



Tournament Specific Rules 2022

The following document outlines the tournament specific rules applied to all elements of the ASUS ROG Masters 2022. This document in its entirety acts in accordance with the UBISOFT Code of Conduct.

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1. General

This document (“Tournament Specific Rules”) governs the entirety of ROG Masters APAC 2022 (Open Qualifiers, Regional Finals, and APAC Final) from 1 August 2022 to 1 January 2023 within the countries specified in Appendix A.

For all rules that are similar from the [ESL Global Rules](#), this Tournament Specific Rules would supersede said rules.

In the event of any discrepancy or inconsistency between the English version and any other translated version of this Tournament Specific Rules, the English version shall prevail and the relevant translated version shall be deemed to be automatically amended to conform with and make the relevant text consistent with the relevant English text.

Visit the [ROG Masters APAC 2022 discord](#) if you have any questions about this competition, the registration process or how to participate.

2. Player Eligibility & Registration

2.1 Eligibility Requirements

Only eligible individuals can participate in the Competition of ROG Masters APAC 2022 (“Tournament”).

Individuals who wish to participate must:

1. be residents of a participating jurisdiction as outlined in Appendix A: Countries/Areas & Age.;
2. be eligible to play Tom Clancy's Rainbow Six: Siege according to their local age restrictions, throughout the Tournament, as outlined in Appendix A: Countries/Areas & Age.;
3. at all material times during the Tournament own or have access to a PC version of Tom Clancy's Rainbow Six: Siege;
4. have a valid Uplay account;
5. have a valid ESL account;
6. have at least 5Mb of internet connection bandwidth to be able to broadcast;
7. confirm acceptance of the terms and conditions governing this Tournament (“Tournament Specific Rules” (see 2.2 below for how to accept).

Individuals who meet all of the eligibility requirements listed above are referred to hereafter as “Players”.

If at any point during the Tournament, the Tournament Organiser becomes aware that an individual does not meet any one of the eligibility requirements or harm the sponsor's brand image, they will be removed from participating in the Tournament and/or prevented from winning a prize.

2.2 Registration

All players must:

1. be at least 18 years of age, anyone found to be under 18 years old will result in a team disqualification;
2. belong to a competing region (i.e. if a team is competing in a Japan qualifier, all their players need to be residing in Japan);
3. link their Account for Uplay to their ESL account on the Tournament App or on the ESL Play tournament hub page;
4. use the same Uplay account linked on ESL Play to compete in the tournament;
5. read and accept the Tournament Specific Rules and relevant privacy policies, including the ESL privacy policy. For more information on how ESL SEA Pte. Ltd. (“ESL”), the Tournament Organizer, will process your information, please review ESL privacy policy and section 6 (“General Terms”) below.

2.3 Discord Procedure

This Tournament is operated and managed on [Discord](#). All participants must join the [Discord](#) server of the Tournament in order to participate in the competition.

The participants need to click on their participating region icon in the “Welcome” channel in order to see the necessary channels for their regional competition.

2.4 Confidentiality

All dialogs between the Tournament Organiser and Players or Teams by any communication channels, are deemed strictly confidential. The publication of such material is prohibited without written confirmation from the Tournament Organizer.

3. Tournament Structure

3.1 Regions

The Tournaments will be run in the following regions:

- Japan Qualifier
 - Japan East Server
- Korea Qualifier
 - East Asia Server
- South Asia Qualifier
 - South East Asia Server
- South East Asia Qualifier
 - South East Asia Server

The full list of countries per region is available in Appendix A: Countries / Areas & Age.

Top 2 teams from each Open Qualifier will qualify for the Regional Final. The top team from the Regional Final will qualify for the APAC Final.

3.2 Open Qualifiers

Registration

All Eligible Teams can participate in the Qualifiers.

Tournament Format Details

- Online
- Mode: 5on5, TDM Bomb
- Team seeding:
 - Random
- Tournament system:
 - Single Elimination; Best of 1
 - Top 2 teams will not play against each other, but will qualify to the Regional Finals immediately

3.3 Regional Finals

Registration

Teams that qualify from Open Qualifiers will automatically proceed to the upcoming Regional Finals tournament. There will be 2 additional professional esports teams (“Invited Teams”) that would join the 2 qualified teams from Open Qualifiers to compete in the Regional Finals. Participating Teams need to be ready on time for the eligible tournaments in order to participate.

The South East Asia (SEA) Regional Final will be broadcasted, additional rules may apply. In this case all participants will be informed of additional rules along with their invitation to the Regional Finals.

Tournament Format Details

- Online
- Mode: 5on5, TDM Bomb
- Team seeding:
 - The teams from Open Qualifiers will play against Invited Teams for the first round of the Regional Finals.
- Tournament system:
 - Single Elimination; Best of 3

3.4 APAC Final

Registration

Teams that qualify from Regional Finals will be invited to the upcoming APAC Final tournament. Participating Teams need to be ready on time for the eligible tournaments in order to participate

The APAC Final will be broadcasted, additional rules may apply. In this case all participants will be informed of additional rules along with their invitation to the APAC Final.

Tournament Format Details

- Offline
- Mode: 5on5, TDM Bomb
- Team seeding:
 - Random
- Tournament system:
 - Double Elimination; Best of 3
 - Grand Finals
 - Upper Bracket team to have the right to choose Team A or Team B
 - Upper Bracket team gets to choose starting side or OT side for Decider Map

3.5 Match Rules

Match start time

All matches (Open Qualifiers, Regional Finals and APAC Final) are played at the scheduled match time.

Joining your game lobby

1. Access the match event page in ESL Play.
2. The team on the left (team on the top of the tournament bracket, referred to as “Team A”) in the match page gets the lobby hosting right.
3. The match results, screenshots, and MOss file needs to be uploaded as match media, onto the match page.

Match details

- One map per match
- Each cup: 10 Players in one Lobby

Game settings

- HUD Settings: Standard HUD
- Option to request a Surrender vote is disabled

Game details

- Number of Bans: 4
- Ban Timer: 10
- Number of rounds: 6
- Attacker/Defender role swap: 3
- Overtime: 3
- Overtime score difference: 2
- Overtime role change: 1

- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Won
- Attacker unique spawn: On
- Pick Phase Timer: 30
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

Game mode: TDM BOMB

- Plant duration: 7
- Defuse duration: 7
- Fuse time: 45
- Preparation: 45
- Action: 180

Operators, cosmetics, gadgets, equipment, attachments

All Operators are allowed.

Only DEFAULT cosmetics are allowed for Operators and Gadgets.

The tournament administration reserves the right to ban specific gadgets, operators, equipment or attachments at any time to guarantee that no advantage gets abused. Tournament administration will do their best to send any restrictions or rule changes to the teams as soon as possible.

Hosting and map veto

Map pool: Will be using the maps shown below.

- Chalet
- Oregon
- Club House
- Skyscraper
- Bank
- Kafe Dostoyevsky
- Villa
- Border
- Themepark

Map Veto: Each map ban/side pick should take no longer than 1 minute

The team on the left(team on the top of the tournament bracket, referred to as "Team A") in the match page gets the lobby hosting right. The dedicated server location must be settled by default, refer to section 3 "Tournament Structure".

For B01 (Open Qualifiers) Map bans must be done via the match comment on the match page via ESL Play.

For B03 (Regional Finals and APAC Final) the admins will conduct the map veto process on Discord.

Please refer to the tables below for the map veto process.

Best of One Series (B01)		Best of Three Series (B03)	
Team A Bans		Team A Bans	
Team B Bans		Team B Bans	
Team A Bans		Team A Bans	
Team B Bans		Team B Bans	
Team A Bans		Team A Picks	B picks side / A OT
Team B Bans		Team B Picks	A picks side / B OT
Team A Bans		Team A Bans	
Team B Bans		Team B Bans	
Remaining Decider	A picks side / B OT	Remaining Decider	Coinflip for sides

When a team has all their players in the lobby, they are counted as ready and the match, considering both rosters are complete, can be started.

Timeouts

Timeouts are short pauses in the flow of a game that can be requested by a team. Each Team may request one Timeout per map during any given match. Timeouts that are not used do not carry over to the next map and are lost.

In order to request a Timeout:

1. Players must use the ingame 'Request timeout' function, located in the pause menu. This can be opened by clicking 'ESC' on your keyboard.
2. A majority vote from players on the team must happen in order to have the timeout. This must be called during the first 10 seconds of the operator pick phase for it to work in the called round.
3. Once the 45 seconds have passed the game will resume.

If the timeout is called outside this time period, the timeout will begin in the following round's pick phase.

No show

If a contestant is not ready to play the match after **10 minutes** has passed (e.g no Maps have been banned and no communication took place), then they should be reported for a no-show to the admin team via Discord. The team has **10 minutes** to join the lobby from when they receive the match notification, failure to join within this time will result in a default loss. Delaying the tournament will result in disqualification.

Results

Results must be submitted to ESL Play at the end of the match. Results have to be reported after the end of the match through the match event on the ESL Play mobile app or website. Players should upload the screenshot/video (match media) which shows the exact match score. Match media has to be uploaded directly on the match event page. Both teams are responsible for entering correct results on the ESL website. Therefore, both teams should take a screenshot at the end of the match, where we can see the correct result and will need to upload it after the match to the ESL website. If

you have a conflict in the match, please inform the admins on Discord, so the admin team can check the case and make a decision. The decision can also mean that both teams are disqualified if there is not enough proof for either team to be the clear winner.

Disconnection

If a player drops from the server during a match, the round will continue uninterrupted until the end (Round starts with the first second of the preparation phase) if a team leaves the round before it is finished, the other team will get the round point. After the round completion, the player who disconnected will be allowed to rejoin the server or a re-host can be requested.

If a team disconnects during the qualifiers, that team will forfeit the entire game, not just a round. It will be the sole responsibility of the disconnected Player to reconnect to his opponents.

During the Regional Finals, each team can do a re-host once per map. If problems like this appear again, such as a player dropping out when the match has already been re-hosted, the team needs to play the map with the remaining players to its conclusion. The disconnected player should reconnect as soon as possible. Any abuse of this rule will be considered as deception and will result in penalization and including disqualification of the team.

Match Disputes

- If any issues are encountered in a match, it's the players responsibility to reach out to the admin team via discord.
- Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as YouTube or Twitch.

3.6 Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- Livestream VODs (with clear naming of the players, selected teams, date, tournament round)
- Screenshots (or photographs) showing both players and the result/issue

3.7 MOnitor System Status (MOSS)

[MOnitor System Status \(MOSS\)](#) is mandatory for all players to use for the full duration of all matches in Open Qualifiers, Regional Finals, and APAC Final without exception. If a player is not able to correctly run [MOnitor System Status \(MOSS\)](#), then he is not allowed to take part in a Tournament.

For missing MOSS files the players/teams will be punished depending on the circumstances: First violation results in a warning, and a subsequent violation would result in a team disqualification.

Corrupt, defective or incomplete MOSS files will be treated like missing MOSS files and will be punished identically. MOSS files with 2 or more in-game rounds missing as well as files with more than 50% black or not visible screenshots count as incomplete and missing.

Manipulating MOSS and MOSS-files will be strictly punished and is considered as cheating.

3.8 MOSS-File upload

It is mandatory to upload the MOSS files within 10 minutes after the match. If any of the files are missing after the previous 10 minutes then you have to contact an admin on Discord within the next 5 minutes to complain. The player(s) will get additional time from the opening of the protest to upload their MOSS files.


If the player(s) still have not uploaded their MOSS files within this deadline, it will be treated as missing MOSS files and will be punished identically. Teams that already have an active warning will get disqualified.

3.9 Rule Changes

ESL reserves the right to amend, remove, or otherwise change the rules outlined in this Tournament Specific Rules, without further notice. Players shall be bound by any such revisions. The tournament administration also reserves the right to make judgements on cases that are not specifically supported, or detailed in this Tournament Specific Rules, or to make judgments that even go against this Tournament Specific Rules in extreme cases, to preserve fair play and sportsmanship.




4. Prizing

4.1 Prize breakdown - Open Qualifiers





Place	Reward
 1st - 2nd	Qualify to Regional Final

4.2 Prize breakdown - Regional Finals

Place	Reward
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 1st	USD \$2,000 + Qualify to APAC Final
 2nd	USD \$1,500
 3rd - 4th	USD \$1,000

4.3 Prize breakdown - APAC Final

Place	Reward
 1st	USD \$8,000
 2nd	USD \$5,000
 3rd	USD \$3,000
 4th	USD \$2,000

4.4 Prizing Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted. All expenses not specified above, including, without limitation, all applicable federal, state, and local taxes, and international tariffs are the sole responsibility of the individual Winner.

Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified, or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to be distributed evenly amongst the other teams in the specific tournament. Allow up to 3 months for delivery of prizes.

4.5 Travel and Accommodation

Travel and accommodation for teams that qualify to the APAC Final will be managed by the Tournament Organiser. Additional information will be provided to the qualified teams.

5. Game Coverage

5.1 Rights

ASUS owns all broadcasting rights for ROG Masters APAC 2022 while, ESL is granted the rights to the coverage of ROG Masters APAC 2022. This includes all forms of transmission, including but not limited to IRC Bots, Shoutcast-streams, live broadcasts on platforms like Twitch, and YouTube.

5.2 Personal broadcasts

Players or Teams are not allowed to broadcast their own or selected matches without prior approval of ESL. In this case, terms and conditions would have to be arranged with ESL as Tournament Organiser, before the match is shown.

ESL as Tournament Organiser, will contact any player or team if they wish to broadcast one of their matches. In case of a broadcasted Final, additional rules can apply. In this case all participants will be informed of the new ruleset within their invitation.

5.3 Agreement

Players agree that any title and right arising from the Tournament, including but not limited to ownership, copyrights and related intellectual property rights, shall be deemed as initially owned by ASUS. Players hereby grant ASUS a worldwide and royalty-free right to quote, copy, reproduce, modify, publish, distribute and use all or a portion of the filming, photographing, audio recording arising from the Tournament for the purpose of advertising and promotion in all forms and in all media. Players cannot refuse to take part in the broadcasted match and cannot choose in what manner or style the broadcast is made, or withdraw his/her consent on his/her personal data processing during the Tournament.

6. Penalty

Teams that are found violating the ROG Masters APAC 2022 Tournament Specific Rules, [ESL Global Rules](#), and/or [Ubisoft Code of Conduct: The way we play](#), will be subject but not limited to:

- Warning
- Round loss
- Match forfeit
- Competition forfeit
- Prize forfeit

Appendix A: Countries / Areas & Age

APPENDIX A: COUNTRIES / AREAS & AGE

Below is a comprehensive list of all eligible countries, their respective tournament region and minimum age required to participate in the ROG Masters APAC 2022:

Country	Region	Age
Japan	Japan	18
Korea	Korea	18
India	South Asia	18
Bangladesh	South Asia	18
Sri Lanka	South Asia	18
Nepal	South Asia	18
Maldives	South Asia	18
Singapore	South East Asia	18
Malaysia	South East Asia	18
Indonesia	South East Asia	18
Thailand	South East Asia	18
Vietnam	South East Asia	18
Philippines	South East Asia	18
Cambodia	South East Asia	18
Hong Kong Special Administrative Region of the People's Republic of China	South East Asia	18
Brunei Darussalam	South East Asia	18