

Rainbow Six at Purdue Intramural League Rules Fall 2020



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Overview

Rainbow Six at Purdue is proud to host Purdue's **Rainbow Six Fall 2020 Intramural League!**

This league will be a mix of “for fun” and “competitive” that should be able to offer a good experience for everyone who chooses to participate.

Validity

This rule book will apply to all games played during the Fall 2020 semester. By signing up for this league and choosing to participate, the participant acknowledges that they understand and accept all of the rules contained within this document. The League Admins also reserve the right to change the rules as deemed necessary. The League Admins also reserve the right to provide judgement and make decisions on any situations that may arise that are not covered within this document. The League Admins have the right to make the final call on cases whether it be a protest or question.

League Admins

The League Admins for the Fall 2020 league will consist of:

mlaggers13#6700

SudoNumen#0073

Mayseration#9467

yang_metro#2790

Providence#3069

This list is subject to change as the League Admins deem necessary.

Please contact one of these individuals for any questions, concerns or comments regarding anything involving the league.

Discord

Every person participating in this league is required to be a member of the [Esports at Purdue Intramural Server](#).

This server will serve as the primary means of communication between the League Admins and players along with being a means of communications between the captains and the members of the different teams.

Once in the server, you will be given permissions to access the correct channels to be able to communicate with your teammates and the League Admins.

When in the server please follow the rules outlined in the [Code of Conduct](#) as detailed below.

When playing in a league match, all team members are required to be in their team specific voice channels so the admins can join call quickly and help as necessary.

Entry and Registration

Eligibility

Any person is eligible to compete in our intramural league.

However, current Purdue students will get a discounted entry fee.

A current student consists of:

Any undergraduate or graduate student enrolled at any Purdue University location taking twelve or more credit hours over the course of the semester.

If a student graduates over the course of the season they will be eligible to participate until the season is complete so long as it is communicated with the League Admins.

Any student on a leave of absence or any other circumstance that doesn't allow them to take a full course load will not be eligible to participate.

Each student must be prepared to provide proper identification confirming their enrollment at any Purdue University campus.

Entry Cost

There will be an entry cost to participate in this league. Each person who registers to participate will be charged **\$18** with the only exceptions being for substitutes (**\$5**) and current Purdue students (**\$12**). A failure to pay the entry fee will result in the person being ineligible to participate in the current season.

All of the entry costs will go towards the prize pool for playoff teams as well as helping fund Rainbow Six at Purdue club activities.

Registration

All of the spots in this league will be first come first serve.

If a person registering is under 18 years old, they must have written consent from a parent or guardian that they may participate in the league.

There are a few ways to sign up:

Solo

The first way to register for this league is as a solo. You will be placed onto a team without having any choice on who else is on your team.

Duo

The second way to register for this league is as a duo. You along with a partner will need to fill out the appropriate information on the registration form to be guaranteed that you will both be placed on the same team. If the form is not filled out correctly, you will both be registered as solos and not guaranteed placement on the same team.

Family

If you have more than two family members attending Purdue University at the same time, you may register all members together. Contact a [League Admin](#) in this situation and they will provide further information on what the procedure will be.

Substitute

You may also register for this league as a substitute. You will not be guaranteed a spot as a substitute, you may have to be placed onto a team permanently if the numbers require it. If placed as a sub, you will only be charged **\$5** as an entry fee and will be eligible to substitute in for any of the competing teams per their request. However, you will not be eligible for any

of the prizes awarded following the conclusion of the league. There will only be a limited number of subs and the admins reserve the right to end the ability to register as a sub whenever they deem necessary. If not placed as a sub, you will be given an opportunity to re-register in whatever manner you would like.

Requests

There will be a section on the registration form to request other players to play with. You may request up to three other players to play on your team, however, you will not be guaranteed those players on your team. The only people that are guaranteed to be on your team are your duo (if that's how you register) or family members (if that's how you register).

Teams

The League Admins will determine the teams from the people who registered from the league. They will guarantee that duos and family members (if they choose to) will be placed on the same team but no other guarantees will be made as to who your team members will be.

The League Admins who are choosing not to participate on a team will use a rating system based on the information submitted by the registrants to try and create the most fair and balanced teams as possible. The League Admins choosing the play in the league will not be allowed to help with the creation or choosing of teams so as to not let them influence teams unfairly.

Team Setup

Each team will consist of five players who will be expected to attend each game. The League Admins will do their best to provide subs as needed but cannot guarantee that there will be a sub available for each match. See the [Substitutions](#) section for more information.

There will be a designated captain assigned to each team, it is that person's responsibility to communicate with the opposing team's captain and their team members in finalizing game times. Their game specific responsibilities will be detailed down below under [Game Procedures](#).

Naming

Each team may decide upon a team name. The team may choose any name they would like as long as it is not deliberately inappropriate and could not be found offensive by anyone. The League Admins reserve the right to veto any names chosen by the teams.

The names of the players must also be consistent with the usernames they registered under. If there is a name change after registration, it is that player's responsibility to communicate the change with the League Admins.

League Structure

Regular Season

Format

The regular season will consist of Best of 2 matches in an online setting. If there are 10 or fewer teams, it will be played in a full Round Robin format. In this format, each team will have a randomly generated schedule in which they will play every other team exactly once. If there are more than 10 teams, we plan on it playing in a Round Robin format for 9 weeks. In this format, each team will have a randomly generated schedule in which they will play 9 other teams exactly once. However, the admins reserve the right to change the format depending on the number of teams based on the number of people that sign up and will announce before the season begins.

Matches

Map Pool

Bank
Border
Clubhouse
Coastline
Consulate
Kafe
Oregon
Theme Park
Villa

Alternative Map Pool

If both captains agree, they may also choose a map from the following pool during the regular season:

Chalet
Fortress
House

Kanal
Outback
Skyscraper

Map Bans

The team listed first on the schedule will serve as “Team 1.”

Team 1 ban map
Team 2 ban map
Team 1 pick map
Team 2 choose side
Team 2 pick map
Team 1 choose side

Game Settings

Playlist Type: Normal Mode
Server Type: Dedicated Server Default: CUS
Voice Chat: Team Only
Time of the Day: Day
HUD Settings: Pro League

Match Settings

Number of Bans: 4
Ban Timer: 30
Number of rounds: 12
Attacker/Defender role swap: 6
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 replay: Off

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

Playoffs

Seeding

Seedings will be determined based on the order of the regular season standings. The team with the best regular season record will receive Seed 1, the team with the second best regular season record will receive Seed 2 and so on until all teams have been assigned seeds. In the case of a tie, the following tie breakers will be used in this order:

Round Differential

Head to Head Record

Top Fragger (which team had the player who got the most kills)

In the event that Top Fragger is tied, it will go down the list until each of the players has been compared to each other between the two teams.

Format

The playoffs will consist of Best of 3 single-elimination matches in an online setting. The Quarterfinals (T8), Semifinals (T4) and Finals (T2) will have the potential to be played in a LAN setting but that is not guaranteed for this season. Every team will make the playoffs, with the lowest performing team playing the highest performing team and going down the line. The admins reserve the right to amend this format, based on the number of teams that sign up.

Matches

Map Pool

The two most played maps from the regular season will be auto-banned for each match and the remaining seven maps will serve as the map pool for the playoffs. The [Alternative Map Pool](#) maps are not eligible to be played under any circumstance in the playoffs

Map Bans

The higher-seeded team will serve as “Team 1.”

Map 1 auto-banned (Most played map from default map pool during regular season)

Map 2 auto-banned (Second-most played map from default map pool during regular season)

Team 1 ban map

Team 2 ban map

Team 1 pick map

Team 2 choose side

Team 2 pick map

Team 1 choose side

Team 1 pick map

Team 2 choose side

Game Settings

Playlist Type: Normal Mode

Server Type: Dedicated Server Default: CUS

Voice Chat: Team Only

Time of the Day: Day

HUD Settings: Pro League

Match Settings

Number of Bans: 4

Ban Timer: 30

Number of rounds: 12

Attacker/Defender role swap: 6

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 replay: Off

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

Game Procedures

In-Game Rules

Operators

Any operators available in Operation Steel Wave will be eligible for play in this league, i.e. Ace and Melusi *can* be played, but nothing afterwards.

Cosmetics

The following cosmetics are allowed for use:

- Default Skins
- Pro League Gold Sets
- Pilot Program Team Skins
- Elite Skins

If a player is suspected to be using any cosmetics not listed here, immediately call for an [administrative rehost](#). The team using the banned skin will forfeit the round and be charged one rehost. The team calling the rehost will not be charged a rehost unless the other team is found not to be using the banned skin. Then they will be charged a rehost and the accused team will not.

If a player is found to be using a banned skin, their team will be notified, and the other team will receive the win for that round. If a rehost is not called right after the round, a win cannot be given by the admins for that round.

Glitches/Bugs

Protests

If a team has an issue with how another team acted during the course of a match, they may start a protest with the League Admins. They must clearly state what their issue was and also provide evidence for the League Admins to act upon. The final decision of the protest and any arising punishments is up to the discretion of the League Admins and can range from no punishment to a report to the Dean of Students office.

Spawn-peeking

Spawn-peeking is allowed, but a spawn-peek that results in the death of the attacker during the first 2 seconds of the Action Phase is not allowed. An [administrative rehost](#) should be called to resolve this issue. The defenders will forfeit the round and be charged one rehost. The attackers will not be charged a rehost.

Disallowed Interactions

- Any position that one must get to or out of by glitching through walls/objects/surfaces.
- Any position where one cannot be seen from or shot at normally.
- Using a Mira window to boost.
- Standing on a window ledge undetected.
- Shield boosting on to undetected window ledge.
- One-way shots.
- Shooting through what should be non-destructible walls/floors/ceilings/objects.
- Glitching through walls, objects, surfaces etc. at any moment.
- Blocking window vaulting with a destructible shield.
- Placing any kind of equipment or gadget in a place where it cannot be destroyed.
- Placing a Maestro's Evil Eye on Alibi's decoy.

- 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.

Allowed Interactions

- 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.
- Shield boosting.
- Standing on a window ledge and being detected.
- Shield boosting onto a detected window ledge.
- Hibana and Thermite charges can be placed anywhere.
- Using a teammate to boost.
- Long arming.
- Using equipment or defusing through a destructible surface.

Hosting and Streaming

Hosting

The team listed first on the schedule will be the team hosting. In the event that the game is being streamed or cast, the casters will be responsible for hosting the game.

When hosting the following rules will be in place:

- Custom team names will be used
- The host must use the proper rules as outlined above in the League Structure, failure to do so will result in the team forfeiting the first round of the map and the use of one rehost
- The games will all be hosted on the CUS server

Streaming

Every team and player participating in this league acknowledges it is up to the League Admins whether their games will be streamed or not. The League Admins may choose not to stream every game based on how the schedules

end up but will do their best to try and have as many games streamed as possible.

When streaming the following rules will be in place:

- No webcams will be used
- The casters are only allowed to type in chat regarding rehosts
- The casters will not be allowed to use any foul language while on stream
- The stream will have at least a 1 minute delay while games are being streamed

Rehosts

Rehosts can be called for any of the following reasons:

- Technical issues
- Ping issues (see [Ping](#))
- Disconnects (see [Disconnects](#))
- Cosmetic violations (see [Cosmetics](#))
- Hosting violations (see [Hosting](#))

Rules

Normal rehosts must be called before the Action Phase starts (Operator selection or Preparation Phase)

The other team and spectator should acknowledge the rehost in text chat, and the host will then notify both teams to leave. Both teams should take a screenshot of the stats before leaving. The lobby will then be remade and the round history and operator bans will be entered. Defenders must pick the same objective location, and all players must repeat their operator picks and 6th picks.

If technical issues are causing a player to be unable to play the game, a substitute player can be requested, and the game can continue post-rehost with an *admin-provided* sub.

Administrative Rehost

Administrative rehosts can be called after a round, but not before the Preparation phase of a following round starts. An administrative rehost can be called for issues including, but not limited to glitches, bugs, protests, and spawn-peeking. If an administrative rehost is called, notify the [League Admins](#) immediately.

If the issue is not contested, generally the violating team will forfeit the previous round in question and will be charged a rehost. If there is no evidence presented that a team violated a rule, generally the team calling for the administrative rehost will forfeit the round and will be charged a rehost. Administrative rehosts will be considered on a case-by-case basis. The League Admins reserve the right to apply a ruling at their own discretion.

Player Responsibilities

Punctuality

Players are expected to be ready at the determined game time. There will be a 10 minute leniency window allowing for all of the players to arrive. In the event that a team fully arrives after the first ten minutes, the team that is late will forfeit the map they chose to play as a 7-0 loss. If the team hasn't arrived after another 10 minute window, they will forfeit the other map that was going to be played as another 7-0 loss.

Ping

Players will be expected to have a constant ping less than 150 throughout the entirety of matches. If the player has a constant ping above 150 during the match, they will be asked to leave the match and the team will have to finish the rest of the map as a 4v5. If the team is unable to get a sub or the ping issues are not resolved before the second map, the team must forfeit the second map.

Disconnects

If a player disconnects, the team may call for a rehost so long as the prep phase has not ended. If the prep phase has ended, the team must continue playing the round to completion. Once that round is completed, they may use one of their rehosts to attempt to get their player back into the lobby. The team is not required to use a rehost to get the player back into the game and may continue to play a 4v5 for the duration of the map or have the player reconnect as soon as they are able to. However, each map must start in a 5v5, if a team is unable to do so they will forfeit that map.

Captain Responsibilities

Map Bans

Captains are responsible for knowing and following the map ban procedure as stated above underneath the [League Structure](#). They will be responsible for communicating with the other captain and finishing map bans before the game time and also communicating with the casters what maps and sides they will be playing on.

Scheduling

Captains are responsible for communicating with the other team's captain in order to try and find a time suitable for both teams. If they are unable to come to an agreement, they must play at the default time as assigned to them. *They must also communicate any rescheduled games with the [League Admins](#) so that they are aware.*

Default time

The default game times will be at 7pm EST or 9pm EST on the day the match is assigned. You will be made aware of when each default time is for your matches before the season begins so that there is ample time for rescheduling as necessary.

Substitutions

Captains may request any other person competing in the league (on a team or as a substitute) to substitute in for one of their players.

The other team may veto any requested substitute by the other team.

If the captain feels like the other team is acting in bad faith, they may request that the [League Admins](#) review the situation and make a final decision.

There will be a list of designated subs at various skill levels who will be available to help sub in for games per request, however, they are not obligated to say yes to any request made of them to substitute in for a team.

League Admins will help with finding a sub or solving situations until the day of the match. At that time, it becomes the Captain's complete responsibility to find a sub and have the sub approved by the other team before game time.

Screenshots

Captains of both teams are responsible for taking screenshots of the scoreboards at the end of their matches and submitting it to the [League Admins](#). Failure to do so can result in a team forfeiting the map 7-0 if they do not submit a screenshot regardless of whether the other team submitted one or not. Screenshots should also be submitted for stats when rehosts are called.

Prize Pool

The prizing for this league will consist of the following:

Winners of the finals: \$250 (\$50 a player) and a Rainbow Six at Purdue Monochrome Mousepad (one per player)

Losers of the finals: Rainbow Six at Purdue Monochrome Mousepad (one per player)

The prizing above is guaranteed regardless of the number of teams, however, we reserve the right to increase the pricing depending on the number of teams that enter.

The Rainbow Six at Purdue Monochrome Mousepad will be exclusive to the winners of each of the intramural leagues we host and will have the following design:



Code of Conduct

We have the expectations that all of the players participating in this league will be respectful and act in a manner expected of a Purdue student. Players that are seen to be acting in a manner contrary to this expectation will be punished accordingly.

Ubisoft platforms include:

- Ranked/Unranked/Casual/Newcomer/Custom Rainbow Six matches
- LANs and Live events
- UPlay and Client
- Ubisoft Forums
- Voice and Text Chat in game

Esports at Purdue Platforms include:

- Communication with League Admins
- Communications with other players
- Communications with other teams
- Rainbow Six at Purdue Discord
- Esports at Purdue Discord
- All other Esports at Purdue affiliated club Discords and communication methods
- Esports at Purdue Twitch Channel

We expect all of the players in this league to act in an expected manner throughout all of these platforms.

The League Admins reserve the right to penalize any behavior that is out of line in a manner determined by them.

Some examples of out of line behavior include:

- Harassing and/or bullying league officials or other participants via any form of communication
- Language and content found to be inappropriate, vulgar, lewd, harmful, illegal, dangerous in nature, offensive, threatening, racist or sexist

- Macros, botting, cheating or network abusing
- Any situations disrupting the game, match or league operations
- Actively participating against the league or behaving in a manner detrimental to the league and its goals

Any players who are banned from any of the other Esports at Purdue affiliated clubs are not eligible for participation in this league.

Any player banned during the course of the season will have a substitute permanently appointed in their place. The team may nominate someone or request someone to fill the spot but the admins must give approval. The person taking the spot is subject to league fees regardless of when they join.