



Six Invitational 2021 Rulebook

The Rainbow 6 Six Invitational 2021 rulebook is based on the [RAINBOW 6 CIRCUIT Rulebook](#). differences and additions can be found below.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, detailed, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

1. Acceptance and modification of the Rules

No changes from the RAINBOW 6 CIRCUIT Rulebook.

2. Rainbow Six Circuit definition

No changes from the RAINBOW 6 CIRCUIT Rulebook.

3. Conditions for participation

No changes from the RAINBOW 6 CIRCUIT Rulebook.

4. Team Composition & Transfers

4.3 Insufficient number of Players and Stand-in Player

Does not apply.

4.4 Player transfers and roster lock

Does not apply.

5. Rainbow Six: Siege competitions operation and administration

5.1.3.2.Map bans

The map bans must be started one hour prior to the match starting time, or as soon as the teams for that match are determined (whichever is later).

Each team has 4 Minutes per step, during that time they are allowed to speak and talk about the next pick or ban.

Maps are played in the order they are picked.

Sides in the last map of Bo3 are chosen by the team with the best round difference in the previous maps. In case of a same round difference, coinflip will determine which team decides the starting side.

Teams decide starting sides on the map choices of their opponents map.

The team that does not decide the starting side decides the starting side on overtime.

A coinflip will be used to determine which team will choose who starts the veto (with an exception of the initial matches of the playoffs, where the higher seeded team will decide).

2.18.3.1 Best of 1

- Team A bans map
- Team B bans map
- Team A bans map
- Team B bans map
- Team A bans map
- Team B bans map
- Remaining map is played map
- Team A decides the starting side on the played map
- Team B decides the starting side on OT on the played map

2.18.3.2 Best of 3

- Team A bans map
- Team B bans map
- Team A picks map 1
- Team B picks the starting side on map 1
- Team A picks the starting side on OT on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team B picks side on OT on map 2
- Team A bans map
- Team B bans map
- Remaining map is map 3

2.18.3.3 Best of 5 (with map advantage)

- Team A picks map 1
- Team B picks the starting side on map 1
- Team A picks the starting side on OT on map 1
- Team B picks map 2
- Team A picks the starting side on map 2
- Team B picks the starting side on OT on map 2
- Team A bans map
- Team B bans map
- Team A picks map 3
- Team B picks the starting side on map 3
- Team A picks the starting side on OT on map 3
- Team A picks map 4
- Team B picks the starting side on map 4
- Team A picks the starting side on OT on map 4

6. Sanctions & Penalties

No changes from the RAINBOW 6 CIRCUIT Rulebook.

7. Prize payment

No changes from the RAINBOW 6 CIRCUIT Rulebook.

8. Miscellaneous

No changes from the RAINBOW 6 CIRCUIT Rulebook.

9. Six Invitational 2021 specific rules

9.1 Main Event Tournament Format

9.1.1 Participants

Rainbow 6 Six Invitational 2021 will consist of 20 teams.

- 16 Invited based on their position in global ranking.
- 4 qualified from the Regional Qualifiers (APAC, EU, LATAM, NA)

Members of the team cannot change their role in the team during the duration of the tournament.

The number of participants in each team is limited to a maximum of 6 (5 players & Coach).

Due to the sanitary protocols in place, the additional stand-ins aside from the registered Coach won't be allowed.

9.1.2 Format

9.1.2.1 Stage 1: Groupstage Format

The groupstage will consist of all 20 teams.

The format of this stage of the tournament will be 2 Round Robin groups of 10 teams, with the top 8 teams from each group advancing to the Playoffs (top 4 teams advancing to Upper Bracket, bottom 4 teams to the Lower Bracket)

All matches played in the group stage will be best of 1.

9.1.2.1.1 Ties in standings

In case of a tie, the following rules will be applied, in the order they're presented in:

1. Mini league points
2. Mini league round difference
3. Overall round difference
4. Mini league rounds won
5. Overall rounds won
6. Rematch

A mini league considers the matches between the tied teams only.

If after any point from 1. to 5., the number of tied teams is reduced or divided into several groups of tied teams, the still tied teams will in each case be compared again starting with the first point.

9.1.2.2 Stage 2: Playoffs Format

Playoffs will consist of 16 teams from Stage 1.

The format of this stage of the tournament will be a Double Elimination bracket with 8 teams starting in Upper Bracket & 8 teams in Lower Bracket.

Matches played in the playoffs will be best of 3, with the grand final being best of 5 with unlimited overtime. In the grand final, the team coming from the upper bracket will start with a one map advantage.

The map veto procedure in the grand final will be the following:

A Map Pick – B Map Pick – A Ban – B Ban - A Map Pick – B Map Pick

9.1.3 Seeding

9.1.3.1 Playoffs Seeding

Teams will be seeded based on their position in the group stage.

Top 4 of each group will be placed in the Quarterfinals of Upper Bracket.

Places 5-8 of each group will be placed into the 1st round of Lower Bracket.

The initial matches of the Upper bracket will be as follows:

- Group A #1 vs Group B #4
- Group A #2 vs Group B #3
- Group A #3 vs Group B #2
- Group A #4 vs Group B #1

The initial matches of the Lower bracket will be as follows:

- Group A #5 vs Group B #8

- Group A #6 vs Group B #7
- Group A #7 vs Group B #6
- Group A #8 vs Group B #5

9.2 Tournament Schedule

Groupstage

May 11th -16th

Playoffs

May 19th - 23rd

9.3 Equipment

The Tournament Organizer just provides monitors and computers. Participants have to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, Headsets with microphone for the tournament matches, In-Ear headphones with long enough cables, PS2->USB adapters if needed). Our machines do not support PS2-keyboards! All player equipment is subject to the approval of the tournament administration. Tournament Organizer reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage.

The following peripherals are **not** provided by the Tournament Administration:

- Mouse
- Mousepad
- Keyboard
- Headset with a microphone (for warmup area & tournament matches)
- In-ear headphones without a microphone

9.4 Hardware Drivers

All participants have to send in their drivers until a specific deadline set by the tournament direction before the event. If any player or team doesn't send in their drivers they have to manually set up their config on site and play with default drivers.

9.5 Clothing

The players and teams need to ensure that they are all in equal colored clan attire, shorts are not allowed. Any kind of headwear is forbidden, including hoods. Shorts are not allowed for stage matches.

9.6 Handbook

The handbook is a document that will be sent to the participants by mail before the tournament. It is meant as an extension to the rulebook for a specific offline event and equally binding.

9.7 Technical Checklist

After completing their setup process the player will sign off on the Tournament Organizer admin's technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

9.8 Team Communication Tool

Tournament Organizer will provide local TeamSpeak servers for all participants in team games to use as the main voice communication system. The communication on the voice server will be monitored by the tournament referees. Tournament Organizer reserves the right to record all TeamSpeak communication during the event. No other communication tools are allowed.

9.9 Media Obligations

If the league decides that one or more players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the Tournament Organizer crew for the event presentation. The participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

9.10 Stage Matches

Each participant is required to play his stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on stage is provided. Tournament Administration reserves the right to disallow the player from participating in the tournament's matches if it's justified by the health condition of the participant.

9.11 Gaming Areas

9.11.1 Food, Drinks, Smoking and Behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by Tournament Organizer, and only below the table unless told

otherwise. Exaggerated loud noise and offensive language are forbidden. Any violations can be punished with penalty points.

9.11.2 Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament administrators.

9.11.3 Mobile phones, tablets, smartwatches, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the tournament area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before the start of the first match. Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies. Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

9.11.4 Unused items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by Tournament Organizer.

9.11.5 Internet access

Internet access on tournament computers is disabled for all participants.

9.12 Warm-up Period

A warm-up period of 30 minutes is normally provided before a live match, although this period may not be guaranteed.

9.13 Match Start

9.13.1 Punctuality

All matches should start as stated in the official communication or as soon as the previous match is over. Any changes in the starting time must be approved by the tournament administration.

We expect every player to be at the tournament area as stated in the tournament directions info mails to set up, prepare and solve any technical problems that might occur.

If you notice at any point you will be late for any match, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty.

9.13.2 Delaying the match

Penalties for delaying a match will be awarded if a participant is more than 10 minutes late.

9.13.3 Participants Not Showing

If a participant is not ready to play until 25 minutes after the scheduled start of the match, it is considered a no show. In that case, the participant will be penalized and lose the match with the worst score possible.

9.14 Winners Ceremony

Participants have to stay in the tournament area for the winners ceremony after the Grand Final.

9.15 Tactical Timeout

Each team may call up to 1 tactical timeout per map:

- The coach or team captain must signal to the admin
- Timeout lasts 1 minute
- Match is paused during operator select
- Coaches may talk to the team during the timeout
- Timeouts cannot be called by both teams on the same round
- Timeouts need to be called during the killcam
- Players cannot take their headsets off or leave their seats

9.16 Technical issues

The admin or production can pause the game when it seems required.

9.17.1 Communication during pauses due to technical issues

During a pause, headsets have to stay on. Unless the tournament administration instructs the match participant otherwise, any form of communication between the players is not allowed. Coaches cannot communicate with the team during technical timeout.

9.18 Lineup changes

Lineup changes are only allowed in between maps. The team will not receive additional time to set up compared to the time it would have taken without the lineup change.

9.19 Ingame Nickname

Each Player has to use the following format for his ingame nickname when using the offline client: **playername.teamtag**

The nickname of the player must be the same as submitted on the official form that will be distributed to the teams before start of the tournament

9.20 Behaviour on stage

Players and coaches are not allowed to look at any screens in the arena that may provide them an advantage in the game. Penalties will be given to teams that do not follow this rule.

9.21 Unsportsmanlike Behavior

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished.

Every Player should represent their Team by participating to the best of their abilities. Anything that falls short of that is considered to be unsportsmanlike and will be penalised depending on the severity of the behaviour as determined by the League Administration.

9.22 Headsets

Players and coaches are not allowed to remove their headsets until indicated by an admin. Failure to comply with this rule will be penalized.

Any kind of headwear is forbidden, including hoods.

9.23 Breaks between maps

Between maps, players will be given 5 minutes break. During that time they can go off stage. If a team isn't back on stage and ready to play after 5 minutes, they will receive a penalty.

9.24. Rehost requests

Rehost rules are specified below, including the conditions in which they will be granted:

- Any issue before the preparation phase starts (game, software or hardware related) - a rehost can be requested
- Player can't move (unless it's done on purpose) - rehost can be requested in the first 30 seconds of the action phase, if no players have taken damage
- Game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc) - rehost can be requested up to the first 30 seconds of the action phase, no damage taken by anyone
- Disconnect/hardware problem/software problem - rehost can be requested during the full duration of the preparation phase.
- Observer issue - rehost can be requested up to the first 30 seconds of the action phase, if no players have taken damage

Each team can receive up to 1 rehost per map maximum.

9.24.1 Rehost request procedure

In case the above conditions are met, the team should instantly notify the admin, followed by the reason. Players should continue playing until the rehost is confirmed by an admin. Once confirmed, everyone should instantly leave the game.

9.24.2 Continuing a Disrupted Game

If a match is interrupted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same operators, same sixth pick, same starting sites, same bombsites, same equipment and same gadgets.

9.24.3 Player Disconnect after rehost time

If a player will disconnect after match time specified in 5.5 Rehost requests, the round will continue. If a player wont reconnect till the end of a round, lobby will be remade. This redo of the lobby does not count as a rehost that is requested by the team.

9.25 Operators banned on the Six Invitational 2021

All Operators are allowed, unless they are on the banned operators list below. The tournament administration reserves the right to ban specific gadgets, operators, equipment or attachments at any time to guarantee that no advantage gets abused.

Currently banned operators:

- Flores

If a player will select (in pick faze or as 6th pick) operator that is currently banned on the Six Invitational 2021, the team of such player will receive a round loss.

9.26 Match protest

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the parties and a tournament administration.

If a team would like to protest the result of the match, they should do so no later than 15 minutes after the match has ended.

9.27 Six Invitational 2021 penalties

All penalties are at the discretion of the tournament administration, and may be more or less severe than what is specified in this rulebook depending on the circumstances.

The punishments listed below are in no case the replacement of the global punishments specified in the global rulebook. In case of a rule violation, both penalties from the Global R6 Circuit Rulebook and the Six Invitational 2021 penalties listed below will apply.

9.27.1 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during the tournament is penalized with a prize money deduction. The deductions are as follows:

- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

9.27.2 First-time and repeat offences

All punishments listed below are meant for first-time offences. Repeat offenders will be punished proportionally harder.

9.27.3 Punishments list

9.27.3.1 Breaking confidentiality

Depending on the information and platform where it is leaked, participants are punished with between 2 minor to 1 major penalty points. For more severe offences, higher punishments will be applied.

9.27.3.2 Punishments in matches

9.27.3.2.1 Late map veto

For any delays related to map vetoes, participants will be punished with 1 minor penalty point every 5 minutes after the deadline (for the team that is delaying). If any team is late for more than 15 minutes, their ban will go to the opponents.

9.27.3.2.2 Player punctuality

For delays with players being ready at the start of a match, or between maps or breaks, participants will be punished with 2 minor penalty points for every ten minutes after the deadline. From 25 minutes onwards, a no show will be awarded.

9.27.3.2.3 No show

Participants that won't be ready to play their match until 25 minutes after the scheduled start of the match, will lose it with the worst score possible and receive 1 major penalty point.

9.27.3.3 Punishments for Cheating

When cheating is uncovered in the Six Invitational 2021 matches, the result(s) of the match(es) in question will be voided. The team will be disqualified and won't receive any prize money for the event.

9.27.3.4 Using Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

9.27.3.4 Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with Six Invitational 2021 with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

9.27.3.4.1 Punishments for Competition Manipulation

When competition manipulation is uncovered in the Six Invitational 2021 match(es), the result(s) of the match(es) in question will be voided. The team will be disqualified and won't receive any prize money for the event.

9.27.3.5 Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

9.27.3.5.1 Punishments for Match Fixing

When match fixing is uncovered in the Six Invitational 2021 match(es), the result(s) of the match(es) in question will be voided. The team will be disqualified and won't receive any prize money for the event.

9.27.3.6 Insults

All insults occurring in connection with the Six Invitational 2021 participants (including all players, coaches, tournament organizers & all staff members present on the event) will be punished with 6 minor to 1 major penalty points. Particularly severe abuse cases with radical

statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player or the coach.

9.27.4 Removal based on the COVID-19 test result

If a player is tested positive during the event, the full team of such player will be removed from the competition.

9.28 Team's replacement

9.28.1 Team not arriving to the tournament

If any team won't arrive to the event, they will be removed from the tournament and their group will consist of less teams.

If multiple teams of the same group won't arrive at the event, the groups will be remade, based on the global rankings, to consist of the same amount of teams in each group (if the total number of teams that arrive at the event will be odd, a single group will have 1 more team, compared to the other).

9.28.2 Team removed from the tournament

If any team will be removed from the tournament based on the COVID-19 test result, the action taken will depend on the timing of their removal

- If the team will be removed before the groupstage matches, they will be removed from the tournament and their group will consist of less teams.
If multiple teams of the same group will be removed before the groupstage matches, the groups will be remade, based on the global rankings (specified in 9.28.2.1), to consist of the same amount of teams in each group (if the total number of not removed teams will be odd, a single group will have 1 more team, compared to the other)
The deadline for the remake of the groups is the 5th of May. After that date, the original groups will be kept, even if they will consist of an uneven number of the teams.
- If the team will be removed during the groupstage phase of the tournament, they will receive default losses on all of their past and future groupstage matches, resulting in receiving the worst possible score in all of their groupstage matches and being placed in the last place of their group
- If the team will be removed after the groupstage phase of the tournament, before the playoffs, the next team from their group will be invited to the playoffs. The seeding of this group will be adjusted accordingly to the new team getting 8th spot of the group.
The deadline for replacing the team in the playoffs bracket is the 17th of May, end of the day. After that date, the original bracket will be kept, and the matches of the removed team will be the default losses.

- If the team will be removed during the playoffs phase of the tournament, the action will depend on the timing of their removal & their position in the playoffs bracket
 - If the removed team will be in the upper bracket of the playoffs bracket and they have an upcoming match scheduled on the day of the removal, they will receive a default loss on all of their upcoming matches
 - If the removed team will be in the upper bracket of the playoffs and they won't have an upcoming match scheduled on the day of the removal, the tournament administration may revert the score of the last played match by the removed team, giving them a loss instead (which results in the team that most recently lost to the removed team, being assigned the upper bracket position of the removed team). The reverting of the score is only possible if the most recent opponent of the removed team has not played his next match yet and does not have the match scheduled to be played on the day of removal of the team in question. The lower bracket match of the removed team will be default loss.
 - If the removed team will be in the lower bracket of the playoffs and they will have an upcoming match scheduled on the day of the removal, they will receive a default loss and their opponents will move to the next round of the lower bracket.
 - If the removed team will be in the lower bracket of the playoffs and they won't have an upcoming match scheduled on the day of the removal, the tournament administration may revert the score of the last match played by the removed team, giving them a loss instead (which results in the team that most recently lost to the removed team, being assigned the lower bracket position of the removed team). The decision of reverting the score will be based on the availability of most recent opponents of the removed team.

9.28.2.1 Remake of the tournament groups procedure

If multiple teams of the same group will be removed before the groupstage matches, the groups will be remade, based on the following criteria:

1. Top 4 teams of the Global Standings will be cross-seeded seeded in Group A & B
2. A random draw made in specific order, based on the Global Standings:
 - a. Top 5-8 teams from the Global Standings
 - b. Top 9-16 teams from the Global Standings
 - c. 4 teams from the Qualifiers

The deadline for the remake of the groups is the 6th of May 6:00 PM. After that date, the original groups will be kept, even if they will consist of an uneven number of the teams.

If the discrepancy in the number of eligible teams in the groups is more than 2, the groups will be remade, regardless the previously mentioned deadline, as long as the new groups will be announced at least 48 hours prior to the tournament starting.

If the total number of eligible teams will drop below 13, the groupstage format will be adjusted into a single round robin group with the top 8 teams advancing to the playoffs.

9.28.2.2 Playoffs adjustment according to the lower total number of participants

If the total number of eligible teams will be lower than 19, the number of teams advancing to the playoffs will be adjusted to always have at least 1 team eliminated from each group. Depending on the final number of participants and the status of the groups, the playoffs might consist of either 16, 14, 12 or 8 teams.

9.29 Sanitary Protocol

By being part of the Six Invitational 2021 competition, each participant agrees to respect the Six Invitational 2021 Sanitary Protocol (attachment 1)

If any participant will be found guilty of breaking the rules of the Six Invitational 2021 Sanitary Protocol, the team of said participant will be disqualified from the tournament and won't receive any prize money.

9.30 Prize Pool

Place	Amount	Percentage
1st	\$1 000 000	33,30%
2nd	\$450 000	15%
3rd	\$240 000	8%
4th	\$170 000	5,67%
5th-6th	\$135 000	4,50%
7th-8th	\$105 000	3,42%
9th-12th	\$75 000	2,50%
13th-16th	\$55 000	1.83%
17th-18th	\$40 000	1.33%
19th-20th	\$30 000	1%

ANNEX B - PENALTY INDEX

No changes from the RAINBOW 6 CIRCUIT Rulebook.