



CEA Fall League **Player Handbook**

Up to date as of: 12/2/19

The handbook outlines the rules that should at all times be followed in the CEA Siege Open League. 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 ESL Pro League and BR6, 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.



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0 - This Document and its Conventions

References to other sections will be **bolded**.

Key words that have a particular meaning within the context of CEA and the Open League are defined in [6 Glossary](#) and indicated in ALL CAPS throughout this document.

1 - Eligibility & TEAM Management

1.1 - Player Eligibility

In order to compete all players must be:

- a. Enrolled at an accredited higher learning institution in North America.
- b. At least 17 years old by the start of the competition.
- c. In possession of a Uplay account that is in good standing and owns a copy of Rainbow Six: Siege. This same account must be used for the duration of the competition, and is expected to have 2FA enabled.
- d. Must not have been in another TEAM that is competing in a CEA Rainbow Six: Siege tournament/league in the same season.

CEA holds the right to request a University/College transcript at any moment to prove said player attends their accredited higher learning institution.

Violation: Failure to provide CEA with said transcripts will result in an immediate suspension for the player that may only be lifted after said documents have been received. Repeated transgressions from a TEAM may result in TEAM-wide punishment.

Playing a series with an ineligible player or an unregistered account will result in an automatic forfeit of the SERIES, along with a MAJOR WARNING for the TEAM.

1.2 - Roster Size

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

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

1.3 - Acquisitions

A TEAM may acquire a new player at any time, however:

- a. Any new players must be fully eligible as defined in [1.1 Player Eligibility](#).
- b. Said player must be on the roster for 24 hours before being able to play in any games.



- c. A TEAM's roster of players may not exceed 10 as stated in [1.2 Roster Size](#).
- d. Any acquisitions must be declared to a LEAGUE ADMIN.
- e. Any acquisitions must happen before Post Season (i.e. Play-offs).

Violation: The player will not be allowed to play. Playing a SERIES with the ineligible player will result in an automatic forfeit of the SERIES, along with a MAJOR WARNING for the TEAM.

1.4 - TEAM Consolidation

Usually, TEAMS may only represent a single learning institution. However, at the discretion of the LEAGUE ADMINS, two (or more) higher learning institutions may be permitted to combine their players into a single TEAM, if they are deemed too small to otherwise support their own TEAM.

Any punishments applied to a TEAM are applied to every higher learning institution it represents.

Violation: A TEAM that registers a player enrolled in a higher learning institution they do not represent will be BANNED from any CEA League for at least one season. If the other higher learning institution is found to be complicit, they will also be BANNED from being represented by a TEAM in any CEA League for at least one season.

2 - League Rules & Procedures

2.1 - Game Lobby Creation

2.1.1 - Streamed Matches

If your SERIES is scheduled to be broadcasted by the league, a PRODUCTION STAFF member will be assigned as your HOST.

2.1.2 - Off Air Matches

In Invite League, the SERIES will have a LEAGUE ADMIN assigned as the HOST.

In Open League, both TEAM REPRESENTATIVES will agree on a HOST for their match, and will conduct the map bans themselves and record the process in some manner. The recommended form of map bans is by using <https://mapban.eu> and keeping the link for the log. There will be LEAGUE ADMINS on call to assist you if needed.

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 they agree on livestreaming the SERIES, and what delay the livestream should have (we recommend 3 minutes), along with anything else that the TEAMS or HOST may consider an issue.



2.1.3 - 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 [2.3 - Rehosting](#). If the HOST is recording the match, both TEAMS and CEA must be given access to the recordings.

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 fail to host SERIES, the HOST and/or their organization may be banned from being a HOST in the future.

If the HOST does talk to their 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 or the SERIES.

2.2 - TEAM and Player Responsibilities

2.2.1 - Punctuality

TEAMS are expected to be ready to join the game lobby no later than 10 minutes after the scheduled match time.

Violation: TEAMS that are not ready to join after 10 minutes automatically forfeit their match and starting with the second occurrence, will receive a MAJOR WARNING. However, if the TEAM's opponent still decides to play the SERIES, the TEAM will receive no penalty and cannot be forced to forfeit retroactively.

2.2.2 - Starting Five

If a TEAM is unable to field a TEAM of 5 in their match they must inform a LEAGUE ADMIN a minimum of 2 hours before match time. This is to ensure that TEAMS are present and ready to play on time to let TEAMS know if their match is canceled.

Violation: TEAMS without a 5 player roster present will not be considered ready, and thus may be forced to forfeit as per section [2.2.1 Punctuality](#).

2.2.3 - Player Disconnection

If a player disconnects during the course of a map, the TEAM is not required to bring the player back in for that map. In order to progress to the next map in the SERIES, both TEAMS must have a full roster of 5 players present in the lobby for the next map.



2.2.4 - Substitutions

TEAMS are able to use substitutes from their roster in between maps or during rehosts. You must state to your opponent and the HOST that you are switching out your players, up to 2 at a time, except for ADMINISTRATIVE REHOSTS, where only 1 player may be switched out.

Violation: TEAMS that don't state the substitution to the HOST will receive a MAJOR WARNING. TEAMS that substitute more than 1 player during an ADMINISTRATIVE REHOST will be to use 1 TEAM REHOST. TEAMS that substitute more than 2 players will be forced to FORFEIT the map.

2.2.5 - Player Equipment

All players are responsible for ensuring the performance of their equipment, including computer hardware and peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or rehosting beyond a TEAM's allowance.

2.2.6 - Player Ping

All players are responsible for ensuring that their ping/latency is below 150 ms consistently, which is defined as 3 instances across 2 separate rounds where their ping is over 150 in the action phase.

Violation: The player will receive a MAJOR WARNING.

2.2.7 - 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 the request of a LEAGUE ADMIN, the MOSS files for a given SERIES should be submitted for verification.

Violation: Any player found not running MOSS during a SERIES, and is under credible investigation by the LEAGUE ADMINS, will receive a MAJOR WARNING.

2.2.8 - HOST Disconnection

If the HOST disconnects before a map has begun players are to wait for the HOST to return or until instructed otherwise by a LEAGUE ADMIN. If the HOST disconnects during the course of a map, TEAMS are to resume play until instructed otherwise by the HOST or any LEAGUE ADMINS.

2.2.9 - Expectation to Play

Once a season starts, every TEAM that is signed up is expected to play for the entire season. If a TEAM leaves, or is forced to leave as a punishment, the TEAM will be assessed a penalty, depending on when they leave and what league they are in:

- a. An Open League TEAM leaving during the main season.



Violation: The TEAM will be assessed a 5% penalty on their prize pool winnings the next season they play.

- b. An Open League TEAM that is qualified for the Open League playoffs leaving during the playoffs.

Violation: The TEAM will be assessed a 10% penalty on their prize pool winnings the next season they play.

- c. An Invite League TEAM leaving during the main season.

Violation: The TEAM will be assessed a 20% penalty on their prize pool winnings the next season they play. In addition, the TEAM will not be invited to the Invite League the next season they sign up.

- d. An Invite League TEAM that is qualified for the Invite League playoffs leaving during the playoffs.

Violation: The TEAM will be assessed a 25% penalty on their prize pool winnings the next season they play. In addition, the TEAM will not be invited to the Invite League the next season they sign up.

The most recent prize pool penalty assessed to a TEAM is cleared once they play a full season in either league, regardless of whether their performance earned them any portion of the prize pool for that season. TEAMS that are found to be frequent or malicious offenders may be banned from the league for several seasons or indefinitely.

2.3 - Rehosting

When conducting a rehost, TEAMS will have exactly 2 minutes to enter the lobby and resume play after the admin has remade the lobby.

2.3.1 - Rehost Procedure

Once a rehost is called, the following should happen, in this order:

- a. The HOST will tell one or both TEAMS to leave. Neither TEAM will leave until instructed to do so.
- b. Only the TEAMS that were asked to leave will leave.
- c. If necessary, the lobby will be remade.
- d. At least one member of each TEAM will be invited to the lobby.
- e. If necessary, the round history and operator bans will be entered in.

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

- f. Defenders must pick the same objective location.
- g. All players must reveal the same operator.
- h. All 6th picks, if any, must be repeated.



Violation: TEAM will receive a MINOR WARNING for failure to follow any of the above bullets (a-h), if applicable. If the HOST is handling the rehost incorrectly, they and/or their TEAM may be assessed a MINOR WARNING.

2.3.2 - TEAM Rehosting

During the course of a SERIES a TEAM is entitled to 2 rehosts if the need arises. If a TEAM Rehost is called after the preparation phase, the round in progress will finish before the rehost can occur. Once called, the steps detailed in [2.3.1 Rehost Procedure](#) will be followed.

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

2.3.3 - Administrative Rehosting

If a bug occurs that is deemed to have adversely affected the outcome of a round, or would adversely affect the outcome of a round in progress, the attending LEAGUE ADMIN may call for a rehost. If the bug affected the outcome of a round, the round may be replayed at the discretion of the attending admin. Once called, the steps in [2.3.1 Rehost Procedure](#) will be followed. Disconnected players may rejoin during an ADMINISTRATIVE REHOST. However, only one player may be substituted by each TEAM during an ADMINISTRATIVE REHOST, as per [2.2.4 - Substitutions](#).

2.3.4 - Map Switching

When transitioning between maps, TEAMS are entitled to a 5 minute break should either TEAM choose to have one.

2.4 - Match Rescheduling

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

2.4.1 - Reschedules

A LEAGUE ADMIN must be notified of the confirmed reschedule by both of the TEAM REPRESENTATIVES of the rescheduling TEAMS a minimum of 48 hours before the originally assigned match time and the rescheduled match time.

Violation: Failure to inform a LEAGUE ADMIN in time will void the reschedule.

2.4.2 - Reschedule Restrictions

The rescheduled match may not be played any later than the Saturday of the assigned match week at 11:59 pm ET.



2.4.2.1 - Exceptions

In the event that a school break recognized by CEA would interfere with normally scheduled match times, TEAMS will be given a grace period of 2 weeks to play the rescheduled match. CEA will announce when such an event happens.

2.4.3 - Default Time

In the event that TEAMS cannot come to an agreement regarding a reschedule the match will be played at the assigned match time. Default Match Times are listed in Section [4.1 Main Season](#).

2.4.4 - Confirmation of Reschedule

To complete a match reschedule, a LEAGUE ADMIN must approve the time of the rescheduled match, and the TEAM REPRESENTATIVES must affirm that their TEAMS will be present to play at the rescheduled match time.

If a LEAGUE ADMIN is needed to host the match, LEAGUE ADMINS reserve the ability to confirm or deny any times per their availability to HOST the rescheduled match.

2.4.5 - Day of Match Pushbacks

In the event a TEAM must request a pushback on the day of the match, TEAMS are allowed to ask for up to 1 hour delay. TEAMS have a limited number of pushbacks allowed per season, up to 3 times.

2.5 - Banned Content

2.5.1 - Presently Banned

- a. Twitch Elite Skin
- b. Wind Bastion Bundle Uniforms & Headgear
- c. Outbreak Collection Uniforms & Headgear
- d. Blood Orchid Bundle Uniforms & Headgear
- e. East United Vigil Uniform & Headgear
- f. Ember Rise Uniforms & Headgear

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 [2.3.1 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.

2.5.2 - Future Content

New operators will be banned from official league matches if they are:

- a. Released during the course of a CEA play season
- b. Released less than 2 months prior to the start of a CEA play season

or

- c. Deemed to adversely affect player experience or the competition.

Wamai and Kali are banned as per part a.

Goyo and Amaru are banned as per part b.

Operators that are reworked will be reviewed and also possibly banned or unbanned on a case by case basis.

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.

3 - Player Conduct

3.1 - Violations of Conduct

3.1.1 - 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.

3.1.2 - 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.

3.1.3 - 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.

3.2 - Communication Platforms

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

- a. Twitch
- b. Discord
- c. E-mail
- d. In-game All Chat

3.3 - Reporting a Breach of Conduct

If a player wishes to report a breach of conduct they are to contact the player RELATIONS ADMIN with evidence.

3.4 - Naming Rules

3.4.1 - Name 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.

In addition, Uplay names must:

- f. Start with the player's "gamer tag".

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 a MINOR WARNING.

3.4.2 - Uplay Name Changes

Should a player decide to change the name of their Uplay account, they must report the name change to a LEAGUE ADMIN.

Violation: The player will receive a MINOR WARNING.

3.5 - 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 [3.5.2 - 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 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**

f. **DISQUALIFICATION**

g. **PRIZE FORFEITURE**

3.5.1 - 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.

3.5.2 - 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.

4 - Season Structure

4.1 Main Season: Round Robin

Each TEAM will play every other TEAM in their division exactly one time. TEAMS will play 1 series a week and default play days will be Wednesdays, 9PM ET



starting 18th of September. Main season series will be best of 2. If you are playing in Invite League, please refer to [5.1.3 Season Schedule](#) for your schedule.

4.1.1 - Scoring

TEAMS earn 3 points for two maps won, 2 points for a map win and a map draw and 1 point for a tied series (two map draws or a map win and a map loss). It goes as the visual guide below shows:

Scoreline	Points Awarded
2 map wins	3
1 map win & 1 map draw	2
2 map draw	1
1 map win & 1 map loss	1
1 map draw & 1 map loss	0
2 map losses	0

4.1.2 - Forfeiting

If a TEAM forfeits a SERIES, the opposing TEAM will be awarded a victory for all maps in the SERIES, and both TEAMS will get exactly 0 points to their round differential.

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 both TEAMS will get exactly 0 points to their round differential. 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, both TEAMS will get exactly 0 points to their round differential, 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).



4.1.3 - Map Bans

The home TEAM, as determined by the published schedule, will choose to ban first or second. TEAMS will take turns banning until there are 3 maps remaining in the pool. Starting with the TEAM who banned first, TEAMS will then each choose a map that will be played. TEAMS will then have the option to attack or defend on their opponent's chosen map.

4.1.4 - 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. Number of points awarded per [4.1.1 Scoring](#).
- b. 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 [4.1.2 Forfeiting](#)).
- c. The number of points awarded per [4.1.1 Scoring](#) for the SERIES played between the tied TEAMS.
- d. Round differential for the SERIES played between the tied TEAMS.
- e. Random order, decided by shuffling the TEAMS in the division with a constant seed.

4.2 - Post Season: Elimination Playoffs

At the end of the season, the top 2 TEAMS in each division will go to playoffs where matches will be best of 3 with OT3.

4.2.1 - Map Bans

The home TEAM has been assigned randomly and is indicated in the brackets below. The home TEAM will choose to ban first or second. TEAMS will take turns banning until there are 3 maps remaining in the pool. Starting with the TEAM who banned first, TEAMS will then each choose a map that will be played. TEAMS will then have the option to attack or defend on their opponent's chosen map. The TEAM that attacks first on a map will also attack first in overtime.

4.2.2 - Decider Map

The map that is not chosen or banned will become the decider map. The TEAM with the best round differential during the series going into the decider map will pick to attack or defend first. If tied, the higher seeded TEAM will call a coin flip for said attack or defense picks.



4.2.3 - Playoffs Bracket

TEAMS will be placed into a single elimination bracket of 16 as follows (the *italicized and underlined* labels indicate the HOME TEAM for the matchup, and were determined randomly):

TEAM Ranking	Octo Finals	Quarter Finals	Semi Finals	Finals
<u>Wyvern 1</u>	<u>OF1</u>	QF1	<u>SF 1</u>	F
Griffin 2				
Chimera 1	OF 2			
<u>Dryad 2</u>				
Griffin 1	OF 3	<u>QF 2</u>		
<u>Wyvern 2</u>				
<u>Dryad 1</u>	<u>OF 4</u>			
Chimera 2				
<u>Basilisk 1</u>	<u>OF 5</u>	<u>QF 3</u>	SF 2	
Manticore 2				
Hydra 1	OF 6			
<u>Phoenix 2</u>				
<u>Manticore 1</u>	<u>OF 7</u>	QF 4		
Basilisk 2				
Phoenix 1	OF 8			
<u>Hydra 2</u>				

4.2.4 - Prize Pool Allocation

The full prize pool will be \$2,000. The following is how the prize pool will be divided:

League	% of Overall Prize Pool	TEAM Placement	% of League Prize Pool	% of Overall Prize Pool
Invite	60%	Winner	75%	45%



		Finalist	25%	15%
Open	40%	Winner	75%	30%
		Finalist	25%	10%

4.2.5 - Relegations and Promotions

The TEAMS that reach the semi-finals of Open League will be automatically promoted to Invite League.

The remaining TEAMS from Open League that make it into the quarter-finals will be placed into a relegations bracket with the bottom 2 TEAMS from each division in Invite League. In each round of the relegations playoffs, the *winners* will be promoted to Invite League for the following season, while the *losers* will proceed to the next round. The winner of the relegations finals will be promoted to Invite League, while the loser of the relegations playoffs will be the only TEAM in the relegations that will not be invited to Invite League the following season. The relegations bracket will be played with the Playoffs ruleset, and will eliminate one TEAM of the 8 that are placed in it.

TEAMS will be placed into the Relegations bracket as follows (the *italicized and underlined* labels indicate the HOME TEAM for the matchup, and were determined randomly):

TEAM Placement	Relegations Quarters	Relegations Semis	Relegations Finals
QF 1 Loser	<u>RQF 1</u>	RSF 1	RF
<u>Rogue Spear Last Seed</u>			
QF 2 Loser	RQF 2		
<u>Raven Shield 2nd to Last Seed</u>			
QF 3 Loser	RQF 3	<u>RSF 2</u>	
<u>Rogue Spear 2nd to Last Seed</u>			
QF 4 Loser	<u>RQF 4</u>		
<u>Raven Shield Last Seed</u>			



4.2.6 - Playoffs Player Eligibility

Effective Week 8 of the season (11/4/2019 12:00AM ET), all players will be ineligible to play in any of their TEAM's Post-Season games except Open League Octo Finals. To be eligible to play, players must submit a PROOF-OF-MOSS at least 24 hours before they play.

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").

Violation: The player will not be eligible to play in any Post-Season game except for Open League Octo Finals. If the player's TEAM plays such a Post-Season game, they will be punished as per [1.1 Player Eligibility](#). If a TEAM does not have 5 players who submitted PROOF-OF-MOSS in time, they will be replaced by the TEAM they defeated in the previous round. If there is not such TEAM, their opponent for the current round will automatically progress to the next round.

4.2.7 - Playoffs MOSS Submission

All players who play in a Post-Season game (except for Open League Octo Finals) must submit valid MOSS files that span the entire duration of their play time.

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 [4.2.6 Playoffs Player Eligibility](#). This rule replaces rule [2.2.7 MOSS](#) for all Post-Season games except Open League Octo Finals.

4.2.8 - Playoffs MOSS Investigation

LEAGUE ADMINS may, at their own discretion or upon any request from players in CEA (within reason), inspect any MOSS file of any player that has submitted it as per [4.2.7 Playoffs MOSS Submission](#). LEAGUE ADMINS will *not* provide a player's MOSS files to anyone except for members of the player's TEAM, or that player's TEAM's learning institution(s). Exceptions may be made in extenuating circumstances.

4.2.9 - Playoffs Score Reporting

All playoffs matches (Open League Playoffs, Relegations, and Invite League Playoffs) must have their scores reported by both TEAMS. 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 play week at 1:00 PM ET.
- Both TEAMS must submit a report for their SERIES by the first Sunday after the play week at 1:00 PM ET.

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

Violation: If TEAM does not submit their report by the time specified by part a, they will receive a MINOR WARNING. If a TEAM does not submit by the time specified by part b, they will be forced to FORFEIT the SERIES.

TEAMS may be granted extensions to those times as detailed above.

4.2.10 - Playoffs Rescheduling Addendum

A LEAGUE ADMIN must be notified of the confirmed reschedule by both of the TEAM REPRESENTATIVES of the rescheduling TEAMS a minimum of 24 hours before the originally assigned match time and the rescheduled match time (as opposed to the 48 hours as indicated in [2.4.1 Reschedules](#)).

Keep in mind that if the LEAGUE ADMINS are not given enough warning, the match may not be streamed, recorded or even observed by a league official.

However, rescheduling with enough warning may increase the chances of a match being streamed, as all matches default to Wednesday at 9PM ET.

Violation: Failure to inform a LEAGUE ADMIN in time will void the reschedule.

4.3 - Season Schedule

Week #	Date
1	September 18th
2	September 25th
3	October 2nd
4	October 9th
5	October 16th
6	October 23rd



7	October 30th
PLAYOFFS	
Round of 16	November 6th
Quarter-Finals	November 13th
Semi-Finals & Relegations w/ Invite	December 4th
Finals	December 11th

4.4 - Main Season Settings

4.4.1 - Map Pool

Bank
Border
Clubhouse
Coastline
Consulate
Kafe
Villa

4.4.2 - 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

4.4.3 - Match Settings

Number of Bans: 4
Ban Timer: 30
Number of rounds: 12
Attacker/Defender role swap: 6
Overtime: Off
Overtime Score Difference: 1
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 replay: Off

4.4.4 - 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

4.5 - Post Season Settings

4.5.1 - Map Pool

Bank

Border

Clubhouse

Coastline

Consulate

Kafe

Villa

4.5.2 - 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

4.5.3 - 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 replay: Off
4.5.4 - 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 - Invite League Additions & Exceptions

5.1 - Season Structure

5.1.1 - Main Season

The Invite League will be comprised of 2 divisions of 5 TEAMS. Each TEAM will play every other TEAM in their division 2 times. TEAMS will play 1 match a week and play days will be Tuesday and Thursday at 9 pm ET each week. Main season matches will be best of 2.



5.1.2 - Post Season

The top 2 TEAMS of each division will go to playoffs, with the number 1 TEAM in each division facing the number 2 TEAM in the other division, and the winner of each of those matches will face the other winner in the finals.

The HOME TEAM will be assigned randomly by the presiding LEAGUE ADMIN.

5.1.3 - Season Schedule

Week	Raven Shield	Rogue Spear
1	September 17th	September 19th
2	September 24th	September 26th
3	October 1st	October 3rd
4	October 8th	October 10th
5	October 15th	October 17th
6	October 22nd	October 24th
7	October 29th	October 31st
8	November 5th	November 7th
9	November 12th	November 19th
10	November 19th	November 21st
PLAYOFFS		
Semi-Finals & Relegations	December 4th	
Finals	December 11th	

6 - Glossary

Term	Definition
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 match 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	A rehost called by a TEAM. See section 2.3 Rehosting .
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.

