

Вкладка 1

Rules

This document details the rules of the “STMN 3v3 Cup” competition, a Rainbow Six Mobile competition organized by MrBom.PLR, STMN_MyGod and STMN Esports.. Failure to comply with any of the rules described will result in immediate penalty and/or disqualification of the player or team.

The tournament management has the final say on any decisions made, whether or not specified in these regulations.

All the participants, spectators, or other members who influence the competition accept these rules by participating in the tournament.

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1. Introduction

1.1 Changes to the rules

The administration reserves the right to change the rules, i.e. this document, without prior notice.

1.2 Communication

The official Discord server of "[STMN Esports](#)" will be the primary means of communication. All members of the team must be on the server to receive announcements, coordinate matches, and answer questions.

1.3 Participants

A Participant is a player or team playing in the "STMN 3v3 Cup". Those registered for the competition will be treated as Participants, whether or not they have played.

1.4 Competition

The "STMN 3v3 Cup" competition will be held on specific dates and in a specific format, as published in the following sections.

1.4.1 Calendar

Match dates will be agreed upon between the opponents in conjunction with the competition organizers.

- Registration will be open from 1 Oct 2025 8:00 PM GMT+2 to 9 Oct 2025 10:00 PM GMT+2 on the "[STMN Esports](#)" Discord server.
- The Regional Quals will start on 10 Oct 2025 and will end on 16 oct 2025 .
- The International Playoffs will start on 17 Oct 2025 and will finish on 31 oct 2025 .

Each round of the Bracket must be played on specific dates. They will be later established by Tournament Organisers.

1.4.2 Format

1.4.2.1 General structure

The tournament will have a maximum of 16 registered teams. The competition is divided into three main phases:

- Regional Qualifiers
- Double-elimination bracket
- Grand Final

1.4.2.2 Pairing

The pairings in the qualifiers will be randomly determined with a [Random.org](https://www.random.org) website.

1.4.2.3 Matches format

Certain rounds will be played in Bo1 ("best of one map") or Bo3 ("best of three maps").

7 ROUNDS TO WIN A MAP.

If the round score reaches 6-6 the game goes to an infinite win-by-2 overtime. You need 8 rounds to win, not 7. If it reaches 7-7, you'll need 9, ETC.

1.4.2.4 Regional Qualifier

- 1 Qualifier for each region
- Region priority time:
 - NA: 7-10 pm EST
 - EMEA: 7-10 PM CET

- SA: 7-10 pm BRT
- Open registration
- 1 Double-Elim Bracket
- All matches are Best of 1
- Playoff Qualifying teams:
 - North America [NA]:
 - 6 teams, 2 with high playoff seed
 - Europe, Middle East, North Africa [EMEA]:
 - 4 teams, 1 with high playoff seed
 - South America [SA]:
 - 2 teams, 1 with high playoff seed

1.4.2.5 Playoffs

A double-elimination bracket will be played, meaning there will be an Upper Bracket (winners) and a Lower Bracket (losers). If a team loses once, it drops to the Lower Bracket, so to be eliminated, it must lose twice. The Grand Final will be played by the winner of the Upper Bracket and the winner of the Lower Bracket.



Matchups will be determined by seeding (score) from the qualifiers. All bracket matches will be best-of-three (Bo3) matches, except the Grand Final.

Priority time: 7-11 pm CET

1.4.2.6 Grand final

The winners of the Lower Bracket Final and Upper Bracket Final will compete in the grand final, which will be played in a best-of-three (Bo5) format.

1.4.3 Format Change

The format might be changed if the intended amounts of teams from each region will not register. For example, if LATAM has too low of an amount of teams, regions will get merged. The amount of spots in playoffs for each region is also subject to change in that case.

1.4.4 Rounds

A match is won when a team reaches 6 rounds. As of today, in Private Matches in "Bombs" mode, the team that reaches 4 rounds wins. Therefore, since a team must win 7 rounds to be the winner, once that Private Match ends, the same team will create another Private Match until there is a winner.

Overtime is considered to occur when the score reaches 6-6, in which case the team that reaches 7 rounds first wins. If the score is 7-7, the game goes up to 8. To win a game in Overtime a team has to get 2 points more than their opponent.

1.4.5 Communication among teams

On the "[STMN Esports](#)" Discord server, each match will have a private text channel where you can communicate with the other team (to arrange a date, ban maps, or choose a side) and with the organizers.

If a random selection method is used to determine who starts the ban, who starts on X side or other options, it will be done by flipping a "Heads or Tails" game using a bot, whose command will be `/flip`. Again, it will be made in the private channel with both teams.

2. Regional Structure

2.1 Player's country

A player's country is a country, where the player is located during the tournament. Not the Nationality or country of origin.

2.2 Region

Tournament qualifier stage is divided in three regions:

- North America [NA] (USA, Canada, **Mexico**)
- Europe, Middle East, North Africa [EMEA]
- South America [SA]

2.3 Team's region

A team is considered of a N region if its main team is at least $\frac{2}{3}$ from that region.

Teams containing members of all 3 regions in the main Roster are not allowed.

The team's region is assigned as soon as the roster lock happens.

For example:

Team A

Player 1 [EMEA]

Player 2 [NA]

Player 3 [NA]

Substitute 1 [EMEA]

Substitute 2 [EMEA]

This team is considered [NA]

3. Calendar and schedules

3.1 Match schedules

Match dates and times will be agreed upon and confirmed between the teams and the organizers. Multiple matches may overlap, but only if the admins allow it.

3.1.1 SA Qualifier

The match time between **7 PM BRT and 10 PM BRT** will be a priority. Match dates can be chosen by the teams, as long as they are among the official dates and the organization does not state otherwise.

3.1.2 NA Qualifier

The match time between **7 PM EST and 10 PM EST** will be a priority. Match dates can be chosen by the teams, as long as they are among the official dates and the organization does not state otherwise.

3.1.2 EMEA Qualifier

The match time between **7 PM CET and 10 PM CET** will be a priority. Match dates can be chosen by the teams, as long as they are among the official dates and the organization does not state otherwise.

3.1.2 PLAYOFFS

The match time between **8 PM CET and 11 PM CET** will always be a priority, regardless of whether you live in that time zone or not.

Match dates can be chosen by the teams, as long as they are among the official dates and the organization does not state otherwise.

3.2 Waiting tolerance

Each team will have a maximum of 10 minutes from the scheduled time to the arrival. If the team captain fails to attend after these 10 minutes, they will be disqualified.

3.3 Deferrals

Match postponements are not permitted except for exceptional reasons and with the approval of the organizers. If a postponement is desired, the request must be submitted 24 hours before the match start time.

4. Participation requirements

4.1 Join the Discord

All players must be registered on the official "[STMN Esports](#)" Discord server. Team and player registration, which must follow the rules and formats indicated in the channel, will be done in the registration.

4.2 Composition of the teams

A team must have 3 registered main players and a maximum of 2 substitutes. Among these team members, there must be a captain or manager (who may or may not be a player), who will act under the team name in all situations.

See an example:

[TEAM NAME]

[MANAGER]

[PLAYER 1] [Country]

[PLAYER 2] [Country]

[PLAYER 3] [Country]

[SUBSTITUTE 1] [Country]

[SUBSTITUTE 2] [Country]

[Country] is NOT nationality or country of origin. It is a country where the player is RIGHT NOW.

4.3 Match lineup

Each team's lineup for each match must have all three players to be able to play the match. Lineup changes during a match can only be made if there is a compelling reason (high latency, connection issues, etc.) and within a maximum of five minutes of paused play. The admins will oversee these cases.

4.4 Supported Regions

- North America [NA] (USA, Canada, **Mexico**)
- Europe, Middle East, North Africa [EMEA]
- South America [SA]

4.5 Team name and players

The in-game name of the players must match the one provided to the organization at the time of registration. Offensive, political, or hateful names of any kind are not allowed both in-game and in Discord.

4.6 Substitutes

A maximum of two substitutes per team are allowed. Unregistered substitutes may not play at any time.

4.7 Roster Changes

- Changes to team rosters are only allowed until registration closes and in the transfer windows.
- Transfer windows may happen between the tournament stages. They are announced by tournament admins in Discord.
- During the transfer window a team has 1 roster change allowed.
- If the team doesn't have 2 subs, they can just add any eligible player

- If the team has 2 subs, they can replace one of their subs with another eligible player.
- Eligible player is a player who wasn't in the tournament or who got eliminated in the previous stages of the tournament.
- Roster changes have to happen in the specific discord channel.

5. Rules of the game

5.1 Platforms

The tournament is only allowed on mobile devices (phones or tablets). The use of emulators, keyboards or mouses is strictly prohibited. Controllers are allowed.

5.5 Rest Rules

A break is only allowed in Bo3/Bo5 format, between maps, and must not exceed 5 minutes. There is no break in Bo1.

5.6 Abandoning games

Unjustified withdrawal is considered direct disqualification. Any withdrawal must be justified (with visual evidence if possible) and reported to the administration.

5.8 Rehost

Rehosting a game is allowed when there is a force majeure, showing visual proof is a requirement without exception.

Each team can rehost only three times per match (that is, 7 rounds). Extra rehosts might be allowed by the admin decision.

Only if a technical issue (player crash, player glitch) and these conditions are followed:

- The issue has happened within the preparation phase or 15 seconds after it had ended.
- There have been no gunfights with the opponents.

If these conditions are followed, the player (and team) must instantly restart the game and report it to the organization. Then, the match is re-created and that round will not be counted (the previous ones will be).

5.9 Result

Each team must take a screenshot of the final result of each match to verify it and submit it to the corresponding match channel on the "[STMN Esports](#)" Discord server. Any match without a known result will result in disqualification for both teams.

6. Maps and Operator ban process

Both actions must be managed, planned, and carried out by the corresponding match's private channel on the "[STMN Esports](#)" Discord server.

Map and Operator ban must be done at least 1 hour before the match time or as soon as the match time is set.

6.1 Map Pool

The available maps will be those available in the "Bombs" mode in Ranked at the start of the tournament. The organizers may modify the pool if the game is updated.

- Club
- Border
- Bank
- Oregon
- Summit
- Villa

6.2 Map Ban in Bo1

Each team will ban one map in turn until two remain. The random map between these two will be chosen randomly for the match. The first team to ban is decided randomly.

Bans must be made at least 30 minutes before the match.

Example:

TEAM A: Ban Club

TEAM B: Ban Summit

TEAM B: Ban Oregon

TEAM A: Ban Bank

The remaining maps are Border and Villa. Randomly decided that Border is the one that will be played.

6.3 Map Ban in Bo3

Both teams ban one map. The first team to ban is decided randomly. Then, from the remaining maps, they each pick one map (the ones to be played, starting with the visiting team's map). The last remaining map will be the deciding map in the event of a tie.

Example:

TEAM A: Ban Summit

TEAM B: Ban Border

TEAM A: Pick Bank

TEAM B: Pick Oregon

Bank and Oregon will be the maps selected for the two matches. In the event of a 1-1 tie, the one random map between the two remaining (Club Or Villa) will be the deciding map.

6.4 Map Ban in Bo5 Grand Final

TEAM A will come from the Upper Bracket. TEAM B from the Lower Bracket.

TEAM A: Pick 1 map

TEAM A: Ban 1 map

TEAM B: Pick 1 map

TEAM A: Pick 1 map

TEAM B: Pick 1 map

6.5 Choosing a side

In Bo1 matches, the side is decided randomly. In Bo3 matches, each team picks a starting side on their opponent's map pick. The side on the third map (if there it is) is decided randomly.

Example:

TEAM A: picks Club

TEAM B: picks Border

TEAM A will choose whether to start attacking or defending on TEAM B's map (Border) and vice versa.

6.6 Operator Ban

After all maps are selected, each team bans 1 operator from any side on each map. The team that banned maps first, bans an operator first.

THESE TWO BANNED OPERATORS WILL BE PROHIBITED TO USE FOR BOTH TEAMS.

Example in Bo3:

TEAM A selected Border

TEAM B selected Oregon

Summit was left over

TEAM A bans 1 operator on Border

TEAM B bans 1 operator on Border

TEAM A bans 1 operator on Oregon

TEAM B bans 1 operator on Oregon

TEAM A bans 1 operator on Summit

TEAM B bans 1 operator on Summit

7. Conduct and fair play

7.1 Sportsmanship

Respect is required between players, opponents, and staff throughout the competition. Any unacceptable behavior will be punished with consequences for the player and/or team.

7.2 Prohibitions during matches

Players are not allowed to:

- Kill players less than 2 seconds after the round starts. If that happens, the round is replayed.
- Use invisible or indestructible (which can not be shot) Valkyrie cameras or drones.
- Use other kinds of bugs, cheats or similar stuff.

Spamming via chat, voice, or engaging in toxic behavior ("Bad Manners") is prohibited.

Likewise, it is strictly forbidden to exploit known glitches, bugs, or errors in the game for personal gain or harm. The organization reserves the right to impose appropriate consequences.

PLAYERS ARE PROHIBITED FROM USING THE OPERATORS BANNED IN THE BAN PHASE.

Players are prohibited from using recruit operators, with the only exception being them not having any other operator.

PLAYERS ARE PROHIBITED FROM SPAWNPEEKING/RUNNING OUT UNTIL ALL MODS ARE DEAD

7.3 Cheating

Any use of external software, cheats, or bugs will result in direct disqualification. Examples include aimbots, wallhacks, recoilless weapons, invisibility, sound modifications, and more. Any program that provides an unfair advantage over others will result in direct disqualification.

7.4 Sanctions

Punishments, sanctions, or penalties are graded from minor to major, or disqualification, depending on the severity. The organization reserves the right to assess any of these penalties as appropriate.

8. Sanctions and penalties

8.1 Warnings

The administration may issue verbal or written warnings for non-compliance with established rules or other similar rules.

8.2 Minor penalty

Minor penalties include actions such as delaying the start of a match due to a lack of prior preparation by players, minor disrespect toward other teams or the organization, technical violations, etc.

This includes automatic round loss, map bans, or the inability to change sides in a match.

8.3 Major Penalty

Major penalties include misleading management, failing to show up for a match without prior notice, repeated and deliberate rule violations, and serious disrespect toward other teams or the organization.

This includes loss of a match or points, temporary suspension, or restriction of substitutes.

8.4 Direct disqualification

Disqualification will be considered in cases such as: match fixing, illegal betting, identity theft, promotion of prohibited activities (prostitution, drugs,

etc.), any type of harassment or threats to other participants or the organization, etc.

8.5 Combination of penalties

The administration reserves the right to take appropriate measures if multiple penalties accumulate during the competition.

8.6 Appeal process

As mentioned above, any allegations or reports must be submitted through the [Discord](#) server's primary means of communication, through the match channel when that occurred. Visual evidence such as screenshots or videos will further reinforce the report. After that, the organization will make a decision.

9. Awards and recognition

9.1 Competition Prizes

The winning team of the tournament will receive 3 packs of 7000 platinum *

The runner-up will receive 3 packs of 2700 platinum **

The 3rd place team will receive 3 packs of 2700 platinum **

* If a player hasn't purchased the packs from ubisoft online shop before. Otherwise they'll get 3 packs of 3500

**If a player hasn't purchased the packs from ubisoft online shop before. Otherwise they'll get 3 packs of 1350

9.2 Conditions for receiving the prize

The winning team must have complied with all the rules of the regulations, not be penalized for serious misconduct, and have provided the information required.

9.3 Delivery time and method

The prize will be awarded within 7 days of the final. 3 account IDs will be requested from the team manager, 3 prizes will be sent to those accounts.

10. Broadcasting and retransmission

10.1 Streaming official

The organization reserves the right to broadcast any tournament match through its official channels or authorize a person to do so.

10.2 Streaming by players

Players will be able to broadcast matches as long as they notify the organization in advance via the appropriate means and do not use overlays of opposing teams or offensive content.

10.3 Use of content on social networks

The organization may use clips, images, or results to promote the tournament on its social media or at future events.

10.4 Image rights

By participating, players agree that their name, in-game name and performances may be used for informational or promotional purposes.

11. Competition Administration

11.1 Staff

The Staff will be composed of administrators, moderators, observers, and referees who will be responsible for resolving disputes and enforcing the rules.

11.2 Modifications of the rules

The organization reserves the right to modify any point of the regulations in case of force majeure or to improve the competitive experience.

11.3 Situations not contemplated

Any unforeseen situation will be resolved by the organizers in a fair, transparent, and definitive manner. The priority will always be to maintain the competitive spirit of the tournament.

12. In-game moderators and interaction with them

12.1 Moderators

As of today, the custom rooms do not have an option to remove bots in a 3v3 match. That's why each team will have 2 in-game tournament moderators.

Moderators will not interrupt the players gameplay.

12.2 Moderator rules

1. IN-GAME players and moderators are prohibited from interacting with each other in any way.
2. MODERATORS on Attack always pick ATTACK RECRUIT.
 - I. Attack moderators have to kill the defender moderators, and as soon as both def mods are dead, kill themselves with an HE Grenade.
 - II. IF ATTACKER MODERATOR HAS A DEFUSER, THEY HAVE TO DELIVER IT TO THE CLOSEST ATTACKER PLAYER BEFORE KILLING THEMSELVES
 - III. **DO NOT DROP THE DEFUSER DIRECTLY TO A PLAYER, IT WILL CAUSE A BUG. DROP IT NEAR THE PLAYER. NOT IN HIM**
 - IV. **AS SOON AS PREPARATION PHASE ENDS, PICK UP YOUR DRONE**
4. On defence moderators:
 - I. If players haven't picked Valkyrae or Mute, moderators pick them.
 - i. They instantly c4 kill themselves (without causing any soft destruction)
 - II. pick DEFENCE RECRUIT if valk and mute are not available.
 - i. On recruit, moderators have to impact themselves twice (without causing any soft destruction), then run out to a specific spot as soon as the round starts.
 - ii. When a defender moderator runs out of the window/door, they must barricade it behind him.

Map specific Spots for defender mods runouts:

Bank: Garage Exit

Oregon: Top Small Tower

Clubhouse: Strip Back Entrance

Summit: Storage door

Border: Archives Door

Villa: Master Bedroom Balcony

PLAYERS ARE PROHIBITED FROM SPAWNPEEKING/RUNNING OUT UNTIL ALL MODS ARE DEAD.