the quality of the equipment;
- Connecting and setting up accessories;
- Ensuring the voice communication system is working properly;
- Adjusting in-game settings;
- Not exceeding the warm-up period during the game;
- Testing and making sure his/her connection is working properly (Brazilian Challenger League).

Players are entirely and individually responsible for the maintenance of their equipment. ADMINS will be available to assist with the setup process and with solving problems that might occur during the pre-game setup period.

## **9. In-game Rules**

### **9.1. Game Interruption**

In case a player intentionally disconnects without warning or pauses a match, he/she will be punished with round loss. Players must not leave the match area without the ADMINS' authorization.

#### **9.1.1. Tactical Timeout**

Tactical timeout happens when the team coach requests a timeout during a match in order to talk to his team. This pause lasts 45 seconds and can be requested twice during a match, once

when the team is attacking, and another when defending. This timeout is not cumulative, that is, if a team did not request it in the first half of the game, they will only have one timeout when the sides switch. These pauses are only valid for offline games in studios. Tactical timeouts are not allowed for online games.

### **9.1.2. Technical issue pause**

Technical issue pauses happen when there is a problem in the game or with the equipment that affects the match. This pause may only be requested by the ADMINS and has no time limit. During these pauses, the coaches are prohibited from communicating with their respective teams, only players are allowed to communicate with each other. This rule is valid for both online and offline matches.

### **9.1.3. Communication with the team**

Communication with a team may only be made by their respective Coach. It may occur in two separate moments during a match: when a tactical timeout is requested by any of the 2 teams, and during the break between the first and second map. The team coach is not allowed to receive any information from the outside at any moment during the match, being subject to punishments in case such thing occurs.

## **9.2. Match Remake**

In online matches, a Match Remake may be requested in case a player has connection or bug problems during the match, for such it must be requested to ADMINS up to 30 seconds before the action phase (2:30 in the game timer) and if no player has taken any damage. In case any of these two conditions are not met, the Match Remake will not be approved.

In offline matches (studio), the aforementioned rule also applies, except for the game time. In this case, the ADMIN responsible for the team in question must be requested and he/she will decide if the remake is applicable.