CEA Siege Spring League 2022

Player Handbook

Up to date as of: 1/17/22

The handbook outlines the rules that should at all times be followed in the CEA Siege Leagues. Failure to adhere to these rules may be penalized as outlined. It should be kept in mind that these rules are based on the standards of FACEIT Pro League, and are modified to fit the collegiate space.

It should be remembered that the League's admins always have the last word on any decisions made, regardless of what is stated in the handbook in order to strive for a balanced, and fair competition.

1 - Introduction

CEA Siege is a competitive league for universities and colleges to compete against one another in the PC version of Tom Clancy's Rainbow Six Siege, a tactical first person shooter from Ubisoft. What follows is the collection of rules for the league.

Any questions regarding the content of this handbook should be delivered via the [CEA discord](#). Make sure to self-assign the R6 role.

1.1 - This Document and its Conventions

References to other sections will appear as **blue bolded underlined text**.

External links will appear as [blue underlined text](#).

Key words that have a particular meaning within the context of CEA are defined in **7 Glossary** and indicated in ALL CAPS throughout this document.

> Notes, cautions and elaborations appear in blue boxes. Pay close attention to their contents, as they're intended to provide insight into the reasoning behind a rule, helpful information on understanding or interpreting a rule.
>
> While the blue boxes are part of the handbook, they do not carry the weight of the actual rule (if there is an inadvertent conflict between a rule and its blue box, the rule supersedes the language in the box).

1.2 - In-Season Updates

CEA may update the handbook during the season to correct errors, handle edge cases that were not considered when writing the rules, or to incorporate new information or necessary rulings. Such updates will be published before the first SERIES of the week, usually Sunday evening or Monday morning. If and only if an issue requires an immediate rule change, the handbook might be updated during the play week.

The specific changes will be announced in the appropriate CEA discord announcement channels, and will also be covered in the [changelog](#).

Generally, changelogs follow the following convention:

- Additions are highlighted in yellow. ==This is an example.==
- Deletions are indicated with a strikethrough. ~~This is an example~~.

- Notes that are added for clarity or explanation, but are not actually a part of the manual appear in bold. **This is an example**.

2 - Eligibility and Team Management

2.1 - Player Eligibility

In order to compete, all players must:

a. Be able to prove they are enrolled full time at an accredited higher learning institution in North America for the Spring 2022 semester (or equivalent).
    i. Players who are graduating at the conclusion of the Spring 2022 semester may be enrolled part time (or equivalent) and still be eligible to play.
b. Be at least 18 years of age (when added to the roster).
c. Be in possession of a Ubisoft Connect account that is in good standing and owns a copy of Tom Clancy's Rainbow Six Siege. This same account must be used for the duration of the competition and is expected to have 2FA enabled.
d. Not be in possession of *any* Ubisoft Connect account that is currently banned by Ubisoft.

While CEA requires some preliminary checks, such as email verification, to verify integrity, they are not sufficient to prove a player's eligibility on their own. Official documents demonstrating each player's eligibility will be requested for TEAMS that qualify for the playoffs.

TEAM Representatives are responsible for ensuring all their players are eligible before the season starts.

CEA reserves the right to request a University/College transcript at any moment to prove any player's attendance at the accredited higher learning institution they are registered to.

> Note that TEAMS are required to acquire all of their players, and so an eligible player may not be allowed on a roster if they do not meet the acquisition criteria for the roster in question (see **2.3 Acquisitions**).

Violation: Failure to provide CEA with the documents mentioned above, or failure to meet the above criteria will result in the player not being added to a roster, or their immediate suspension if they were already registered to a roster.

Repeated transgressions from a TEAM may result in TEAM-wide punishment.

Playing a series with a suspended or ineligible player, or an account that is not registered as the account of a player on the TEAM will result in an automatic FORFEIT of every map the player or account in question have played, along with a MAJOR WARNING for the TEAM.

2.2 - Roster Size

TEAMS are required to have at least 5 eligible players on its roster at all times, and may have up to a maximum of 10 players on the roster.

TEAMS may have any number of non-playing members, who will be considered "staff" and be given the Team Representative role in the discord. This will allow managers, coaches, etc. the ability to reschedule the TEAM's matches. Team Representatives may also manage more than one roster at a time.

Being a Team Representative is independent of the person's eligibility for that roster.

Violation: The TEAM will not be allowed to play until the situation is resolved.

2.3 - Acquisitions

For a TEAM to acquire a player, the following must be true:

a. The new player must be fully eligible as defined in **2.1 Player Eligibility**.

b. The player must also:

   i. Be on the roster for 24 hours before being able to play in any games.

   ii. Not have played any part of a SERIES for another TEAM in a CEA Rainbow Six Siege league in the same season.

   iii. Not be on an active roster (as a main player or substitute player) for another TEAM in a CEA Rainbow Six Siege league.

   iv. Not have been previously removed from this TEAM in the same season.

> The intent of part b is to ensure TEAMS have enough warning to prepare for roster additions.
>
> It also ensures that a player only plays for one TEAM the whole season, and does not shift around to play on two rosters, potentially giving their TEAMS an unfair advantage, while still allowing TEAMS to move players around if they made a mistake or need to make a change.

c. The acquisition of the player must not make the TEAM's roster of active players exceed 10, as noted in **2.2 Roster Size**.

d. Any acquisitions must be added to the TEAM's roster of active players on the CEAHub website, and submitted for approval. If there are questions or concerns about this process, please open a ticket.

e. Any acquisitions must happen before the Monday of the first week in the Playoffs.

Violation: The player being acquired will be considered ineligible, and will not be allowed to play.

Playing a series with the ineligible player will result in an automatic FORFEIT of every map the player or account in question have played, along with a MAJOR WARNING for the TEAM.

2.3.1 - Emergency Substitution

TEAMS have 1 emergency substitution to use per season, which will allow them to waive the 24 hour requirement listed in 2.3 b.i. All other requirements in **2.3 Acquisitions** cannot be waived.

2.4 - TEAM Consolidation

In general, TEAMS may only represent one learning institution. However, CEA does acknowledge that some schools do not have enough students to sustain a Rainbow 6 team. Therefore, schools that have less than 5,000 full time (or equivalent) students might be allowed to join a nearby school's TEAM. Every such case is evaluated case-by-case by CEA staff every season and is not guaranteed.

To request permission to join another school's TEAM, the TEAM REPRESENTATIVE must open a ticket with the following information:

● The name of the school that does not have enough players, along with a link to the school's official website.

- The name of the school that they want to merge with, along with a link to the school's official website.
- A link demonstrating the number of students enrolled in each school in the current year.
- Links to any documents demonstrating connections between the two schools.
- Documentation of the attempts and subsequent failure to make a team.

Note that requests may be denied for failing to meet any of the following criteria:

1. The relevance and connection between the schools in question,
2. The demonstrated effort put in to assemble a team before asking to join another school's TEAM,
3. The schools being physically close to each other,
4. The skill of the players trying to join the established TEAM, and potential for abuse of the exception (e.g. a high skilled player being brought on from another school as a ringer, or a high skilled player abandoning a lower skill team in favor of a higher skilled team)

Rejections of request are final and may not be appealed.

This rule is based on FACEIT's School Eligibility Exception, but any rulings CEA makes are completely independent of any rulings FACEIT makes (i.e., FACEIT accepting or rejecting a request has no bearing on whether CEA will, or vice versa).

2.5 - TEAM Registration Restrictions

Any single learning institution may only have up to 3 TEAMS registered in CEA Siege leagues, and only 1 TEAM in CEA Siege Invite League.

Violation: Additional TEAMS will not be recognized by CEA Siege.

3 - League Rules and Procedures

3.1 - Game Lobby Creation

3.1.1 - HOST Responsibilities

The HOST is responsible for ensuring all TEAMS, and any assigned PRODUCTION STAFF, are ready for the start of the match. The HOST is also expected to keep track of

match history and operator bans to facilitate Rehosting. If the HOST is a spectator and is recording the match, both TEAMS and CEA must be given access to the recording.

The HOST must be able to receive rehost requests from both TEAMS.

If the HOST is a spectator in the SERIES (as opposed to being one of the 10 players), they are forbidden from talking to or showing their viewpoint to players in that SERIES without at least a 3 minute delay.

Violation: Failure to host a SERIES in accordance with the expectations will result in a MINOR WARNING to the HOST. If the HOST, or the HOST's organization, repeatedly fails to host SERIES correctly, the HOST and/or their organization may be banned from being a HOST in the future.

If the HOST is a spectator, and does talk to a TEAM or show their viewpoint without an appropriate delay, they will receive at least a MAJOR WARNING, and the TEAM they communicate with may be forced to forfeit rounds, maps, or the entire SERIES.

3.1.1.1 - Lobby Setting Corrections

Should the lobby be started with the incorrect settings, the HOST must initiate a PLAYLIST CORRECTION REHOST as soon as possible. Failure to do so will be considered "failure to host a SERIES in accordance with the expectations," and will be enforced per **3.1.1 HOST Responsibilities**.

3.1.2 - Streamed Matches

If your SERIES is scheduled to be broadcast and/or recorded by the league a PRODUCTION STAFF member will be assigned as your HOST.

3.1.3 - Off Air Matches

Both TEAM REPRESENTATIVES will agree on a HOST for their match, and will conduct the map bans themselves, following the process listed in **5.1.2 Bo3 Map Bans** (or **5.2.1 Bo5 Map Bans** for the Finals), and record the process in some manner. The recommended form of map bans is by using https://mapban.gg and keeping the link for the log. There will be LEAGUE ADMINS on call to assist the TEAM REPRESENTATIVES if needed.

If the TEAMS cannot agree on a HOST, the HOME TEAM will have the right to pick one of their players as the HOST.

As part of the agreement on the HOST, TEAMS are encouraged to discuss and agree on whether the HOST should be in a public Discord channel, whether the observer can

livestream the SERIES, along with anything else that the TEAMS or HOST may consider an issue.

If TEAMS cannot come to an agreement, the following requests, in descending order, get priority over alternatives:

   a. No observer.
   b. No livestream from the observer.
   c. Observer must be in a public Discord voice channel.

The restrictions listed in **3.1.1 HOST Responsibilities** (along with all other rules in the handbook) are non-negotiable.

3.2 - TEAM and Player Responsibilities

3.2.1 - Punctuality

TEAMS must be in the lobby and ready to play their SERIES no later than 15 minutes after the scheduled SERIES start time. TEAMS must also be in the lobby and ready to play each subsequent map no later than 10 minutes after the previous map ended.

Being "ready to play" includes, but is not limited to:

   a. Having picked their map(s).
   b. Having the lobby set up for the current map, if the HOST is part of or affiliated with the TEAM.
   c. Having 5 eligible players present.

Violation: TEAMS that are 15 minutes late will be forced to forfeit the SERIES. However, their opponent must inform them that they will be enforcing the lateness penalty before starting to play. That is, if a SERIES was started, neither TEAM can be forced to retroactively FF the SERIES.

TEAMS that are 10 minutes late to any subsequent map will be forced to forfeit the remainder of the match. However, their opponent must inform them that they will be enforcing the lateness penalty before starting to play. That is, if a map was started, neither TEAM can be forced to retroactively FF due to punctuality for that map.

> Note that per **3.4.4 Score Reporting**, if neither team shows up to the match by the match reporting deadline (normally Sunday evening), a match report cannot be filed and therefore both TEAMS will be forced to FORFEIT.

3.2.2 - Starting Five

TEAMS must start every map with 5 players each.

> Note that TEAMS are only required to *start* every map with 5 players. If, for example, a player disconnects during a match, that player's TEAM is permitted to do any of the following, without incurring a penalty as a result of this rule:
>
> a. Continue playing that map without rehosting or pausing and hope the missing player reconnects.
> b. Continue playing that map without rehosting or pausing, with no intention of the missing player reconnecting.
> c. Use one of their rehosts to minimize the time they have to play with a missing player, and get the disconnected player back in.
> d. Use one of their rehosts to bring in a substitute player.
> e. Use one of their rehosts and then resume that map without 5 players.

*Violation: TEAMS without a 5 player roster present will not be considered "ready to play," and may incur penalties as per **3.2.1 Punctuality**.*

3.2.3 - Substitutions

TEAMS allowed to substitute players in between maps or during rehosts. The substitutes must be eligible players on the TEAM's roster to be allowed to play.

TEAMS are encouraged, but not required, to state to their opponents and the HOST that they are switching out their players, up to 2 at a time between maps or during a TEAM REHOST, or up to 1 at a time during ADMINISTRATIVE REHOSTS.

> TEAMS are expected to be aware of who the eligible players on their TEAM are, as substituting an ineligible player may result in a full SERIES forfeiture, as noted in **2.1 Player Eligibility**.
>
> While the other TEAM and CEA staff (if present) may be able to warn a TEAM that they are substituting an ineligible player, TEAMS should not depend on them to prevent a possible retroactive forfeit.

Violation: TEAMS that substitute more than 1 player during an ADMINISTRATIVE REHOST will be forced to use 1 TEAM REHOST. TEAMS that substitute more than 2 players will receive a MAJOR WARNING.

3.2.4 - Player Equipment

All players are responsible for ensuring the performance of their equipment, including, but not limited to: computer hardware and peripherals, internet connection, and power.

A problem with player equipment will not be considered by CEA as a reason to extend any of the time limits listed in this handbook, nor will it be considered as a reason to allow additional TEAM REHOSTS or call for an ADMINISTRATIVE REHOST.

3.2.4.1 - Input Devices

The only accepted input devices for CEA Siege are keyboards and mice. The use of controllers is forbidden, as they may be used to circumvent cheat detection.

The use of macros (on input devices or otherwise) is considered cheating and will be handled as per **4.1.3 Extreme Violations**.

Violation: Players found to be using a controller as an input device will receive a MAJOR WARNING, and will have to provide MOSS for the next game they play.

3.2.5 - Player Ping

All players are responsible for ensuring that their ping/latency is below 150 ms consistently. For a player's ping to not be considered "below 150 ms consistently," they must be shown to have over 150 ms ping in 3 separate instances, across 2 separate rounds.

Violation: The player will receive a MAJOR WARNING for every map where they do not have ping consistently below 150 ms.

3.2.6 - MOSS

All players are expected to run MOSS while playing a SERIES. TEAM REPRESENTATIVES are expected to have access to their players' MOSS logs for 3 weeks after each SERIES. Upon request of a LEAGUE ADMIN, the MOSS files for a given SERIES should be submitted for verification.

LEAGUE ADMINS will not provide MOSS files to anyone with the permission of the player, except for members of the player's TEAM, or that player's learning institution. Exceptions may be made in extenuating circumstances.

CEA will conduct random MOSS checks, where a certain number of SERIES will be randomly selected, and every player that played in those SERIES will have to submit their MOSS for the series.

For a player's MOSS to pass as valid, it must, at minimum:

a. Pass the MOSS integrity check,
b. Span the duration of the player's play time in the SERIES,
c. Have little to no pure black screenshots (aka "black MOSS").

> Players that are having difficulty running MOSS are encouraged to ask CEA staff for help with getting MOSS to run correctly.

Violation: Any player found not running MOSS during a SERIES will receive a MINOR WARNING, and will be required to submit MOSS for the next two SERIES they play.

If the player is under credible investigation by LEAGUE ADMINS, the MINOR WARNING will escalate to at least a MAJOR WARNING.

3.2.7 - HOST Disconnection

If the HOST disconnects in the lobby, players should wait for the HOST to return, unless instructed otherwise by the HOST or any LEAGUE ADMIN.

If the HOST disconnects during the course of a map, TEAMS are to continue playing until instructed otherwise by the HOST or any LEAGUE ADMIN.

3.3 - Rehosting and Pausing

Rehosts are conducted when the lobby needs to be recreated, which could be due to technical issues in the game, a mistake in the lobby settings, a TEAM wanting to substitute a player, or due to a TEAM playing a banned operator or a banned skin, among other things.

Pauses may be called by TEAMS to allow a player to reconnect to fix a sound bug or for any other issue, or for tactical reasons.

3.3.1 - TEAM REHOST and TEAM PAUSE

During the course of a SERIES, a TEAM is entitled to 2 rehosts or pauses total. TEAMS may use a TEAM REHOST or TEAM PAUSE for any reason.

If a TEAM REHOST or TEAM PAUSE is called after the preparation phase, the round in progress will finish before the rehost or pause can occur.

For rehosts, follow the steps listed in **3.3.4 Standard Rehost Procedure**.

For pauses, follow the steps listed in **3.3.5 Standard Pause Procedure**.

> TEAMS may use a TEAM REHOST or TEAM PAUSE for *any* reason, including, but not limited to:
>
>   a. Fixing a sound bug.
>   b. Allowing a player to reconnect.
>   c. A bathroom break.
>   d. A tactical pause/rehost.
>
> Note that pauses and rehosts together have a limit of 2 - you cannot call 2 pauses and 2 rehosts, you can only call 2 pauses *or* 2 rehosts *or* 1 pause and 1 rehost.

Violation: A MINOR WARNING will be given to a TEAM for any TEAM REHOST or TEAM PAUSE that the TEAM uses more than the 2 allotted to them for the SERIES.

3.3.2 - ADMINISTRATIVE REHOST

ADMINISTRATIVE REHOSTS are meant to be used by the HOST to deal with a bug or a glitch that occurred and was deemed to adversely affect a round.

If the SERIES is being hosted by CEA, a LEAGUE ADMIN will determine whether a given issue may require an ADMINISTRATIVE REHOST.

If the SERIES is not being hosted by CEA, the TEAMS may agree among themselves to use an ADMINISTRATIVE REHOST. If the TEAMS cannot come to an agreement, one TEAM may call for an ADMINISTRATIVE REHOST without the agreement of the other TEAM, but must prove to the LEAGUE ADMINS that it qualified after the fact. If the LEAGUE ADMINS disagree, the rehost will be considered as if the TEAM used a TEAM REHOST, and may be punished accordingly, if applicable.

In theory, there is no limit to the number of ADMINISTRATIVE REHOSTS that could be called during a SERIES. However, if an excessive amount of ADMINISTRATIVE REHOSTS is called during a SERIES, the ADMINISTRATIVE REHOSTS may be turned into TEAM REHOSTS. If TEAMS are suspected of abusing ADMINISTRATIVE REHOSTS, they may be investigated and penalized for such abuse.

Once called, follow the steps listed in **3.3.4 Standard Rehost Procedure**.

3.3.3 - PLAYLIST CORRECTION REHOSTS

Sometimes, new HOSTS may have misconfigured their playlist settings. For example, they may have the incorrect number of rounds, incorrect overtime rules, or missing 6th pick or reveal phase. For these situations, the HOST may call for a PLAYLIST CORRECTION REHOST.

To prevent abuse of this type of rehost, every HOST has a limit of 2 PLAYLIST CORRECTION REHOSTS for any phase of play (e.g. Main Season or Post Season).

For PLAYLIST CORRECTION REHOSTS, follow **3.3.4 Standard Rehost Procedure**.

Violation: Using 3 PLAYLIST CORRECTION REHOSTS will result in the HOST receiving a MINOR WARNING.

Using 4 or more PLAYLIST CORRECTION REHOSTS will result in the HOST being ineligible to host a future SERIES in the current season. This ban may be appealed if the HOST demonstrates that they have corrected all of their playlist issues.

3.3.4 - Standard Rehost Procedure

If the rehost was called during the action phase, the TEAMS must finish the current round, and the rehost may only initiate when the round is over. Once a rehost is confirmed, the following should happen, in this order:

a. The HOST will take a screenshot of the scoreboard.
b. The HOST will tell one or both TEAMS to leave. Neither TEAM will leave until instructed to do so.
c. Only the TEAMS that were asked to leave will leave.
d. The HOST and any remaining players will load into the lobby.
e. If the HOST is remaking the lobby:
   i. The HOST will leave.
   ii. The HOST will have 5 minutes to correct the playlist and create a new lobby.
f. The HOST has 2 minutes after loading into the lobby to invite at least one member from each missing TEAM (i.e. by 58:00 on the lobby timer).
g. After inviting the players, the HOST will input round history and operator bans.

h. The HOST should be ready to resume play by 5 minutes after resuming the lobby (i.e. by 55:00 on the lobby timer).

TEAMS have 5 minutes from when the HOST invites them to be in the lobby and ready to play.

> Note that as per **3.2.2 Starting Five**, TEAMS do not have to have 5 players to resume play after a rehost.

If the rehost was called during the reveal or prep phase or if the round is being replayed, the following is required:

i. Defenders must pick the same objective location.

j. All players must reveal the same operator.

k. All 6th picks, if any, must be repeated.

*Violation: If the HOST takes longer than 2 minutes to invite the players after loading into the lobby, they will receive a MINOR WARNING. To report the infraction, open a ticket immediately as you believe the HOST is in violation of the rule. For every additional **2 minutes** of delay, the HOST will receive a MINOR WARNING, and CEA may decide to assign a new HOST and/or ban the HOST from hosting in the future.*

*If the HOST takes longer than 5 minutes to set up the lobby after loading in, they will receive a MINOR WARNING. To report the infraction, open a ticket immediately as you believe the HOST is in violation of the rule. For every additional **2 minutes** of delay, the HOST will receive a MINOR WARNING, and CEA may decide to assign a new HOST and/or ban the HOST from hosting in the future.*

*If the invited TEAM takes longer than 5 minutes to join the lobby and be ready, they will receive a MINOR WARNING. To report an infraction, open a ticket immediately as you believe the HOST is in violation of the rule. For every additional **5 minutes** of delay, the offending TEAM will receive a MINOR WARNING. After the 3rd MINOR WARNING, the TEAM will be forced to forfeit the remaining rounds in the map. If the map result is a tie, the score will be set to 7-5 against the offending TEAM.*

If the map is continued, the offending TEAM cannot be forced to retroactively forfeit.

> TL;DR is that the HOST gets penalized for every 2 minutes of delay for inviting TEAMS or setting up the lobby.
>
> TEAMS can take up to 15 minutes to be ready to play before forfeiting (under normal circumstances).
>
> To make our job easier, make sure to include the information listed above to

3.3.5 - Standard Pause Procedure

If the pause was called during the action phase, the TEAMS must finish the current round, and the pause may only initiate when the round is over. Once a pause is confirmed, the following should happen, in this order:

a. The HOST will write in chat a message that indicates that the pause had begun.
b. The HOST will initiate the pause via the options menu.
c. The HOST will wait for up to 5 minutes to begin unpausing.
d. The HOST will confirm that both TEAMS are ready to continue to play.
e. The HOST will end the pause via the options menu.

*Violation: If the pause lasts for longer than 5 minutes, the offending TEAM will receive a MINOR WARNING. To report an infraction, open a ticket immediately as you believe the HOST is in violation of the rule. For every additional **5 minutes** of delay, the offending TEAM will receive a MINOR WARNING. After the 3rd MINOR WARNING, the TEAM will be forced to forfeit the remaining rounds in the map. If the map result is a tie, the score will be set to 7-5 against the offending TEAM.*

If the map is continued, the offending TEAM cannot be forced to retroactively forfeit.

> TEAMS can take up to 15 minutes to be ready to play before forfeiting (under normal circumstances).
>
> To make our job easier, make sure to include the information listed above to address the situation as quickly as possible.

3.4 - Match Rescheduling

TEAMS will be allowed to reschedule their SERIES in the event that the assigned SERIES time is unfavorable and/or will not allow a TEAM to have a full roster present.

3.4.1 - Reschedule Confirmation

A LEAGUE ADMIN must be provided confirmation that the reschedule had been agreed upon by both TEAMS. The proof must be dated from before both the originally assigned SERIES time and the rescheduled SERIES time.

Acceptable methods for providing a LEAGUE ADMIN with reschedule confirmation:

a. One TEAM stating in the assigned reschedule chat that the match had been rescheduled, and the other TEAM agreeing.

b. One TEAM submitting a screenshot of DMs showing the other TEAM agreeing to the rescheduled time.

We *recommend* that TEAMS confirm their reschedule 24 hours in advance.

Violation: Failure to inform a LEAGUE ADMIN will result in the reschedule being voided.

3.4.2 - Reschedule Restrictions

SERIES may not be rescheduled to start less than 5 hours before the latest score reporting time, listed in **3.4.4 Score Reporting**.

We recommend TEAMS play their match no later than Saturday of the assigned match week at 11:59 pm ET.

> Note that, bar an exception granted via **3.4.4.1 Exceptions to Score Reporting Deadlines**, the latest time to reschedule to is 11AM ET on the first Sunday after the default SERIES time.
>
> Note that there is no limitation on how early a SERIES can be scheduled to, so TEAMS may play their match as soon as they know their matchup (of course, this assumes both TEAMS are ready and agree to play at such a time).
>
> This is more useful in Invite League, where TEAMS play in a round-robin, and therefore know their opponents at the start of the season.

Violation: Attempting to reschedule to an illegal time will void the reschedule.

3.4.3 - Default Time

Should the TEAMS not be able to agree on a time to reschedule to, the match time will remain the last time the TEAMS had rescheduled to.

If there is no such time, the match time will default to the time listed on the public schedule, which is:

- 8PM ET on the Wednesday of the play week for Open League.

Additional default dates for Invite and possible West division(s) in Open will be posted when available.

3.4.4 - Score Reporting

All matches are expected to have their scores reported by both TEAMS. This includes streamed matches and all Invite League matches.

At least one TEAM must submit a report for their SERIES before both:

    a. 36 hours after the officially recognized time,

and

    b. the first Sunday after the default date at 4:00 PM ET.

Both TEAMS are expected to submit a report for their SERIES by the first Sunday after the play week at 4:00 PM ET.

Violation: If neither TEAM submits a score report by 4:00 PM ET on the first Sunday after the default date, both TEAMS will get a forfeit loss for the SERIES.

If neither TEAM submits a score report by 36 hours after the officially recognized time, they will both receive a MINOR WARNING.

If a TEAM does not submit a score by 4:00 PM ET on the first Sunday after the default date, the TEAM will not be allowed to protest the match results.

3.4.4.1 - Exceptions to Score Reporting Deadlines

In the event that a school break recognized by CEA would interfere with normally scheduled match times, the Sunday deadline may be pushed back to a later time (which would also result in the delay of the subsequent play week for Open League). CEA will announce when such events are recognized and how it would affect the schedule.

Extensions may also be rarely awarded on a case by case basis, *if* the LEAGUE ADMINS are alerted *before* the required submission time.

3.5 - CEA Streaming

CEA will be streaming matches every Wednesday and Thursday, plus any additional dates where production staff is available.

Thursdays are reserved for Invite League matches, while Wednesday streams may be scheduled for Invite League matches or Open League matches at the discretion of the production team.

In the event that no TEAM has dibbed for a scheduled stream slot, as a last resort, the admins may select a match that is scheduled for the stream slot to stream, due to contractual obligations. Should such a match need to be selected, the TEAMS in the match in question may not refuse.

3.5.1 - Dibbing

Certain TEAMS will be approached to dib their match during the play week before that match. If they are available and dib, their dib will be confirmed by staff.

For Open League, dibbing for any slots that were not assigned by the TEAMS mentioned above will start once the schedule for the week is published.

For Invite League, dibbing for any slots that were not assigned by the TEAMS mentioned above will start at 12AM ET Saturday before the play week starts.

Dibbed matches can only be un-dibbed if they have not been confirmed by staff.

NOTE: TEAMS are still expected to report their streamed match on time. Neither League Admins nor Production Staff will submit a report for the teams.

Violation: Un-dibbing a confirmed dib will result in a MAJOR WARNING.

3.5.2 - Stream Pushbacks

TEAMS may request to push their streamed SERIES back by up to 30 minutes, while maintaining their dib on the stream slot. Both TEAMS must agree to the pushback, and a LEAGUE ADMIN must be informed before the scheduled stream time.

3.6 - Cosmetics and Restricted Operators

3.6.1 - Permitted Cosmetics

Following the FaceIt rules for the tier 1 leagues (NAL, EUL, APACL, LATAM), along with their collegiate league, the only permitted skins and headgear are from the following groups:

  a. Default skins and headgear.

b. Pro League sets (the gold sets).
c. Pilot Program Phase 1 and 2 sets.
d. Any current and future skins as part of the R6 SHARE Program, specifically Major Skins, Regional League Skins, and Team Skins

> The R6 SHARE skins only apply to operator bundles, such as the November Major Skin, EUL Skin or, say, TSM Skin. Part d *does not* apply to the skins that came from the esports packs or the battlepasses (such as the Road to S.I. Battlepass).

e. The following skins and associated headgear from the esports packs:
    i.   Triumphant Challenger (Hibana)
    ii.   Arduous Hardship (Gridlock)
    iii. Ultimate Competitor (Bandit)
    iv.   Seasoned Contender (Pulse)
    v.   Beyond Terrific (Blitz)
    vi.   Outstanding Performance (Alibi)

Gun skins and charms are not restricted.

To penalize the offending TEAM, a player or the HOST must inform the violating TEAM and the HOST that the banned content is equipped. Once informed, the HOST will rehost as per **3.3.4 Standard Rehost Procedure** (if during the action phase, the HOST will rehost once the round ends).

Within 12 hours of the infraction, the accuser and/or their TEAM must provide acceptable proof to the LEAGUE ADMINS that banned content was equipped during the reported round, and that the offending TEAM and the HOST were informed

Violation: If acceptable proof of the infraction and the communication of the infraction are provided, the offending TEAM will receive a MINOR WARNING, and the rehost will count as one they had called.

If such evidence is not provided, the accuser's TEAM will receive a MINOR WARNING instead, and the rehost will count as one they had called.

If the HOST does not rehost after being informed of the infraction, they will receive a MAJOR WARNING, and they and/or their TEAM may lose the right to be a HOST in the future.

3.6.2 - Banned Operators

Operators will be banned from all CEA matches if they:

a. Were released on the live version of the game less than two months before the start of the season:

    i. Y6S4 Operator (Thorn)

    ii. Y7S1 Operator (Azami)

Or

b. Deemed to adversely affect player experience or the competition and therefore quarantined by CEA:

    i. N/A

> Some operators may be added or removed from the quarantine list during the season, should severe issues with them happen during the season.
>
> If such a situation arises, it will *only* happen between play weeks - so regardless of when a match happens during a play week, the same set of operators will be available.

Violation: Any TEAM that picks a banned operator will be given a MINOR WARNING. Any TEAM that starts the action phase of a round with a banned operator will be forced to lose that round.

4 - Player Conduct

4.1 - Violations of Conduct

4.1.1 - Minor Violations

Minor violations include, but are not limited to:

a. Lack of respect and provocation.

b. Failure to follow instructions from a LEAGUE ADMIN.

c. Egregious use of all-chat for non-administrative use, as determined by a LEAGUE ADMIN.

Violation: The player will be given a MINOR WARNING.

4.1.2 - Major Violations

Major violations include, but are not limited to:

a. Use of an exploit to gain a competitive advantage.

b. Impersonating another player.

c. Harrassment/Discrimination: including threats, sexual harrassments, hate speech, racist or sexist words, phrases or gestures.

Violation: The player will be given a SUSPENSION for one SERIES, and a MAJOR WARNING.

4.1.3 - Extreme Violations

Extreme violations include, but are not limited to:

a. Cheating.

b. Having an account banned by any official Ubisoft anti-cheat.

c. Match Fixing.

d. CEA Staff impersonation.

Violation: The player will be given a BAN, and their TEAM will be DISQUALIFIED.

4.2 - Lists of Allowed and Disallowed Interactions

Certain game mechanics or interactions may be deemed as exploits or glitches, and therefore be made illegal, while others may be allowed. In general, CEA follows the Rainbow 6 Pro League's definitions on such mechanics (i.e. if something is illegal in PL, it's generally illegal in CEA, and if something is legal in PL, it's generally legal in CEA).

However, PL does not specify every interaction, and sometimes does not update their rulebook as an exploit emerges. Below are lists of actions deemed to be illegal or legal. These rulings overrule any PL ruling on the matter (if such a ruling exists) for the purpose of CEA matches. Note that these lists are similar, but not identical, to "5.4.1 List of bugs or glitches" in the ESL rulebook from March 2020.

Any interaction deemed disallowed will count as an exploit, and be enforced as a Major Violation, as per **4.1.2 Major Violations**.

4.2.1 - Disallowed Interactions

a. Any position that one must get to or out of by glitching through walls/objects/surfaces.

b. Any position where one cannot be seen from or shot at normally.

c. Using a Mira window to boost.

d. Standing on a window ledge undetected.

e. Shield boosting on to undetected window ledge.

f. One-way shots.

g. Shooting through what should be non-destructible walls/floors/ceilings/objects.

h. Glitching through walls, objects, surfaces etc. at any moment.

i. Blocking window vaulting with a destructible shield.

j. Placing any kind of equipment or gadget in a place where it cannot be destroyed.

k. Placing a Maestro's Evil Eye on Alibi's decoy.

l. Any way in which a Clash player is able to shoot their gun while their shield is, or appears to be, up to block incoming shots.

m. Any ledge that the player can only remain on if they are prone.

n. Using the knifing animation to cancel the leaning animation, resulting in a discrepancy between the first person camera and the head of the player model ("knife peeking")

o. Killing an attacker in their spawn location within 2 seconds from the start of the action phase from a location available to defenders in the Prep Phase.

4.2.2 - Allowed Interactions

a. Any position that one can get to and out of without glitching through walls/objects/surfaces, and you can be seen and shot at normally.

b. Shield boosting.

c. Standing on a window ledge and being detected.

d. Shield boosting onto a detected window ledge.

e. Hibana and Thermite charges can be placed anywhere.

f. Using a teammate to boost.

g. Long arming.

h. Using equipment or defusing through a destructible surface.

i. Destroying the whole floor of a bomb spot so the enemy team can not plant the defuser.

j. Smoke through wall.

k. Using Maverick's torch to draw two lines across a reinforced wall to remove the reinforcement between them.

CEA reserves the right to add items to either list at any time, and even to retroactively rule an interaction legal when it was not previously on the list.

4.3 - Communication Platforms

Platforms where player conduct will be enforced include, but are not limited to:

a. Discord
b. Twitch
c. E-mail
d. In game all chat

4.4 - Reporting a Breach of Conduct

If a player wishes to report a breach of conduct they are to contact the LEAGUE ADMINS via a ticket, or if necessary, by contacting the League Directors directly.

4.5 - Naming Rules

4.5.1 - Naming Restrictions

For players who participate in CEA competitions, usernames and TEAM names may not contain:

    a. Vulgarities or obscenities.
    b. Professional player names.
    c. Derivatives of products or services that may create confusion.

Player names must:

    d. Clearly indicate the player's "gamer tag".
    e. Not imply association with a team (whether inside the league or not), other than a team the player is playing for.

League Officials reserve the right to request the modification of all TEAM tags, TEAM names, or player names if they do not reflect the standards sought by CEA.

Violation: The offending player will not be allowed to play until the situation is resolved. If the offending player does end up playing, they will be assessed at least a MINOR WARNING.

4.5.2 - Ubisoft Connect Name Changes

Changes to a player's Ubisoft Connect name might take up to 24 hours to propagate to the public stats sheet. To accelerate the process, a player may manually update their Ubisoft Connect name on the website. If there is an issue with new names propagating incorrectly, a TEAM REPRESENTATIVE should open a ticket.

4.6 - Penalties

A breach of player and/or league conduct may result in one or more of the following:

    a. MINOR WARNING

       A MINOR WARNING is assessed for small violations, usually during a SERIES.

Any additional MINOR WARNINGS assessed to a TEAM will result in a round loss, which will be applied as per **4.6.2 Round Forfeiture Procedure**. Any MINOR WARNINGS assessed to a TEAM after the second MINOR WARNING will also result in a MAJOR WARNING being assessed to the TEAM.

Any additional MINOR WARNINGS assessed to a player after the second will result in a MAJOR WARNING being assessed to the player.

b. MAJOR WARNING

A MAJOR WARNING is assessed for larger violations.

Any additional MAJOR WARNINGS assessed to a TEAM will result in a SUSPENSION for at least 1 SERIES.

Any additional MAJOR WARNINGS assessed to a player will result in a SUSPENSION for at least 1 SERIES.

c. LOSS OF POINT(S)

d. MATCH FORFEITURE

e. SUSPENSION

> Generally, suspensions are applied for the match after the one where the violation occurred.

f. DISQUALIFICATION

g. PRIZE FORFEITURE

Both MINOR and MAJOR WARNINGS are cleared at the end of the season.

4.6.1 - Egregious or Exceptional Violations

A LEAGUE ADMIN may assign a more severe penalty than suggested by this handbook if it is determined that the violation was egregious. Repeated violations may also result in immediate escalation to more severe penalties.

This also means that LEAGUE ADMINS may assess a penalty for something that is not explicitly illegal according to the handbook, if they believe the action or event is severe enough.

4.6.2 - Round Forfeiture Procedure

If a TEAM violates a rule which results in them being forced to forfeit a round, the round losses will be applied as follows:

    a. The round in which the violation occurred.

    b. A subsequent round in the map being played, if it would be played when all previous losses were awarded.

    c. The reversal of a round won by the offending TEAM in the map being played.

Any further round forfeitures will simply be ignored, and the offending TEAM will end up with an effective forfeiture of the map being played.

If the round forfeiture is assessed after the match, the round losses will be applied as described above, as if they were applied during the match. However, a TEAM will not end up with a score that is impossible to achieve during a real match. A map where round forfeitures were applied retroactively may end up with a score that is not possible to end with (e.g. 6-4), but the TEAMS will not be called back to complete the map, nor would the score be modified to match a possible final score for the map.

If the round forfeiture is assessed during a match, and the assessment of the round forfeitures does not determine the winner of the map, the HOST will conduct a TEAM REHOST on the behalf of the offending TEAM, with the following exceptions:

    d. The HOST will put losses for the offending TEAM where appropriate in the round history, as defined in (a)-(c).

    e. Neither TEAM is required to repeat their setup from the last round played.

If the round forfeiture is assessed during a match, and the assessment of the round forfeitures does determine the winner of the map, the score for the map will be recorded, and the HOST will continue to the next map, or end the SERIES if there is no subsequent map.

5 - Season Structure

5.1 - Main Season: Swiss

TEAMS will be grouped into groups, roughly based on region, in a swiss style bracket in Open League. TEAMS will play 1 best of 3 maps SERIES a week.

5.1.1 - Forfeiting

If a TEAM forfeits a SERIES, the opposing TEAM will be awarded a victory for all maps in the SERIES, and a +7 round differential for the whole SERIES (which gives the forfeiting TEAM -7 points in RD).

If a TEAM only forfeits a single map in a SERIES (e.g. not having 5 players for map 2), the opposing TEAM will be awarded a victory for that map, and a +4 round differential for that map (which gives the forfeiting TEAM -4 points in RD). This forfeit will also count to the number of forfeits the offending TEAM is allowed in a season.

If a TEAM is forced to forfeit a map or SERIES retroactively, for any map that the offending TEAM must forfeit that they have not lost, the round differential will be decided as above, and the opposing TEAM will be awarded the win for that map.

For any map that the offending TEAM must retroactively forfeit that they have lost, neither the score nor the round differential is affected.

TEAMS are only allowed 2 SERIES or map forfeitures. Once a TEAM forfeits for the third time, they will be disqualified and may be suspended for a main season (Spring or Fall).

5.1.2 - Bo3 Map Bans

The map bans for the main season and the playoffs will be conducted as follows:

a. The home TEAM has been assigned and is the TEAM shown on the top of the matchup in Toornament.

b. The home TEAM will choose to be TEAM A (ban first) or TEAM B (ban second).

c. TEAM A will ban a map.

d. TEAM B will ban a map.

e. TEAM A will pick map 1.

    i. TEAM B will pick their starting side on map 1.

    ii. TEAM A will pick their starting side in OT on map 1.

f. TEAM B will pick map 2.

    i. TEAM A will pick their starting side on map 2.

    ii. TEAM B will pick their starting side in OT on map 2.

g. TEAM A will ban a map.

h. TEAM B will ban a map.

i. The remaining map is the decider map.

    i. The TEAM with the higher RD across maps 1 and 2 gets to choose their starting side on the decider map.

        1. If tied, the home TEAM will call a coin flip to decide who gets to choose the starting side.

    ii. The TEAM that did not get to choose the starting side on the decider map gets to choose their starting side in OT on the decider map.

Violation: If the map ban process takes more than an hour, the TEAM whose turn it is to pick will receive MINOR WARNING. If the TEAM continues to stall or refuses to pick or ban, the penalty may escalate to at least a MAJOR WARNING. Attempts to abuse this rule will quickly escalate to a MAJOR WARNING for the abusing TEAM.

If the map ban process does not finish before the scheduled match time, the TEAM whose turn it is to pick will receive a MINOR WARNING. If the TEAM continues to stall or refuses to pick or ban, the penalty may escalate to at least a MAJOR WARNING. Attempts to abuse rule will quickly escalate to a MAJOR WARNING for the abusing TEAM.

Examples of abuse of this rule include but are not limited to:

- Waiting until the 59 minute mark to pick or ban so it will be the other team's turn to ban when the 60 minute mark hits.
- Waiting until just before the match start time to pick so it will be the other team's turn to pick when the match is supposed to start.

5.1.3 - Main Season Ranking

Within each division, TEAMS will be ranked from '1' to 'n', where 'n' is the number of TEAMS in that division, with rank '1' being the highest ranked TEAM and 'n' being the lowest ranked TEAM. TEAMS are ranked using the following criteria, in order of importance:

a. **Total wins**.

b. **Total round differential** (which is calculated by subtracting the total number of rounds the TEAM lost from the total number of rounds that TEAM won, except as noted in **5.1.1 Forfeiting**).

c. **Strength of Victory**, which is calculated by: finding every TEAM the TEAM in question had beat, and then averaging each of their total wins.

d. **Strength of Schedule**, which is calculated by averaging each of the total points for every TEAM the TEAM in question had faced.

Note that the Invite League tiebreakers are different, and listed in **6.2.1.1 Main Season Rankings**.

5.1.4 - Swiss Schedule Generation

The schedule for every week is finalized at around 8:00 PM ET on the Sunday before the week starts, and will be published on the Toornament page (coming soon), under Matches -> Division -> Team.

The schedule is generated by Toornament roughly as follows:

a. The TEAMS in each division will be grouped by the total number of wins they have received.
b. If there is an odd number of TEAMS in the division, the lowest ranked TEAM that has not had a bye will be assigned a bye (which will be counted as a win for scheduling).
c. Starting with the highest ranking team in each group (per the tiebreakers in **5.1.3 Main Season Ranking**) is assigned the highest ranking team in the lower half of the group.
d. Step c is repeated until all of the TEAMS are assigned an opponent.

5.2 - Post Season: Elimination Playoffs

TEAMS who qualify will play in a single elimination bracket in Open League. TEAMS will play 1 best of 3 maps series a week, except for the finals, which will be a best of 5 maps.

5.2.1 - Bo5 Map Bans

Please note that this map ban process is *only* used for the ***finals***. See **5.1.2 Bo3 Map Bans** for the map ban process for the rest of the playoffs matches.

The map bans for finals will be conducted as follows:

a. The home TEAM has been assigned and is the TEAM shown on the top of the matchup in Toornament.

b. The home TEAM will choose to be TEAM A (ban first) or TEAM B (ban second).

c. TEAM A will ban a map.

d. TEAM B will ban a map.

e. TEAM A will pick map 1.

   i. TEAM B will pick their starting side on map 1.

   ii. TEAM A will pick their starting side in OT on map 1.

f. TEAM B will pick map 2.

   i. TEAM A will pick their starting side on map 2.

   ii. TEAM B will pick their starting side in OT on map 2.

g. TEAM A will pick map 3.

   i. TEAM B will pick their starting side on map 3.

   ii. TEAM A will pick their starting side in OT on map 3.

h. TEAM B will pick map 4.

   i. TEAM A will pick their starting side on map 4.

   ii. TEAM B will pick their starting side in OT on map 4.

    i.   The remaining map is the decider map.

        i.   The TEAM with the higher RD across the previous maps gets to choose their starting side on the decider map.

            1.   If tied, the home TEAM will call a coin flip to decide who gets to choose the starting side.

        ii.   The TEAM that did not get to choose the starting side on the decider map gets to choose their starting side in OT on the decider map.

Violation: If the map ban process takes more than an hour, the TEAM whose turn it is to pick will receive MINOR WARNING. If the TEAM continues to stall or refuses to pick or ban, the penalty may escalate to at least a MAJOR WARNING. Attempts to abuse this rule will quickly escalate to a MAJOR WARNING for the abusing TEAM.

If the map ban process does not finish before the scheduled match time, the TEAM whose turn it is to pick will receive a MINOR WARNING. If the TEAM continues to stall or refuses to pick or ban, the penalty may escalate to at least a MAJOR WARNING. Attempts to abuse rule will quickly escalate to a MAJOR WARNING for the abusing TEAM.

> Examples of abuse of this rule include but are not limited to:
>
> - Waiting until the 59 minute mark to pick or ban so it will be the other team's turn to ban when the 60 minute mark hits.
> - Waiting until just before the match start time to pick so it will be the other team's turn to pick when the match is supposed to start.

5.2.2 - Playoffs Bracket

After the main season ends, the top half of each division (rounded up) will advance to a seeded single elimination Playoffs. TEAMS will be seeded into the bracket using the same ranking detailed in **5.1.3 Main Season Ranking**, and every week, one round of the bracket will be played.

The Finals of the bracket will be a best of 5 maps instead of 3.

5.2.3 - Prize Pool Allocation

The prize pool will be finalized at a later date. See the prizing for the Fall 2021 season here.

5.2.4 - PROOF-OF-MOSS

PROOF-OF-MOSS for a player is a valid MOSS file:

    a. that was started after the player became ineligible to play,

    b. that spans at least 5 minutes of the player playing Rainbow Six Siege on the account that was registered to them in CEA,

and

    c. that demonstrates that MOSS is working correctly (e.g. no "black MOSS").

If a player is ineligible to play, and is submitting PROOF-OF-MOSS to become eligible to play, they will become eligible to play 24 hours after submitting a valid PROOF-OF-MOSS.

5.2.5 - Playoffs MOSS Submission

After every SERIES in the playoffs, every player must submit valid MOSS files that span the duration of their play during that SERIES.

*Violation: The player will receive a MAJOR WARNING, and, effective immediately as their play time ends, is ineligible to play in any subsequent Post-Season game, and must submit a PROOF-OF-MOSS in accordance with **5.2.4 PROOF-OF-MOSS**. This rule replaces rule **3.2.6 MOSS** for all Post-Season games.*

If a TEAM does not have 5 eligible players to play their Post-Season match, they will be replaced with the TEAM they defeated the previous round. If there is no such TEAM, their opponent automatically qualifies to the next round of the Post-Season.

5.2.6 - Relegations and Promotions

The Open League Semi-Finalists will qualify to play relegations matches, along with the bottom 2 TEAMs from each Invite League division, for a total of 8 TEAMS.

Note that per **2.5 TEAM Registration Restrictions**, only one TEAM per school may compete in CEA Siege Invite League. Should any Semi-Finalist represent a school that already has a TEAM in CEA Siege Invite League, they will not compete in the relegations matches, moving any lower-ranked finalists up.

The TEAMS each will play a single Bo3, with the winner proceeding to the next season's Invite League.

5.3 - Season Schedule

Round Name		Default Date
Week 1		Jan. 19th
Week 2		Jan. 26th
Week 3		Feb. 2nd
Week 4		Feb. 9th
Week 5		Feb. 16th
Playoffs		
Round of 64	Round of 32	Feb. 23rd
Round of 32	Round of 16	Mar. 2nd
Round of 16	Quarters	Mar. 9th
Quarters	Semi Finals	Mar. 16th
(SF) & Finals	Finals	(Mar. 21st), Mar. 23rd

5.4 - Map Settings

These settings will be used for every map played in CEA Siege in both the main season and playoffs.

5.4.1 - Map Pool
Bank

Chalet

Clubhouse

Coastline

Kafe Dostoyevsky

Oregon

Villa

5.4.2 - Game Settings

Playlist Type: Normal Mode

Server Type: Dedicated Server Default: CUS (this can be changed if both TEAMS agree)

Voice Chat: Team Only

Time of the Day: Day

HUD Settings: Pro League

5.4.3 - Match Settings

Number of Bans: 4

Ban Timer: 30

Number of rounds: 12

Attacker/Defender role swap: 6

Overtime: 3

Overtime Score Difference: 2

Overtime Role Change: 1

Objective rotation parameter: 2

Objective Type Rotation: Rounds Played

Attacker unique spawn: On

Pick Phase Timer: 25

6TH Pick Phase: On

6TH Pick Phase Timer: 20

Reveal Timer: 5

Damage handicap: 100

Friendly fire damage: 100

Reverse Friendly Fire: Off

Injured: 20

Sprint: On

Lean: On

Death duration: 2

Death replay: Off

5.4.4 - Game Mode

TDM Bomb

Plant duration: 7

Defuse duration: 7

Fuse time: 45

Defuse Carrier Selection: On

Preparation Phase Duration: 45

Action Phase Duration: 180

5.4.5 - Playlist Overview

Match Replay: On

6 - Invite League Additions & Exceptions

6.1 - TEAM Withdrawal

TEAMS in the Invite League are expected to play the entire season. Should a TEAM withdraw during the season for any reason, the TEAM, and associated school, will not be invited to the next season's Invite League. In addition, the TEAM will receive a prize pool penalty in the next Open League season they play.

6.2 - Season Structure

6.2.1 - Main Season

During the main season, the 12 Invite League TEAMS will be divided into two 6 TEAM divisions. These two divisions will play a 5 week round-robin tournament to determine seeding into an 8 TEAM double eliminations playoffs, along with determining what 4 Invite League TEAMS will play in relegations.

The matchups are published on the Invite Toornament page (link coming soon!).

Invite League TEAMS will play 1 SERIES a week. Default days for each division will depend on availability of Invite TEAMS.

6.2.1.1 - Main Season Rankings

Within each division, TEAMS will be ranked from '1' to 'n', where 'n' is the number of TEAMS in that division, with rank '1' being the highest ranked TEAM and 'n' being the lowest ranked TEAM. TEAMS are ranked using the following criteria, in order of importance:

a. **Total wins**.

b. The number of wins for the SERIES played between the tied TEAMS.

c. Round differential for the SERIES played between the tied TEAMS.

d. **Total round differential** (which is calculated by subtracting the total number of rounds the TEAM lost from the total number of rounds that TEAM won, except as noted in **5.1.1 Forfeiting**).

6.2.2 - Post Season

The top 4 TEAMS in each division will proceed to the Invite League Playoffs, for a total of 8 TEAMS competing in the playoffs. The 8 TEAMS will be seeded into the playoffs bracket by placing them into a virtual 8 TEAM group and applying the criteria listed in **5.1.3 Main Season Ranking**.

The remaining 2 TEAMS in each division (for a total of 4) will play in the relegation matches, as per **5.2.6 Relegations and Promotions**.

The Invite League playoffs bracket will be a seeded double elimination bracket, with each round happening over the span of a week, with the default date on Wednesday of the play week, except for Losers' Finals, which has its default on the Monday of the week of the Grand Finals.

The Grand Finals will be a best of 5, with a one map advantage to the winner of the Winners' Finals. The advantage will be given as an automatic map win for the decider, mirroring the format of the SI 2020 Grand Finals.

6.2.3 - Season Schedule

Round Name	Default Dates
Week 1	Week of Jan. 19th
Week 2	Week of Jan. 26th

Week 3	Week of Feb. 2nd
Week 4	Week of Feb. 9th
Week 5	Week of Feb. 16th
Playoffs	
Quarter Finals	Feb. 23rd
Semi Finals & Round 1 of Losers' Bracket	Mar. 2nd
Winners' Finals & Losers' Quarter Finals	Mar. 9th
Losers' Semi Finals	Mar. 16th
Losers' Finals	Mar. 21st
Grand Finals	Mar. 23rd

7 - Glossary

Term	Definition
ADMINISTRATIVE REHOST	A rehost called by a HOST to address a bug or glitch. See section **3.3 Rehosting**.
BAN	The barring of a TEAM or player from participating in any CEA league starting up from (6) months from the date of the ruling.
HOST	The person hosting the match. In official and on air matches, this person would be a LEAGUE ADMIN, but on off air

	matches this may be a TEAM member.
LEAGUE ADMIN	A representative from CEA who enforces the handbook.
MAJOR WARNING	A notice given to a TEAM or player by a LEAGUE ADMIN in response to a major infraction. If the TEAM already has at least 1 MAJOR VIOLATION, they will receive a SUSPENSION of at least 1 SERIES. If the player already has at least 1 MAJOR VIOLATION, they will receive a SUSPENSION of at least 1 SERIES.
MINOR WARNING	A notice given to a TEAM or player by a LEAGUE ADMIN in response to a small infraction. If the TEAM already has at least 1 MINOR WARNING, they will lose that round If the TEAM already has at least 2 MINOR WARNINGS, they will also receive a MAJOR WARNING. If the player already has at least 1 MINOR WARNING, they will receive a MAJOR WARNING.
PRODUCTION STAFF	CEA staff members responsible for the streaming and visuals aspects of the league.
SERIES	The set of maps and associated score that TEAMS must play in succession at a given time.
SUSPENSION	The barring of a TEAM or player from participating in league matches for a given number of weeks/SERIES.
TEAM	A registered entity in the league that represents one (or more, if explicitly permitted) higher learning institution in North America. It can have anywhere between 5 and 10 players enrolled in the institution(s) it represents, along with any amount of staff, which may or may not be enrolled at the institutions it represents.
TEAM REHOST / TEAM PAUSE	A rehost or pause called by a TEAM. See section **3.3 Rehosting and Pausing**.

| TEAM REPRESENTATIVE | A representative of a given TEAM who holds responsibility for their actions in the league. A single TEAM may have several, and usually coaches, captains and managers are viewed as TEAM REPRESENTATIVES. |