



ASIA PACIFIC
LEAGUE



Tournament Specific Rules

The following document outlines the tournament specific rules applied to all elements of the Rainbow 6 APAC League. This document in its entirety acts in accordance with the Global Rulebook.

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1. Region Specific Rules

1.1. Regional and Local Tournaments

**These rules relate to 3.1.2 License Restrictions via the Global Rulebook*

1.1.1. Required Participation

All teams who are participants in a Regional level tournament within the R6 Circuit must compete in their respective Local level tournament.

1.1.2. Required Rosters

Teams who wish to compete under the same brand in both a Regional level and Local level tournament must maintain the same playing roster registered with the Regional Tournament Organizer

1.1.3. Tournament Progression Limitations

Teams who are already participating in a Regional level competition are not permitted to receive the benefits of placing highly in the National level tournament such as promotional elements (promotion/relegation tournament) to progress into the Regional level tournament.

1.2. Roster Requirements

1.2.1. Substitute Clarification (APAC)

**This rule relates to 3.1.2 License Restrictions via the Global Rulebook.*

**This rule relates (also) to 4.3 Additional Team Members via the Global Rulebook.*

Teams are not able to include substitutes on a roster for the sole purpose of using those subs to play in lower leagues (such as the nationals).

1.2.2. Regional Limitations for Participants

**This rule relates to 3.2.4 Residence via the Global Rulebook.*

1.2.2.1. APAC League teams must play official matches from a region that meets the Ping Requirements (See: 1.2.4)

1.2.2.2. The Tournament Organizer and Ubisoft have discretion to evaluate the viability of said location including ping tests or whatever

1.2.2.3. South Asia teams must play official matches from a region that meets the Global Rulebook via 2.1 Regions

1.2.2.4. As an exception to the above, Ubisoft and the Tournament Organizer maintain the rights to include teams who are not from these regions

1.2.3. Physical location during online matches

Online matches in this case refer to all online matches within the R6 Circuit.

Online matches have to be played from the region a player belongs to. An exception to this rule is only possible by written consent from the Tournament Organizer. It can only be granted if the participant can explain and prove having a valid reason to play from elsewhere, and if their ping respects the predefined ping limits in [1.2.4 Ping Requirements](#).

1.2.4. Ping Requirements

1.2.4.1. APAC League

To be eligible to compete in the APAC League, players must submit to a ping test with Tournament Administration at the start of each Stage.

1.2.4.2. South Asian Nationals

To be eligible to compete in the South Asia Nationals, Players must be able to maintain a ping below 140ms. This will be measured at any point requested by the Tournament Organizer and will be calculated by analysing the player's stable ping. Ping spikes will also be monitored and in severe circumstances, players may be ejected from online matches where substitution is possible.

2. Online General Rules

2.1. Bug Exploits

2.1.1. Restriction to exploit bugs

Any and all attempts to exploit known or new bugs is strictly forbidden.

2.1.2. List of bugs or glitches

Below is a list of known intended and unintended game mechanics. Any situations that arise and are not specified below will be dealt with on a case by case basis. In general, common sense will be applied.

The Tournament Organizer reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

Disallowed:

- Any position that you must get to or out of by glitching through walls/objects/surfaces, or you cannot be seen or shot at normally
- Using a Mira shield 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 can't be destroyed
- Placing a Maestro's Evil Eye on Alibi's decoy.
- Ledge exploit where players can access otherwise inaccessible window ledges

Allowed:

- Any position that you 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 teammate to boost
- Long arming
- Using equipment or diffusing through a destructible surface
- Destroying the whole floor of a bomb spot so the enemy team can not plant the defuser
- Smoke through wall

2.2. Suspicion of Cheating

The Tournament Organizer reserves the right to use different methods to inspect participants and their equipment, with or without prior information. One of these is the use of metal detectors on participants entering the stage. Participants are not allowed to refuse these inspections.

2.3. Technical Issues

All players are responsible for their own equipment and hardware. Matches will not be rescheduled for technical issues. Any technical issue that could impact a player's match must be reported to the Tournament Organizer immediately.

2.4. Escalation Process (Discord)

For all protests and support, players and teams must follow this contact order:

- ESL Tournament Administrator
- ESL Head of Tournament Administration
- ESL Project Manager
- Ubisoft APAC League Operations Manager

A support ticket must be opened under the Support category in the "Rainbow 6 APAC League" official Discord. Any attempts to circumvent the escalation process will result in the ticket not being processed.

2.5. Anticheat

All players are required to run ESL Application. Players must test the program at least 24 hours prior to their next scheduled match. It is recommended that players take a screenshot of their program working in case of an outage.

2.6. ESL Application

ESL Application is mandatory for all Players to use for the full duration of the Tournament. If a Player cannot use the ESL Application then they will not be permitted to take part in a match. At offline events, this rule will usually not be applied.

2.7. Monitor System Status (MOSS)

Moss Anticheat will be used only in the case where ESL Application is not used. If a player cannot use MOnitor System Status (MOSS) then they will not be permitted to take part in a match. At offline events, this rule will usually not be applied.

2.8. Match Format

**This rule relates to 5.1.1 Match Format via the Global Rulebook.*

2.8.1. APAC League North Division

- Round Robin B01

- Each match will play a 3 round OT if needed. An OT win will award 2 points, with an OT loss awarding 1 point. A non-OT win will award the team 3 points

2.8.2. APAC League South Division

- Round Robin BO1
- Each match will play a 3 round OT if needed. An OT win will award 2 points, with an OT loss awarding 1 point. A non-OT win will award the team 3 points

2.8.3. South Asia

- Open Qualifiers (Single Elimination BO1 & BO3 Grand Final)
- Closed Qualifier (Double Elimination BO3)

2.8.4. Tiebreaker Rule

In case two or more teams have the same number of points in the regional standings, a new set of tiebreakers will apply, in the following order, to determine the Seasonal ranking for Promotion & Relegation and who qualifies to the Six Majors:

- a) Head to head
 - whoever had better results in head-to-head matchups will qualify
- b) Round difference
 - whoever had a better round differential throughout the stage will qualify
- c) Match Win percentage
 - whoever had a higher victory percentage throughout the stage will qualify
- d) Round win percentage
 - whoever had a higher round win percentage will qualify
- e) Tiebreaker match
 - If after all these filters there is still no winner, a special match will be organized to determine which teams qualifies for the Major.

2.9. Hosting the Server

**This rule relates to 5.1.2 Match Settings via the Global Rulebook.*

2.9.1. APAC North / APAC South

For all APAC League matches, the server will be hosted by the Broadcast Observer.

2.9.2. South Asian Nationals

Due to the Open nature of the local competition in South Asia (no broadcast), Players will be required to host their own servers (Specifically via the Dedicated Servers).

2.10. Match Process/Protocol

2.10.1. Determining the team who starts the veto process

Unless the team with the better seed is clear from the tournament progression, a coinflip will be used to determine who starts the veto process. The team who wins the coin flip will have the choice to determine which team begins the veto.

2.10.2. Map veto process

The map veto must be started one hour prior to the first scheduled match of the playday, or as soon as the teams for that match are determined (whichever is later).

Each Team has 3 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.

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

2.10.3. Match lineup

The lineup for each match must always fulfill the following criteria:

- Team Name
- Player 1
- Player 2
- Player 3
- Player 4
- Player 5
- Coach (if applicable)

Lineups must be submitted by the Team Representative at least one hour prior to the start of the match.

Lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). Any intentional delay which is caused by action already requested for teams to be prepared prior to the match while changing a team's lineup will result in a penalty. Players must give real time updates to the Tournament Organizer when a lineup change is occurring.

However, only one substitution will be permitted once in a match for each team during the live game.

2.10.4. Player Substitution

If a player is disconnected from the game during a match, the team will be given a maximum of 5 minutes allowing the player to rejoin the lobby. If the player is unable to continue the match after the maximum time, tournament administration will request that a substitute must be prepared. The team will be given an additional 5 minutes for either the originally affected player or a registered substitute to join the lobby. If the affected team is not able to field 5 valid players after these 10 minutes, the Match will be considered a Forfeit to the affected team as per stated in the Penalty Index in the Global Rulebook.

2.11. Admin Support during a match

Admins are required to be present in the official Rainbow 6 APAC League Discord Server via a voice channel.

Admins are also required to have access to each Team's private voice server. Admins will not join the Team's active voice channel during the middle of a round.

In the event admin support is needed, one player may join the admin support voice channel and request a rehost/support.

Players must use the in-game chat to request a technical pause or rehost by typing "rehost" or "rh". This will begin the process by the Administration to confirm the request. For tactical timeouts, please refer to **2.12 Tactical Pause** which is only allowed by a coach of the team.

If a rehost is required, the match must continue as normal until an admin has approved the rehost.

2.12. Tactical Timeouts

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Team's Coach/Team Captain.

- In order to request a Tactical Timeout, the Coach/Team Captain needs to notify the referee or tournament administrator at the end of a round, or during the first 15 seconds of the operator pick phase accordingly:
 - Team's Coach will need to inform the admin that are standing by in the team communication channel or join the admin support channel in the R6 APAC server.

- Team Captain are allowed to call a tactical timeout for the team through the in-game chat stating clearly by typing "Tac Timeout" or "TT".
- Upon notification, the game will be paused and a 45 seconds timer will start during which the Coach will be allowed to communicate with its Players.
- A referee or tournament administrator will be listening to the communications between the Players and their Coach for the entire duration of the timeout.
- Once the 45 seconds have passed, the communication between the Coach and the Players will automatically be cut-off, and the game will resume.
- Each Team may request one Tactical Timeout per map during any given match. Timeouts that are not used do not carry over to the next map and are lost.
- When one Team requests a Tactical Timeout, the other Team also benefits from having their Coach allowed to communicate with their Players.

2.13. Rehost Requests

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

However, a technical pause will be used prior to the rehost. If the player is unable to reconnect to the in-game server, rehost will take place.

- Any issue before the preparation phase starts (game, software or hardware related)
- Player can't move (unless it's done on purpose) - rehost 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 up to the first 30 seconds of the action phase, no damage taken by anyone
- Disconnect/hardware problem/software problem - rehost in the first 15 seconds of the preparation phase. On offline events, this timing is for the full duration of the preparation phase.
- Observer issue - rehost up to the first 30 seconds of the action phase, no damage taken by anyone

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

2.14. 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.

2.15. Player Disconnect after rehost time

If a player will disconnect after match time specified in 2.13 Rehost requests, the round will continue. If a player wont reconnect till the end of a round, the lobby will be remade. This redo of the lobby does not count as a rehost that is requested by the team

2.16. Server Disconnection

If any number of players are disconnected from a Match due to a technical issue on the server side, the affected round will be replayed with the same operators, same sixth pick, same starting sites, same bombsites, same equipment and same gadgets after tournament administration have confirmed the issue.

2.17. Match Media Deadlines

Players must upload ESL Application/MOSS files within 24 hours of their match completing. Players are responsible for uploading their own files on time. The Team Manager is responsible for ensuring their players upload their match media before the deadline.

2.18. Notification Process

This rule relates to the 8.8 Notification Process via the Global Rulebook.

The official communication between Ubisoft/Tournament Organizer to the Teams will be via email sent to the registered Team Representative. Further to this, general announcements will be delivered in the Rainbow 6 APAC League Discord.

Tournament Organizer recommends that players disable ingame notifications on their Steam and uPlay client during matches.

2.19. Unauthorized communication during a match

Player's are not allowed to speak to anyone outside of the list of authorised people while a match is in progress. This includes rehost periods. Authorised persons are;

- Teammates who are playing that specific match
- Tournament Organizer Representatives (Tournament Organizer admins)
- Broadcast Staff (i.e. Observer for joining lobby)

Unauthorized communications may include any communication between Players and/or Team Staff outside of authorized timeframes. Authorized timeframes are specifically the allocation for a Team's match during a playday.

2.20. Prize Money

This rule relates to 7. Prize Payment via the Global Rulebook.

The Global Rulebook refers to "Rainbow Six Competition". For clarification this will be defined as the "Stage" in the context of APAC League i.e. 3 month period.

2.20.1. Requesting Prize Payment

APAC North, APAC South, South Asian Nationals and APAC Playoffs teams must submit an invoice to: ESL SEA Pte. Ltd. no later than the last day of the respective Stage.

Tournament Organizers must inform the teams of the deadline date no later than the first day of the respective Stage.

South Asia teams will be permitted to request a Bank Transfer OR Paypal Transfer to receive their prize money.

2.20.2. Prize Distribution

All prizing is shown in US Dollars (USD) unless specified otherwise.

2.20.2.1. Stage 1

APAC North Division	
1st	\$15,000
2nd	\$7,000
3rd	\$5,000
4th	\$4,500
5th	\$3,000
6th	\$3,000
7th	\$2,000
8th	\$1,500

APAC South Division	
1st	\$15,000
2nd	\$7,000
3rd	\$5,000
4th	\$4,500
5th	\$3,000

6th	\$3,000
7th	\$2,000
8th	\$1,500

South Asian Nationals	
1st	\$3,000
2nd	\$2,000
3rd	\$1,000

APAC Playoffs	
1st	\$5,000
2nd	\$3,000
3rd	\$2,000
4th	\$2,000

APAC Additional Prize Money	
1st	\$62,500
2nd	\$31,250
3rd	\$18,750
4th	\$12,500

2.20.2.2. Stage 2 & Stage 3

APAC North Division	
1st	\$15,000
2nd	\$7,000
3rd	\$5,000
4th	\$4,500
5th	\$3,000
6th	\$3,000
7th	\$2,000

8th	\$1,500
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APAC South Division	
1st	\$15,000
2nd	\$7,000
3rd	\$5,000
4th	47,500
5th	\$3,000
6th	\$3,000
7th	\$2,000
8th	\$1,500

South Asian Nationals	
1st	\$3,000
2nd	\$2,000
3rd	\$1,000

APAC Playoffs	
1st	\$5,000
2nd	\$3,000
3rd	\$2,000
4th	\$2,000

2.21. Global Point System

This rule relates to the Global Point System of the Global Rulebook

The applicable global point system are listed below:

2.21.1. Stage 1

APAC North Division	
1st	Stage Champion Invite
2nd	Playoff Invite

3rd	Playoff Invite
4th	Playoff Invite

APAC South Division	
1st	Stage Champion Invite
2nd	Playoff Invite
3rd	Playoff Invite
4th	Playoff Invite

South Asian Nationals	
1st	Playoff Invite
2nd	Playoff Invite

APAC Standings	
1st	510 Points
2nd	390 Points
3rd	330 Points
4th	275 Points
5th	225 Points
6th	180 Points
7th	140 Points
8th	115 Points

2.21.2. Stage 2 & Stage 3

APAC North Division	
1st	225 Points + Major Invite
2nd	Playoff Invite
3rd	Playoff Invite
4th	Playoff Invite

APAC South Division	
1st	225 Points + Major Invite
2nd	Playoff Invite

3rd	Playoff Invite
4th	Playoff Invite

South Asian Nationals	
1st	Playoff Invite
2nd	Playoff Invite

APAC Playoff	
1st	225 Points + Major Invite
2nd	225 Points + Major Invite
3rd	225 Points
4th	180 Points
5th	140 Points
6th	115 Points

2.22. Punctuality

All matches in the R6 APAC League 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.

All participants must be ready no later than 60 minutes prior to the first scheduled match of the playday.

In offline events, 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 at any point you will be late for any official match, you must inform a tournament official immediately and to the best of your ability – defined as following the two official communication practices, Team representative email to r6leagueops@eslgaming.com followed by a message in your Team Channel via the official Discord. All initial communication must specify the details and requirements and not constitute just a greeting.

Any delays caused by showing up late may lead to Fines or Suspensions as outlined in the Penalty Index via the Global Rulebook.

2.23. Insufficient players

Players must be ready at least 60 minutes prior to the start of their match. All players must be in the lobby at least 10 minutes prior to the start of the match.

If a team for any reason does not have the sufficient number of players to participate in a Rainbow 6 APAC League match, 5 minutes after the start of the match, the team will be awarded a loss with the worst possible result; 7-0

2.24. Misuse of ingame chat

The use of in-game chat must be limited strictly to match related discussion only. Players should only need to use the chat to request rehost, advise the opponent of technical issues or flag an admin in case of emergency. Any communications not pertaining to the match are strictly not permitted. The Code of Conduct and its contents applies to this rule.

2.25. Delaying the match

Teams are not permitted to delay the start of the scheduled matches. In the event of an emergency Teams must contact the Tournament Organizer as soon as possible.

Unless there are no other options available, a match will never be delayed or rescheduled.

2.26. Map veto process

The map selection process must be started no later than one hour prior to the first scheduled match of the day.

Each Team will be given 3 minutes for each ban or pick during the process. During that time Team Members are permitted to speak amongst themselves.

2.27. Match Protests

2.27.1. Definition

Official communication filed via support ticket from a Team to Tournament Organizer that relate specifically to matters within a match.

2.27.2. How to open a Protest

The Team Representative or Manager must use the Support Bot in the R6 APAC League Discord to open a ticket in their local

language. The opposing Team Representative/Manager will be added to the protest ticket where they will be given the opportunity to respond.

2.27.3. Match Protest Rules

2.27.3.1. Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

- 48 hours after the match is completed
- 24 hours prior to your next scheduled match
- Only at offline events: The end of the event day (departure of the admins)

2.27.3.2. Contents of a Match Protest

The protest must contain detailed information about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented or adequate detail is not provided.

2.27.3.3. Behaviour in Match Protests

Content in Match Protests are governed in part by the Code of Conduct. Any misconduct in this documentation will result in penalties via the Penalty Index or the protest being ruled against the offending party.

2.28. Reschedules

Reschedules are, in general, not allowed. In case of extenuating circumstances, Tournament Organizers and Ubisoft may force a reschedule and decide on the terms.

2.29. Local servers of each Region

By default games will be hosted on the following servers.

The server location of each match will be determined via a Ping test conducted by Tournament Organizers preceding the first playday of each Stage. This information will be distributed to all teams and the final result must be adhered to.

2.29.1. APAC League North Division

- EAS
- WJA
- SEA

2.29.2. APAC League South Division

- SEAU
- EAS
- WJA
- SEA

2.29.3. South Asian Nationals

- SEA
- UAE

2.30. Missing match media

It is the responsibility of all Players to respect the match media submission process and deadlines.

Failure to submit match media within the provided deadlines can result in match results being considered null and void.

If a Player is unable to submit match media due to circumstances out of their control (i.e. hardware failure), the Player must submit a detailed account of the event(s) to the Tournament Organizer for thorough review.

2.31. Equipment

The players are required to prepare their own equipment.

2.31.1. Webcam Requirements

It is the responsibility of players to prepare the equipment or webcam to feature the player's real life action during live matches. Failure to prepare such equipment or set up will result in penalties subject to Global Rulebook.

3. Offline general rules

3.1. Equipment

Tournament Organizer only provides monitors and computers. Participants have to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, 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.

3.2. 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.

3.3. Clothing

The players and teams need to ensure that they are all in equal colored clan attire, shorts are not allowed. Failure for a player or a team to bring such attire, will result in the Tournament Organizer providing suitable clothing for the participants. The cost of this clothing will then be subtracted from the prize money paid out to the participants. Any kind of headwear is forbidden. Shorts are not allowed for stage matches.

3.4. 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.

3.5. 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.

3.6. 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.

3.7. 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.

3.8. Stage Matches

Each participant is required to play his/their stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on stage is provided.

3.9. Gaming Areas

3.9.1. 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.

3.9.2. 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.

3.9.3. Mobile phones, tablets, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before starting to set up before 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).

3.9.4. 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.

3.9.5. Internet access

Internet access on tournament computers is disabled for all participants.

3.10. Warm-up Period

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

3.11. Winners Ceremony

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

3.12. Technical Issues

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

3.12.1. 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 outside of the five players is not allowed.

Coaches cannot communicate with the team during technical timeout.

3.13. Lineup changes

Lineup changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

3.14. Ingame Nickname

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

Nickname of a player must be the same as he submitted on official Pro League google form at the start of the season.

3.15. 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.

3.16. Sound cancelling 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.

3.17. Confirmation of the roster

The list of players and coaches participating in offline events will be locked two weeks before the arrival flight date.

3.18. Breaks between maps

Between maps, players will be given a 5 minutes break. During that time they can go off stage.

If the team won't be back on stage and ready to play after 5 minutes, they will receive a penalty.

APAC Structure

Countries & Regions	Local		Regional		International
Japan	Japan Nationals		North Division League	APAC League Playoffs	Majors & Six Invitational
Korea	Korean Nationals				
Thailand	Operation League Thailand	SEA Playoffs			
Chinese Taipei	Operation League Taiwan				
Singapore	Operation League SEA				
Australia	Oceanic Nationals		South Division League	APAC League Playoffs	Majors & Six Invitational
New Zealand					
Polynesian Nations					
India	South Asian Nationals				
Pakistan					
Sri Lanka					
Bangladesh					
Nepal					