



# **BLAST RULEBOOK**

**2021 SEASON**

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## 1. DEFINITIONS AND INTERPRETATION

- 1.1. The capitalised terms used in this Rulebook shall, unless otherwise specified herein, have the meanings set out in Appendix 1.
- 1.2. Any phrase introduced by the terms “including”, “include”, “in particular”, “for example” or any similar expression shall be construed as illustrative and shall not limit the sense of the words preceding those terms.
- 1.3. Words and expressions importing natural persons include any individual, body corporate, unincorporated body, government, government department, agency and any municipal, local, statutory or other authority.
- 1.4. Headings are for ease of reference only and do not affect the meaning of this Rulebook.
- 1.5. The singular includes the plural and vice versa, and words importing a gender includes other genders.
- 1.6. A reference to a clause, paragraph or schedule is a reference to a clause or paragraph of or schedule to this Rulebook and a reference to this Rulebook includes any schedules.
- 1.7. Unless specifically stated, each provision of the Rulebook applies equally to online events as LAN events.

## 2. THE RULEBOOK

- 2.1. Purpose: The Rulebook (which for the purposes hereof includes all schedules and appendices) is for the benefit of all Tournament stakeholders, including the Teams, the Participants, BLAST and Tournament Partners. The purpose of the Rulebook is to protect and maintain the integrity and competitive balance of the Tournament, and to set out the minimum standards to be expected of all Teams and Participants.
- 2.2. Acceptance of the Rulebook: The Rulebook shall apply to, and be binding upon, the Teams and all Participants. By participating in the Tournament, all Teams and Participants expressly and unconditionally agree to comply with, and be bound by, the Rulebook and the terms of the Team’s TPA insofar as the same relates to the applicable Teams and Participants.
- 2.3. Amendments of the Rulebook: The Rulebook and any other rules or regulations imposed by BLAST in relation to the Tournament may be amended by BLAST from time to time and any such amendments shall be binding upon the Teams and Participants.
- 2.4. Application of the Rulebook: Subject to the ESIC Codes and the application thereof, Tournament Officials will always, to the extent permitted by the Rulebook and the situations presented, resolve any issues and conflicts in a fair, reasonable and proportionate way. If the Rulebook does not cover a specific incident or sequence of events, Tournament Officials reserve the right to rule as they see fit taking into account sportsmanship, integrity, the spirit of the Tournament and applying the principles of reasonableness and proportionality. If necessary, the Tournament Director may take a decision at his/her sole discretion.
- 2.5. Validity: If any provision of the Rulebook is deemed void or unenforceable in whole or in part, this shall not affect the validity of the remainder of the Rulebook. If a provision of the Rulebook is found to be void or unenforceable, the provision shall apply with the minimum modification necessary to make it valid and enforceable.
- 2.6. Conflict: To the extent that there is a conflict between the terms of the Rulebook and any of the terms contained in the TPA, then save as set out herein at Clause 2.6 the terms of the TPA shall prevail. In respect of any appeals process to a Sanction imposed by BLAST pursuant to the

terms of this Rulebook, the terms of Clause 14.4 of this Rulebook shall prevail over the TPA.

### **3. TOURNAMENT OFFICIALS**

- 3.1. Tournament Officials: BLAST shall notify the relevant Teams of the Tournament Officials appointed for each Match.
- 3.2. Responsibilities: The Tournament Officials are responsible for making decisions and judgment calls on Match play and Tournament related issues which take place immediately before, during and immediately following a Match. These responsibilities include, but are not limited to:
  - 3.2.1. starting and closing the Match;
  - 3.2.2. monitoring the Playing Area;
  - 3.2.3. monitoring the Participants' behaviour;
  - 3.2.4. issuing appropriate in-Match Sanctions; and
  - 3.2.5. making decisions on Match related issues.
- 3.3. Independence: Tournament Officials shall, at all times, conduct themselves in an appropriate, professional and impartial manner, as befitting the Tournament and BLAST. For the avoidance of doubt, Tournament Officials shall show no prejudice towards any Team or Participant.
- 3.4. Decision Making: Subject to the application of the ESIC Codes (where applicable) and/or in certain limited circumstances the application of the terms of the TPA, the decisions made and Sanctions applied by Tournament Officials during a Match or otherwise during a Tournament Stage are final and binding on all Teams and Participants unless otherwise provided for herein. Only those decisions that are not Non-Appealable Decisions can be appealed, and the process for such appeal(s) is set out in Clause 14 below.
- 3.5. Payments to Tournament Officials: Without limitation to the ESIC Codes, no Team, Participant, or any other person acting on their, or its behalf, shall make, or offer to make, any payment whatsoever to a Tournament Official, whether in cash or in kind, and whether by way of fee, allowance or reimbursement of expenses, except as may from time to time be approved or determined by BLAST.

### **4. TOURNAMENT FORMAT**

- 4.1. Format: The rules and regulations governing all aspects of the Tournament's format and qualification mechanisms are set out in the Tournament Mechanics & Qualifications Regulations at Appendix 3.

### **5. BEHAVIOUR AND STANDARDS**

- 5.1. Punctuality: Participants are expected to attend all Tournament commitments (including but not limited to team briefings, Matches, signing sessions, fan meets, pre-/post-match interviews and other PR responsibilities) at the specified time prior to their beginning. Delayed start of any such engagements may result in warnings and/or Sanctions including, in the case of a Match, default loss.
- 5.2. Respect: All Participants must comply with the Code of Conduct and are required to treat Tournament Officials, other Participants, BLAST staff, Tournament Partners, members of the press and fans with the utmost respect. This extends to all equipment and hardware provided by BLAST/the venue and any damage or breakage of the aforesaid items may lead to warnings

and/or Sanctions.

- 5.3. Communication: Participants must use respectful language when communicating with Tournament Officials, other Players, Team Personnel, BLAST staff, Tournament Partners, members of the press and fans. Use of vulgar and/or inappropriate language may result in warnings and/or Sanctions.
- 5.4. Confidentiality: The Teams and Participants acknowledge that by participating in the Tournament they may have access to certain confidential information, including but not limited to Roster changes, Team news, results of Matches (which shall be considered confidential up until such time as such results are made publicly available by BLAST), information disclosed or covered at Tournament Council Meetings, communications regarding the Tournament disclosed to Teams and/or Participants in circumstances imparting confidence and correspondence between Participants and/or Tournament Officials. The Teams and Participants undertake to hold in confidence all confidential information, and not to disclose such information to third parties and to use such information only for the purposes of participating in the Tournament. In addition, the Teams and Participants acknowledge that in connection with the Tournament, they may have access to BLAST's and/or other third parties' (and/or their respective parents', subsidiaries', affiliates' and/or business partners') confidential information including, but not limited to, business and other non-public information. The Teams and Participants shall not disclose any such confidential information to any third party unless so authorised by BLAST (except as required by law).
- 5.5. Non-Disparagement: The Teams and Participants shall not at any time make any comments, statements or remarks by whatever means (including online) or engage in any conduct which damages or adversely impacts the goodwill, image, commercial interests or reputation of BLAST, the Tournament and/or any Tournament Partner or other Team and shall not engage in any conduct which brings the Tournament, the Team or the Participants into public disrepute or scandal.
- 5.6. Penalty Points: Where a Participant breaches this Rulebook and/or acts in a manner which BLAST reasonably determines to be detrimental to the integrity or public image of the Tournament, BLAST, any Team or Tournament Partner, BLAST may, in addition to the other Sanctions available to it (including but not limited to those in Clause 14.3 below (which include financial penalties and fines) impose Penalty Points on that Participant in accordance with Appendix 4, which may result in a suspension from playing in BLAST Matches or Tournaments. Further details of the Penalty Points system are provided in Appendix 4.

## **6. TEAM MATTERS & ROSTER**

- 6.1. Team Name: Each Team will be referred to in the Tournament as they are commonly known and shall not include any title sponsor.
- 6.2. Team Kit & Sponsors: Unless advised otherwise by BLAST, Participants must wear Team Kits during all Matches, and during pre-match and post-match interviews organised by or for BLAST. Each Team shall provide to BLAST Team Kit details for the relevant, upcoming Tournament Stage. Teams and Participants may include sponsors' logos/marks on their clothing and peripherals, save that sponsors from the Blacklisted Categories are strictly prohibited. Furthermore:
  - 6.2.1. No non-Team branded jackets or coats may be worn on stage or in the Playing Area (including being stored on the back of chairs or under the table).
  - 6.2.2. Players and Team Coaches must wear full Team apparel on stage and in the Playing Area at all times.
  - 6.2.3. Players and Team Coaches must wear Team specific trousers (or dark long trousers)

and proper shoes on stage and in the Playing Area at all times.

- 6.2.4. If an item of clothing (such as headwear) is deemed to provide an unfair advantage, the Participant may be required to remove it.
- 6.2.5. If a Team changes any of its sponsors during a season, BLAST shall be under no obligation to update or edit any content or other marketing or advertising materials in relation to the Team or the Team's involvement in the Tournament to take account of such sponsor change.
- 6.3. Third Party Online Matches: In exceptional circumstances, and subject to BLAST's prior approval on a case by case basis, Teams and Participants may participate in Third Party Online League Matches during the Tournament, provided that:
  - 6.3.1. Such Third Party Online League Matches do not conflict with the Teams and Participants' obligations towards the Tournament including but not limited to competing in Matches and media/press obligations; and
  - 6.3.2. Teams and Participants shall not, and shall procure that no third party tournament organisers shall not, schedule two BLAST Teams to play a Third Party Online League Match while such Teams are attending the Tournament. Attendance at the Tournament is considered from arrival day until departure day unless specified otherwise.
- 6.4. Broadcasting: Each Participant acknowledges and agrees that BLAST has the right to photograph, record, publish, broadcast, stream, disseminate, telecast, transmit, air, distribute, or otherwise exploit, in any manner whatsoever and in any and all media whether now known or hereinafter invented, all or any part of the Tournament and any services provided by, or image, representation or voice communications of, a Participant or a Team howsoever arising in respect of or connected to the Tournament (including but not limited to the products of such services).
- 6.5. Eligibility:
  - 6.5.1. The Team's roster shall consist of up to five (5) starting Players and two (2) substitute Players. The Team Coach may be used to fill a substitute position.
  - 6.5.2. Subject to Clause 6.8 below, the Team's roster must be submitted to BLAST at least three (3) weeks prior to the applicable Tournament Stage (the "**Submitted Roster**") save that in respect of Teams which qualify for the so-called "BLAST Premier Showdown" and/or are a "BLAST Wildcard" (as defined in the Tournament Mechanics & Qualifications Regulations), the Submitted Roster must be submitted to BLAST within 48 hours of such qualification being confirmed. BLAST shall have the right to impose Sanctions (including but not limited to financial sanctions) against any Team which does not submit their Submitted Roster within the deadlines above (or any Participant if a Participant causes a Team to miss the deadlines above). Only the Players included on the Submitted Roster are eligible to compete at the applicable Tournament Stage unless otherwise agreed by BLAST in advance. Further, in the event that:
    - 6.5.2.1. one Team fails to submit their Submitted Roster to BLAST within the deadlines stated above, then that Team shall automatically be Seeded in last place for the applicable Tournament Stage;
    - 6.5.2.2. more than one Team fails to submit their Submitted Roster to BLAST within the deadlines stated above, then those Teams that have missed the deadline will be pooled together for the purposes of Seeding (the "**Missed Deadline Pool**"). BLAST will Seed the Teams in the Missed Deadline Pool by reference to

the Seeding those Teams received in accordance with the Tournament Mechanics & Qualifications Regulations at Appendix 3 with the lowest Seeded Team in the Missed Deadline Pool being Seeded last, and the second worst Seeded Team being Seeded second last, and so on.

- 6.5.3. A Player or Team Coach may not be included on a Submitted Roster (and therefore may not participate in the Tournament) if:
  - 6.5.3.1. they are under the age of sixteen (16).
  - 6.5.3.2. they are serving a ban imposed by BLAST and/or ESIC and/or any other applicable authority recognised by BLAST and/or ESIC;
  - 6.5.3.3. they have been Valve Anti-Cheat (VAC) banned during the 2 years prior to the first match date of the applicable Tournament Stage;
  - 6.5.3.4. they have a direct or indirect financial interest (whether through the holding of shares or otherwise) in any other professional esports team (excluding the Team they represent) participating in any BLAST qualifier or BLAST Premier event.
- 6.5.4. By participating in the Tournament, all Participants warrant and represent that they are eligible to do so in accordance with the Rulebook and the TPA (and any other rules or regulations connected thereto).
- 6.6. Team Coach: A Team may submit one (1) Team Coach who is eligible to stand behind the Players in the Playing Area. The Team Coach may only communicate to the Players during tactical timeouts and half time/side switches (including half time/side switches during overtime). If the Team Coach is required to substitute into the line-up, a starting or substitute Player may take the place of the Team Coach.
- 6.7. Match Line-up: Teams must provide their line-up for their first match within ten (10) minutes of the completion of Vetos.
- 6.8. Match Substitutions: Teams may field a different line-up for each subsequent Map provided that they can set-up the Player in the Playing Area within the pre-scheduled break times. Line ups for each Map must be submitted to the Tournament Operations Manager 10 minutes before the Map starts. If they cannot set up the substitute(s) in time, this may result in the substitute(s) playing on the starting Players' peripherals and/or settings. If a substitution is made:
  - 6.8.1. The opposing Team will have two (2) minutes to confirm their line-up with the Tournament Operations manager; and
  - 6.8.2. The substitution is final for that Map.
- 6.9. Emergency Replacements: Where possible, Teams should always use registered substitutes included on the Submitted Roster. However, in some cases it may be necessary for a Team to apply for an emergency replacement after the submission of the Submitted Roster due to issues such as illness, injury, and travel disruption. Replacements cannot be a Participant who is active on another pro roster which is participating in the Tournament. The acceptance or rejection of an emergency replacement will be decided by BLAST on a case by case basis in its sole discretion.
- 6.10. Qualification Points: The Players shall not be entitled to any so-called "qualification points" or World Leaderboard Points awarded by BLAST in connection with the Tournament (or equivalent) individually or collectively, and the entitlement of the same shall lie solely with the

Teams.

## 7. SCHEDULING

- 7.1. Match Schedule: BLAST shall use reasonable endeavours to provide the Match Schedule to all Teams at least two (2) weeks prior to the applicable Tournament Stage. BLAST shall have the absolute right to amend and/or re-order the Match Schedule at any time.
- 7.2. Match Start Times:
  - 7.2.1. As set out in the Tournament Mechanics & Qualifications Regulations, and notwithstanding any other provisions of the Rulebook, BLAST has the absolute right to amend and/or re-order the Match start time listed on the Match Schedule.
  - 7.2.2. A Match start must, so far as possible, adhere to the time specified in the Match Schedule. In the event that the Match start time has been rearranged, the new Match start time shall be published by BLAST. Should a Team require a delay of more than five (5) minutes, a request must be made to the Tournament Operations Manager.
- 7.3. Duration of Matches: the form, format and duration of Matches are set out in the Tournament Mechanics & Qualifications Regulations at Appendix 3.
- 7.4. Setup/Warm-up:
  - 7.4.1. In the case of an online match:
    - 7.4.1.1. BLAST will provide a game server one (1) hour before the official start time of the Match. Players are required to connect and test connection to the game server one (1) hour before the Match start time to check any server related issues. If any Team has any issue(s) related to the game server provided, they must report the issue(s) a minimum of (30) minutes before the official start time of the Match to a Tournament Official. All Players are required to sign a server confirmation sheet a minimum of (30) minutes before the official start time unless an issue(s) has been raised. After this time period if no issue(s) have been raised to a Tournament Official BLAST will consider the game server to be satisfactory and therefore reserve the right to deny any requests for a new game server.
    - 7.4.1.2. Players and Team Coaches are required to be Match Ready a minimum of ten (10) minutes before the official start time of the Match. For the purposes of this Rulebook, "**Match Ready**" means all Players & Team Coaches are connected to the game server, connected to the TeamSpeak server (unmuted) and with player cameras turned on in their discord channel.
  - 7.4.2. In the case of an LAN (or offline) match:
    - 7.4.2.1. Teams will be provided with at least one and a half (1.5) hours of setup and warm-up time prior to their first Match of each day. After the Team's first Match of each day there is no more set up/warm-up time allocated as Matches will follow on from each other in quick succession.
    - 7.4.2.2. Unless a Player or Team Coach is required for other official duties (such as an arena walk-in or interview) all Players and Team Coaches must be positioned at their desk and Match Ready to play at least fifteen (15) minutes prior to the start of each Match.
- 7.5. Abandoned Matches: If the Tournament Operations Manager deems it necessary to abandon a



Match for any reason then, irrespective of the status of the Match, the result and score of that Match may be determined by the Tournament Operations Manager, in their absolute discretion. The Tournament Operations Manager may also order the Match to be replayed, in which case the Match will take place on a date, and with a start time, determined by BLAST.

- 7.6. Late Arrival or Failure to Arrive: BLAST takes breaches of Match scheduling very seriously. In the case of a Late Show or a No Show, BLAST is, therefore, entitled to impose Sanctions on any offending Team (who are vicariously liable for the actions of Participants hereunder) and/or Participant, which will take immediate effect. Furthermore:
- 7.6.1. Except in the case of a Force Majeure, a Team will be deemed to have committed a **"Late Show"** if, after five (5) minutes before the scheduled Match start time, all five (5) starting Players are not present at the Playing Area and Match Ready.
  - 7.6.2. Sanctions may be imposed on Participants and/or Teams at the discretion of BLAST and based on the length (in minutes) of the Late Show.
  - 7.6.3. A Team will be deemed to have committed a **"No Show"** (and, subject to BLAST's discretion to rule otherwise, shall automatically forfeit the Match) if, after five (5) minutes following the scheduled Match start time, all five (5) starting Players are not present at the Playing Area and Match Ready.
- 7.7. Forfeit: If a Team wishes to forfeit a Match, for any reason, it must make a formal request to the Tournament Operations Manager for permission to forfeit, who shall make a decision on such request at his or her sole discretion. The Tournament Operations Manager can choose to accept, or reject, the forfeit request, in accordance with whatever conditions they deem appropriate, bearing in mind the overriding requirement to protect the integrity of the Tournament.

## 8. TECHNICAL SPECIFICATIONS

- 8.1. Technical Specifications: All matters relating to the Game's technical specifications are set out in the Technical Specifications & Regulations at Appendix 2.

## 9. PLAYING AREA

- 9.1. For the case of an Online Match:
- 9.1.1. Access: Teams are allowed a total of eight (8) persons in the Playing Area during the duration of their Match. The six (6) Participants in the Match (five Players and one Team Coach) with the addition of two (2) extra persons, which could include but is not limited to substitutes, Team Manager, Content Team, Support Staff or Sports Psychologists. All staff with access to the Playing Area must be pre-approved by the Tournament Operations Manager. BLAST reserves the right to remove any staff, acting in its sole discretion.
  - 9.1.2. Documents: Team(s)/Player(s) may take physical documents such as paper, binders and notepads into the Playing Area for tactical purposes.
  - 9.1.3. Food and Drink:
    - 9.1.3.1. All food must be placed under the table and out of sight.
    - 9.1.3.2. Players must not have any branded drinks within the Playing Area and drinks should not be on display.
    - 9.1.3.3. BLAST reserves the right to ask for the removal of any food or drink from the

Playing Area if it deems appropriate.

9.1.4. Electronic and USB devices:

9.1.4.1. Other than gaming peripherals, no Participant may bring an electronic or USB device (including mobile phones, smart watches, tablets, pagers and laptops) into the Playing Area at any point during the Tournament, unless approved by the Tournament Operations Manager on a case by case basis.

9.1.5. Marketing:

9.1.5.1. Save for official sponsors on Team clothing and peripherals, and/or as directed by BLAST, Teams and Participants shall not be permitted to have third party brands within view during an Online Match, and shall not promote or market (or seek to promote or market) any third party brands, including without limitation by directly or indirectly suggesting, or creating, a commercial connection or association between the third party (and its products, services or brand) and BLAST or the Tournament. Any exceptions to this to be agreed with the Tournament Operations Manager.

9.2. For the case of an LAN (Offline) Match:

9.2.1. Access: Teams are allowed a total of seven (7) persons in the Playing Area during pre-match setup. From fifteen (15) minutes prior to Match start, only the six (6) Participants in the Match (five Players and one Team Coach) are allowed in the Playing Area. Tournament Officials may ask non-Participants (e.g. content staff) to leave the Playing Area from thirty (30) minutes prior to the Match starting. Any exceptions to this to be agreed with the Tournament Operations Manager.

9.2.2. Documents: Team(s)/Player(s) may take physical documents such as paper, binders and notepads into the Playing Area for tactical purposes.

9.2.3. Food and Drink:

9.2.3.1. All food must be placed under the table and out of sight.

9.2.3.2. Only water or drinks provided by BLAST/Tournament Partners may be placed on the tables. If a Player(s) wishes to drink anything else they must obtain a bottle or cup from BLAST.

9.2.3.3. BLAST reserves the right to remove any food or drink from the Playing Area if it deems appropriate.

9.2.4. Electronic and USB devices:

9.2.4.1. Other than gaming peripherals, no Participant may bring an electronic or USB device (including mobile phones, smart watches, tablets, pagers and laptops) into the Playing Area at any point during the Tournament, unless approved by the Tournament Operations Manager on a case by case basis.

9.2.4.2. If a Player requires a mobile phone to login to Steam then the Player may bring a mobile phone into the Playing Area solely for that purpose and the mobile phone must then be immediately handed to Tournament Officials.

9.2.4.3. Participants may be subject to random metal detector searches at any time whilst they are in the Playing Area.

## 10. DURING THE MATCH

- 10.1. Leaving the Playing Area: Players must not leave the Playing Area at any time during the ten (10) minutes prior to or during a Match without the express permission of the Tournament Officials.
- 10.2. Leaving the Server: Players must not leave the server during a Match without the express permission of the Tournament Officials. If a Player leaves the server without permission and does not return in time for the next round, no pause will be granted and the Match will continue. The Team may call tactical timeouts to extend the freeze time.
- 10.3. Tactical Timeouts: Teams may take up to four (4) tactical timeouts during regulation rounds. These may be used in separate rounds or in succession. To call a tactical timeout, the Team must use the in-game “call vote” function. In the playoffs, timeouts not used will be transferred into overtime. Team Coaches may communicate with the Players during tactical timeouts.
- 10.4. Anti-Cheat: In the case of an online Match, all Players are required to use FACEIT Anti-Cheat. Details on this shall be provided by the Tournament Operations Manager if required.
- 10.5. Technical Pause:
  - 10.5.1. In the case of an Online Match:
    - 10.5.1.1. Teams are limited to ten (10) minutes total of technical pauses per Map. After this time has run out a Team may use a tactical pause to allow more time to resolve issue(s). If no tactical pauses are available Teams are able to make a substitution (see 10.5.7) or play the game out.
    - 10.5.1.2. If an issue cannot be resolved within the allotted ten (10) minutes, Team(s) can request additional time from the Tournament Operations Manager. This additional time will not exceed five (5) minutes per Map and is used at the Tournament Operations Manager’s sole discretion.
    - 10.5.1.3. Technical pauses may be called at any time but will come into effect at the next freezetime, or immediately if called during a freezetime. The Player who has an issue must immediately notify the Tournament Official in their Playing Area.
    - 10.5.1.4. All communication (including but not limited to text and voice communication between Players and Team Coaches) is forbidden during a technical pause. Warnings will be given for first infringement and more severe Sanctions will be imposed for multiple breaches including but not limited to Penalty Points and/or fines.
    - 10.5.1.5. Players must continue to play out any ongoing round until the pause has come into effect to allow Tournament Officials to make a decision according to the Rulebook.
    - 10.5.1.6. The misuse of a Technical Pause for a non-technical Issue will result in the game being un-paused.
  - 10.5.2. In the case of a LAN (or offline) Match:
    - 10.5.2.1. Technical pauses may be called at any time but will come into effect at the next freezetime, or immediately if called during a freezetime. The Player who has an issue must immediately notify the Tournament Official in their Playing Area.

10.5.2.2. All communication (including but not limited to text and voice communication between Players and Team Coaches) is forbidden during a technical pause. Warnings will be given for first infractions and more severe Sanctions will be imposed for multiple breaches.

10.5.2.3. Players must continue to play out any ongoing round until the pause has come into effect to allow Tournament Officials to make a decision according to the Rulebook.

#### 10.6. Match Interruptions:

10.6.1. Any match interruption shall be immediately reported to the Tournament Operations Manager by the Team and any Participant also affected.

10.6.2. If a Match is interrupted for reasons such as a server crash, network/power outages, player client crash or other reasons beyond the Teams' or the Players' control, the Tournament Operations Manager may order a round or Map restart.

10.6.3. If the issue takes place during a round which results in a significant advantage towards a Team, the round will be restored using the Game's restore function.

10.6.4. If the issue takes place after the affected Team has received a significant advantage the round will be deemed live. This must be played out and will count.

10.6.5. If any money issues remain after a round is restored then the Teams must call a technical pause immediately to allow the Tournament administration to fix such issues.

10.6.6. Whether a Team has received a significant advantage will be decided by the Tournament Operations Manager, who will take into account the following non-exhaustive list of factors: damage taken, strategic knowledge gained.

10.6.7. All decisions made by the Tournament Operations Manager in respect of Match interruption are final and non-appealable.

10.6.8. If during an online Match, a Player(s) incurs a serious issue (e.g. internet issues, power outage etc.) that cannot be resolved quickly, their Team may request a substitution from their pre-approved Submitted Roster. This substitution request is at the discretion of the Tournament Operations Manager. The Match can be paused for the change to be made if required, however this delay must not exceed five (5) minutes.

10.7. Scripts: Except for buy, toggle and jump, all scripts are prohibited. If a Player is unsure on the validity of a script, they should contact the Tournament Officials before usage.

10.7.1. So called "Jumpthrow" binds are specifically allowed.

10.8. Custom Data: Apart from changing of CSGO Skins, Players shall not use any form of custom game file that may be used to manipulate any of the following: huds, crosshairs, scoreboards, player models, weapon models and sprite.

10.9. Unfair Advantage/Cheating: Without in any way limiting the terms of the Code of Conduct or the powers of ESIC, trying to gain any unfair advance during a Match, cheating, or in any way bringing into question the authenticity and/or integrity of a Match or the Tournament (in whole or in part) is strictly prohibited hereunder and will be a punishable offence under Clause 14.3 (in addition to any investigations and/or sanction imposed by ESIC).

10.10. Bugs and Glitches:

10.10.1. Use of bugs or glitches is strictly prohibited and any use of the same will be punished depending on the severity of the case. A bug or glitch includes but is not limited to:

10.10.1.1. moving through clipped areas where movement is not intended by the design of the Map.

10.10.1.2. planting the bomb in a way that removes the planting sound or beeping sound;

10.10.1.3. planting the bomb where the opposing Team cannot reach or defuse the bomb (note that planting where the opposing Team needs a boost from a teammate is permitted);

10.10.1.4. boosting is allowed except where Players are boosted to a position where they can see through/over an area that is not intended with the design of the Map; and

10.10.1.5. throwing grenades under/through clipped areas of the Map.

10.11. Permitted bugs and/or glitches: these will be communicated to the Teams by Tournament Officials prior to the start of the Tournament and if any Team/Player has a question regarding what they believe might be a permitted bug or glitch, they should ask the Tournament Officials at the team briefing which takes place prior to the start of the Matches in order to clarify the position.

10.12. New Positions: If a Team has found a new position but is unsure of its validity within the Rulebook, they should contact the Tournament Officials before usage to check whether such a position complies with the Rulebook.

10.13. Nicknames: Players must use the nicknames provided on their team sheet which must match the Players' typically used alias including any modifications (e.g. capitalisation/special characters). If the Player has played a Valve Major, the name used in the Valve Major shall be used regardless. No sponsors are allowed in Player nicknames.

10.14. Steam Group: Teams are expected to have their Players in an associated and appropriately named Steam group. Players should have the Steam group set up for the duration of the Tournament.

10.15. Communication: During Matches, Players shall not communicate with any person not involved in the Match, even if the Match is paused. Involvement in the Match is limited to Players, Team Coaches and Tournament Officials. In the case of an Online Match Coaches will be allowed to connect to the server and communicate with their Team(s) during Matches. Coaches must remain in their Teams(s) coach slot for the duration of the Match.

10.16. Chat: Game related chat is permitted, for example asking the health points of an opponent or answering a question by the Tournament Officials. Players shall not advertise or seek to advertise any company, products, sponsors or services.

10.17. Item Name Tags: Players may not use items which have name tags that are vulgar in nature, promote companies/sponsors/partners/services or which violate the spirit of the game (e.g. taunts an opponent).

10.18. Graffiti: Players are prohibited from using in-Game graffiti and sprays during the Tournament. Players should ensure that the 'hotkey' is unbound from their keyboard and mouse to prevent accidental use.

- 10.19. Incorrect Buy: Players are responsible for what they buy in-game and no round will be restarted due to a Player buying an item they did not intend to.
- 10.20. Line of Communication: During an online Tournament the official line of communication between Team(s) and Tournament Officials will be the BLAST Discord. Invites to said Discord will be sent one (1) week prior to the Match.
- 10.21. Parsec: Team Coaches are required to have Parsec running and connected to the Tournament Officials during all Matches. Details for each Team Coach's account will be sent directly to them twenty (20) minutes prior to Match start time. Download for Parsec client can be found <https://parsecgaming.com/downloads/>.
- 10.22. POVs: All Players and Team Coaches are required to record their POVs of each Map and upload them to their Team(s) GDrive that will be provided. Players must have uploaded their POVs within three (3) hours post the relevant map.

## 11. AFTER THE MATCH

- 11.1. Complaint Procedure: If a Team wishes to file a complaint regarding the result of a Match then they have up to fifteen (15) minutes following the completion of such Match to put forward their case as to why the result should not stand. The Team must provide as much evidence as possible to support their case and the case must be put forward to the Tournament or Teams Operations Manager. If no case has been made within fifteen (15) minutes after the Match finishes, the result will stand. Where such complaint relates to a Participant potentially breaching the ESIC Codes, the complaint must be made to the Match Official. BLAST shall consider any complaints in good faith and determine a fair and reasonable course of action, taking into account the merits (if any) of the complaint.
- 11.2. For the avoidance of doubt, no complaints may be made against the decisions of the Tournament Officials during the Match, such decisions being final and non-appealable.

## 12. MEDIA OBLIGATIONS

- 12.1. Media Obligations: All Teams and Participants are required to fulfil their media duties and promotional obligations as more particularly described in the TPA. It is each Team's and Participant's responsibility to familiarise themselves with their media/promotional obligations set out in the TPA and comply with the same and failure by a Team or Participant to complete some or all of their media/promotional obligations may result in a warning and/or Sanction being imposed by BLAST, including without limitation the imposition of Penalty Points in accordance with Appendix 4.

## 13. INTEGRITY

- 13.1. Code of Conduct: Each Team and Participant shall comply with, and be bound by, the [ESIC Code of Conduct](#), as amended from time to time (the "**Code of Conduct**") which is hereby incorporated into this Rulebook by reference. It is each Team and Participant's duty to familiarise themselves with the Code of Conduct and, by participating in the Tournament, each Team and Participant accepts ESIC's jurisdiction with respect to the matters covered by the Code of Conduct.
- 13.2. Betting, Corruption, Inside Information: Each Team and Participant shall comply with, and be bound by, the [ESIC Anti-Corruption Code](#), as amended from time to time (the "**Anti-Corruption Code**") which is hereby incorporated into this Rulebook by reference. It is each Team and Participant's duty to familiarise themselves with the Anti-Corruption Code and, by participating in the Tournament, each Team and Participant accepts ESIC's jurisdiction with respect to the matters covered by the Anti-Corruption Code.

- 13.3. Alcohol and Doping: Each Team and Participant shall comply with, and be bound by, the [ESIC Anti-Doping Policy](#), as amended from time to time (the “**Anti-Doping Policy**”) which is hereby incorporated into this Rulebook by reference. It is each Team and Participant’s duty to familiarise themselves with the Anti-Doping Policy and, by participating in the Tournament, each Team and Participant accepts ESIC’s jurisdiction with respect to the matters covered by the Anti-Doping Policy.
- 13.4. The Code of Conduct, the Anti-Corruption Code and the Anti-Doping Policy shall together be referred to as the “**ESIC Codes**” and can be viewed here: <https://esic.gg/codes/>. The ESIC Codes’ “Definitions” and “Disciplinary Procedure” are also incorporated into this Rulebook by reference both of which can be found here: <https://esic.gg/codes/>.

## 14. DISCIPLINARY PROCEDURES AND LIABILITY

- 14.1. General: It is the responsibility of every Team and every Participant to comply with this Rulebook (including without limitation the ESIC Codes).
- 14.2. ESIC Codes: To the extent that a Team(s) or Participant(s) is in breach of the ESIC Codes, the “**Disciplinary Procedures**” (as defined in the ESIC Codes) shall apply. This shall not prevent BLAST from taking its own disciplinary or other action against the Team(s) or Participant(s).
- 14.3. BLAST Sanctions: To the extent that a Team(s) or Participant(s) is in breach of this Rulebook (or any other rules, policies or contractual obligations imposed by BLAST including but not limited to the TPA), BLAST shall have the right to impose a range of Sanctions against the offending Team(s)/Participant(s), acting in its sole discretion. BLAST shall impose Sanctions which it believes to be reasonable and proportionate in the circumstances and the severity and nature of the Sanction will be determined by BLAST on a case by case basis. BLAST shall have the right (but not the obligation) to publish its findings and the Sanctions imposed. For the avoidance of doubt, the jurisdiction of ESIC in relation to the ESIC Codes shall not affect or otherwise prevent BLAST from imposing Sanctions against Team(s)/Participant(s) where such Team(s)/Participant(s) are in breach of the Rulebook, and/or any other contractual provisions including but not limited to the TPA and/or the terms of the ESIC Codes.
- 14.4. Jurisdiction and Appeals: Save in respect of any Non-Appealable Decisions (which are final and non-appealable), Teams and Participants shall have the right to appeal all decisions or Sanctions imposed by BLAST under this Rulebook in accordance with the remainder of this Clause 14.4:
- 14.4.1. The appeals procedure set out in the ESIC Codes shall apply where: (i) the ESIC Disciplinary Procedure has been initiated (including but not limited to a BLAST-imposed Sanction in relation to a Level 1 or Level 2 offence as provided for in the Code of Conduct); and/or (ii) an appealable decision has been made, or an appealable Sanction has been imposed, pursuant to Appendix 4 of this Rulebook (the Penalty Points System); and/or (iii) an appealable decision has been made, or an appealable Sanction has been imposed, pursuant to this Rulebook which relates to in-Match or in-Tournament matters (including without limitation the imposition of fines and/or deductions in prize money);
- 14.4.2. For any matters which do not fall within the scope of Clause 14.4.1, the Teams and Participants shall have the right to appeal such decision within ten (10) working days of BLAST handing down its Sanction. Such appeal shall be made to a sole arbitrator appointed in accordance with the Arbitration Rules of Sport Resolutions (UK). A party shall be at liberty to apply to the sole arbitrator for an extension of the timeframes stated for the lodging of an appeal and the decision of the arbitrator shall be binding in

- this regard. The appeal shall be governed by the Arbitration Act 1996 and Sport Resolutions (UK)'s Appeal Arbitration Rules, which Rules are deemed to be incorporated by reference to this Clause. The decision of the sole arbitrator shall be final and binding on all concerned. Each party shall bear its own costs of any appeal subject to any finding to the contrary by the appointed sole arbitrator.
- 14.4.3. To the extent that there is a conflict or ambiguity between which of Sports Resolutions or ESIC shall have jurisdiction to hear an appeal, the BLAST shall determine which entity should, in the first instance, be the correct entity to hear the appeal.
- 14.4.4. Any decisions and/or Sanctions imposed by BLAST under this Rulebook shall remain in effect and binding upon the Teams and Participants pending the outcome of any appeal, unless the Chairman of the ESIC Panel or the Sport Resolutions sole arbitrator orders otherwise.
- 14.5. Governing Law: This Rulebook and any dispute or claim arising out of or in connection with it or its subject matter or formation (including non-contractual disputes or claims) shall be governed by and construed in accordance with the laws of England and Wales.
- 14.6. Liability: Participation in the Tournament constitutes an agreement by the Teams and Participants that they will not hold liable, or make any claim, against BLAST or any of its parents, subsidiaries, affiliates and each of its respective successors, assigns, agents, employees, servants, or authorised representatives (including any Tournament Official, administrator or representative):
- 14.6.1. for any losses, costs, charges, damages, compensation or expenses arising out of or in connection with any kind of injury or illness suffered by any Participant, spectator or other third party;
- 14.6.2. for any damage to property of any kind;
- 14.6.3. for any loss of or damage to goodwill;
- 14.6.4. for any other indirect or consequential loss or for loss of profit incurred; and/or
- 14.6.5. for any loss of any description from or in relation to the result of any Match, arising out of, or due to any decision or action that BLAST may take (or fail to take) under the Rulebook, of whatsoever nature (including but not limited in relation to a Sanction).
- 14.7. Nothing in the Rulebook limits any liability which cannot legally be limited, including liability for death or personal injury caused by negligence, or fraud or fraudulent misrepresentation.

## 15. PRIZE MONEY

- 15.1. General: All prize money will be paid to the Teams within thirty (30) days following the final Match of the relevant Tournament Stage for which the prize money was awarded, provided that the Teams have completed all appropriate paperwork, including an invoice.
- 15.2. Withholding: BLAST reserves the right to withhold payment of prize money if there are ongoing disciplinary matters. Further, (i) in the event that a Participant is fined (or given any other financial Sanction) in accordance with this Rulebook, then BLAST shall have the right to deduct any such financial Sanctions from the Prize Pool (as defined in the TPA); and (ii) in the event that a Team is fined (or given any other financial penalty) in accordance with this Rulebook or the TPA, then BLAST shall have the right to deduct any such financial sanctions from the Team's Share of the TPP (as defined in the TPA).
- 15.3. USD: All prize money amounts are in United States Dollars.



## APPENDIX 1: DEFINITIONS

**Anti-Corruption Code** shall have the meaning set out in Clause 13.2;

**Anti-Doping Policy** shall have the meaning set out in Clause 13.3;

**Applicable Leaderboard Tournaments** shall have the meaning set out in Schedule 2 of Appendix 3;

**Blacklisted Categories** shall mean firearms/firearm accessories, pornography, tobacco products (excluding vaping), prescription drugs (excluding CBD), counterfeit goods, political campaigns, religious or political positions, and third party esports tournaments, leagues or event organisers;

**BLAST** shall mean BLAST ApS of Lergravsvej 57, 2300 Copenhagen, Denmark VAT: DK38074466;

**BLAST Wildcard** shall have the meaning set out in Clause 2.3.2 of Appendix 3;

**Code of Conduct** shall have the meaning set out in Clause 13.1;

**Disciplinary Procedure** shall have the meaning set out in Clause 14.2;

**ESIC** shall mean the Esports Integrity Commission;

**ESIC Codes** shall have the meaning set out in Clause 13.4;

**Extraordinary Penalty Points Sanction** shall have the meaning set out in Clause 11(a) of Appendix 4;

**Finals Teams** shall have the meaning set out in Clause 3.1 of Appendix 3;

**Force Majeure** shall mean events beyond the party's reasonable control, including but not limited to, war and other hostilities; rebellion, terrorism and civil war; riots and strikes, but only strikes by persons other than the effected party's personnel and contractors; explosive materials and radioactive contamination; and natural catastrophes such earthquakes, hurricanes, typhoons and volcanic activity;

**Game** shall mean Counter-Strike: Global Offensive;

**Group** shall have the meaning set out in Clause 1.2.4 of Appendix 3;

**Leaderboard Team** shall have the meaning set out in Schedule 2 of Appendix 3;

**Map** shall mean a single MR15 inclusive of any overtime rounds or, when referring to in game levels map can be defined as one of the official maps from the competitive map pool (appendix 2 1.3) e.g. Overpass;

**Match** shall mean a best of 1, best of 3 or best of 5 maps where appropriate;

**Match Ready** shall have the meaning set out in Clause 7.4.1.2;

**Match Schedule** shall mean a separate document setting out the Tournament Match schedule for

the applicable Tournament Stage (but which shall not be Team specific);

**Member Teams** shall have the meaning set out in Clause 1.1 of Appendix 3;

**Non Appealable Decisions** shall mean (i) any decisions or Sanctions of the Tournament Officials made during a Match; (ii) any decisions relating to Penalty Points which the Participant has accepted in accordance with Clause 11 of Appendix 4; and/or (ii) any decisions relating to three (3) or fewer Penalty Points, in accordance with Clause 17 of Appendix 4.

**Participant** shall have the meaning prescribed to it in the ESIC Codes, and for the avoidance of doubt it shall include all Players, Team Personnel, Team owners and any other individual participating in Tournament;

**Penalty Points** shall mean any penalty points imposed on a Participant by BLAST in accordance with the Penalty Points System set out in Appendix 4;

**Penalty Points Guide** shall have the meaning set out in Clause 7 of Appendix 4;

**Penalty Points Notice** shall have the meaning set out in Clause 11(a) of Appendix 4;

**Penalty Points System** shall mean the penalty points system set out in Appendix 4;

**Players** shall mean the professional CS:GO players competing in the Tournament;

**Player Manager** shall mean the player managers appointed by BLAST from time to time, including the Team Operations manager;

**Playing Area** shall mean the area in which the Players compete as part of the Tournament;

**Pot** shall have the meaning set out in Clause 1.2.3 of Appendix 3;

**Practice Room** shall mean the room provided by BLAST from practice while at the event;

**Qualification Tournaments** shall have the meaning set out in Clause 4.1.1 of Appendix 3;

**Rulebook** shall mean this BLAST Premier Rulebook along with all appendices, schedules and annexures;

**Sanction(s)** shall mean any sanction or penalty (whether financial in nature or not), fine, Penalty Points or other disciplinary action (including but not limited to the imposition of, suspensions, disqualifications and bans, restrictions or handicaps) taken by BLAST or any BLAST Tournament Official or the Tournament Operations Manager as a result of any breach by a Team and/or a Participant as provided for in the Rulebook and/or the TPA, as applicable

**Seed** shall mean the preliminary rank given to the Teams for the purposes of the tournament draw;

**Series** shall have the meaning set out in Clause 1,1 of Appendix 3;

**Showdown Teams** shall have the meaning set out in Clause 2.2 of Appendix 3;

**Teams** shall mean the professional esports teams competing in the Tournament;

**Team Coach** shall mean the Teams' appointed head coach from time to time;

**Team Kit** shall mean the official uniform worn by Players and Team Personnel which must be worn during the entirety of each Match, and during pre or post-Match interviews or engagements

**Team Personnel** shall mean the Teams' Players, Team Coach, the Team's owners and all other Team employees and contractors;

**Technical Specifications & Regulations** shall mean the Technical Specifications & Regulations set out at Appendix 2.

**Third Party Online League Matches** shall mean any online professional CS:GO league match operated by a third party league;

**Tournament** shall mean the professional esports tournament, currently known as the "BLAST Premier", that is owned and operated by BLAST;

**Tournament Mechanics & Qualifications regulations** shall mean the Tournament Mechanics & Qualifications Regulations set out at Appendix 3;

**Tournament Officials** shall mean the Tournament officials appointed by BLAST from time to time, including the Tournament Operations Manager;

**Tournament Operations Manager** shall mean the Tournament Operations Manager appointed by BLAST from time to time;

**Tournament Partners** the commercial partners, suppliers and sponsors of the Tournament as a whole or regional and/or category specific partners from time to time;

**Tournament Section** shall mean, the subsection of the tournament format e.g. upper/lower bracket, round robin/gauntlet etc.

**Tournament Stage** shall mean the applicable stage of the Tournament, including without limitation the so-called "Groups", "Showdown" "Season Final" and "Global Final";

**Tournament Stage Ban** shall have the meaning set out in Clause 13 of Appendix 4;

**TPA** shall mean the Teams' Team Participation Agreement with BLAST;

**Valve** shall mean Valve Corporation;

**Valve Majors** shall mean the CS:GO major events officially recognised, certified and sponsored by Valve Corporation, which are typically held in both the Spring and the Autumn;

**World Final** shall have the meaning set out in Clause 4.1 of Appendix 3;

**World Finals Team** shall have the meaning set out in Clause 4.1 of Appendix 3;

**World Leaderboard** shall have the meaning set out in Schedule 2 of Appendix 3;

**World Leaderboard Points** shall have the meaning set out in Schedule 2 of Appendix 3;

**World Leaderboard Qualifier** shall have the meaning set out in 4.1.2 of Appendix 3;

## APPENDIX 2: TECHNICAL SPECIFICATIONS & REGULATIONS

1. **MATCH SETTINGS**
  - 1.1. Server:
    - 1.1.1. Startmoney – \$800
    - 1.1.2. Round time – 1 minute 55 seconds
    - 1.1.3. Freeze time – 20 seconds
    - 1.1.4. Bomb timer – 40 seconds
    - 1.1.5. Timeouts – 4 timeouts of 30 seconds each
    - 1.1.6. Overtime – Max Rounds 6, \$12,500 start money
  - 1.2. Server Add-on: The Tournament will use the FACEIT match plugin and system with full round backup functionality.
  - 1.3. Maps: The full competitive map pool for the Tournament is set out below. Should Valve's active duty map pool be updated, BLAST reserves the right to update the map pool for the Tournament and the Teams will be notified of any such changes within a reasonable time.
    - 1.3.1. Dust2
    - 1.3.2. Inferno
    - 1.3.3. Mirage
    - 1.3.4. Nuke
    - 1.3.5. Overpass
    - 1.3.6. Ancient
    - 1.3.7. Vertigo
  - 1.4. Seeding: Team(s) will be seeded pre-tournament as laid out in Appendix 3. The Teams(s) original seeding will remain the same for the first period of the tournament (eg. round robin, upper bracket). After each tournament section has been completed Team(s) will be re-seeded based on previous results.
    - 1.4.1. For example:
      - 1.4.1.1. During a Gauntlet style tournament (e.g. BLAST showdown) teams will only be re-seeded after the round robin has been completed. Seeding will be based on finishing position in the round robin.
      - 1.4.1.2. Double Elimination (the BLAST series, BLAST Season finals, BLAST Global finals) teams will be re-seeded as they enter the lower bracket. This means teams entering the lower bracket will have a higher seed than teams already in the lower bracket.
  - 1.5. Map Veto: For Series, Season Final and Global Final, map vetoes will take place on the day of the Match (90 minutes prior to the Match). For the Showdown BO1 Group Stage, map vetoes will take place either on content day or the day of the Match. After the conclusion of the map veto, the identity of the maps must be kept strictly confidential by the Team(s)/Participant(s) until they are released officially by BLAST.
    - 1.5.1. **Best-of-One (BO1)** The higher seeded Team will choose whether to be Team A or Team B in the following system:
      1. Team A will ban one map.
      2. Team B will ban one map.
      3. Team A will ban one map.
      4. Team B will ban one map.

5. Team A will ban one map.
6. Team B will ban one map.
7. The remaining map is played.

1.5.2. **Best-of-Three (BO3)** The higher seeded Team will choose whether to be Team A or Team B in the following system:

1. Team A will ban one map.
2. Team B will ban one map.
3. Team A will pick the first map.
4. Team B will pick the second map.
5. Team A will ban one map.
6. Team B will ban one map.
7. The remaining map will be played third if needed.

1.6. Server selection (for online games):

1.6.1. Once the veto is complete teams will have up to 30 minutes prior to the game to test the available servers.

1.6.2. At the end of the testing period, if both teams can not agree to a server location, the Tournament Operations Manager will decide the server location. The decision will be based on the player(s) and team(s) average pings, this data will be recorded directly from the server (not the CSGO client information). This decision is final and can not be contested.

1.7. Side Choice

1.7.1. In any BO1 match: The winner of a knife round chooses which side they will start on.

1.7.2. In any BO3 match: Teams will pick a side (CT/T) on their opponent's map. On the third map the winner of a knife round chooses which side they will start on.

1.8. Game Version: The Tournament will use the latest live version of the Game. If the latest version is considered problematic due to bugs or extreme balance changes, an older version will be used (as determined by BLAST) and the Teams will be informed by BLAST.

1.9. Restricted Weapons: The Tournament will use the current live restricted weapons enforced by Valve. If a weapon is added to the Game within an unreasonable time before a Tournament Stage, BLAST may add it to the restricted weapons list and the Teams will be informed by BLAST.

1.10. Restricted Agents: The Tournament will use the default models for each map. Players must not use the alternative agents.

## 2. SOFTWARE AND SETTINGS

2.1. General: Players are allowed to configure certain aspects of their PC, software and game client or monitor settings to suit their preferences. These include but are not limited to:

- 2.1.1. Digital Vibrance
- 2.1.2. Brightness, Gamma, Contrast
- 2.1.3. 3D Settings through Nvidia Control Panel
- 2.1.4. Sound/Audio
- 2.1.5. Mouse acceleration, pointer precision, sensitivity
- 2.1.6. Keyboard

## 2.2. Overlays:

- 2.2.1. Players shall not use any form of overlay that provides information on top of the game client. This includes but is not limited to tools such as Nvidia SLI Display, RivaTuner, Teamspeak/Overwolf.
- 2.2.2. Steam overlays such as fps and the main steam overlay are permitted.
- 2.2.3. The cl\_showpos command must remain 0.

## 2.3. Configurations and Drivers:

### 2.3.1. In the case of an LAN (or Offline) event:

- 2.3.1.1. Configurations must be emailed to [teams@blast.tv](mailto:teams@blast.tv) one week before the applicable tournament. It is recommended that Players take photos of their graphic settings and any other important settings so that they can be replicated easily.
- 2.3.1.2. Players must submit the name of the drivers they need to the Tournament Officials at the same time as configuration submission. Players will only be allowed to use drivers from the official manufacturer's website.
- 2.3.1.3. Players must use the following email address to submit configurations and driver requests: [teams@blast.tv](mailto:teams@blast.tv)
- 2.3.1.4. Razer tournament drivers will be created at the Tournament in front of the Tournament Officials. Players should screenshot their settings from home and bring them to the event to ensure they create a driver with the correct settings.
- 2.3.1.5. No other software or configurations will be allowed once the Tournament begins.

## 2.4. Teamspeak: BLAST will provide a Teamspeak server with passworded channels for each Team(s), this also includes a private staff channel for staff not included in the match. All Team(s)/Participant(s) are required to connect and have this Teamspeak server as their only source of voice communication for the duration of all Matches while at the Tournament. BLAST reserves the right to record all Team(s) communications during the Tournament. Players must use their correct alias when joining the server.

- 2.4.1. During official matches BLAST will allow up to two (2) members of support staff to be sat within the Teamspeak. These members will be muted by BLAST during all official matches.

## 3. **HARDWARE**

### 3.1. Provided by Player: Players will be expected to bring the following hardware (and any spares) with them for the duration of the Tournament.

- 3.1.1. Mouse
- 3.1.2. Keyboard
- 3.1.3. in-ears
- 3.1.4. Mousepad
- 3.1.5. Mouse bungee (if required)
- 3.1.6. Headset (practice area only)

- 3.2. Failure to bring Hardware: Tournament officials may be asked to provide missing hardware for LAN tournaments only. This request may be denied based on availability of such hardware, and it is not expected that players will be able to rely on these as back up. Any hardware provided will be done so at costs, these costs will be recuperated through a deduction in tournament prize money.
- 3.3. Provided by BLAST:
  - 3.3.1. Players must use the PC, monitor, headset, table and chair provided by BLAST. If there are any issues with the hardware provided by BLAST, Player(s) should immediately inform the Tournament Officials.
  - 3.3.2. BLAST will use the following or equivalent hardware for the Playing Area and practice rooms:
    - 3.3.2.1. Intel Core i7 8700k or equivalent
    - 3.3.2.2. RTX 2070 or equivalent
    - 3.3.2.3. Monitor: 240 hz, 1ms response time or equivalent
- 3.4. BLAST reserves the right to make changes to the hardware setup.

## APPENDIX 3: TOURNAMENT MECHANICS & QUALIFICATIONS REGULATIONS

### 1. 2021 SEASON CALENDAR

All dates below include Media Days

<b>Spring Groups</b>	
Draw	26 January 2021
Spring Groups Dates	Group A: 3 February 2021 – 6 February 2021 Group B: 7 February 2021 - 10 February 2021 Group C: 11 February 2021 - 14 February 2021
<b>Spring Showdown</b>	
Seeding	5 April 2021
Spring Showdown Dates	12 April – 18 April 2021
<b>Spring Finals</b>	
Seeding	31 May 2021
Spring Finals Dates	14 June 2021 – 20 June 2021
<b>Fall Groups</b>	
Seeding and Draw	12 July 2021
Fall Groups Dates	Group A: 25 August 2021 – 28 August 2021 Group B: 29 August 2021 – 1 September 2021 Group C: 2 September 2021 – 5 September 2021
<b>Fall Showdown</b>	
Seeding	4 October 2021
Fall Showdown Dates	11 October 2021 – 17 October 2021
<b>Fall Finals</b>	
Seeding	8 November 2021
Fall Finals Dates	22 November 2021 – 28 November 2021
<b>World Final</b>	
Teams confirmed	No later than 28 November 2021
Seeding	29 November 2021
World Final Dates	13 December 2021 – 19 December 2021

BLAST Premier Qualifying Series dates still to be set



## 1. **SPRING & FALL GROUPS**

1.1 Participating Teams: The twelve (12) BLAST Premier Member Teams ("**Member Teams**") shall automatically qualify for the Spring Groups and Fall Groups (together, the "**Series**"). Only Member Teams shall participate in the Series.

1.2 The Spring Series & Fall Series Seeding:

1.2.1 The Member Teams shall independently rank the other Member Teams (excluding themselves) from #1 – #11, with #1 being the best. The Member Teams must base their rankings on genuinely held beliefs and, if requested by BLAST, must provide sufficient reasoning for their submitted rankings. Each Member Team shall keep all information relating to its seeding vote confidential (which includes the submission itself as well as any decision making, thoughts or other pre-vote elements) and it shall not consult or discuss its seeding votes with any other Member Team, person or entity other than BLAST. Each Member Team must act reasonably and in good faith in respect of all matters concerning seeding. To the extent that BLAST has reason to believe any Member Team is, or seeks to, manipulate the seeding (either alone or in conjunction with other Member Teams and/or at the request of a third party or howsoever arising) BLAST shall be entitled to investigate its concerns and where applicable apply Sanctions. For the avoidance of doubt the ESIC Anti-Corruption Code applies to all matters concerning seeding. The Member Teams' seeding shall be subject at all times to Clause 6.5.2 of the Rulebook.

1.2.2 BLAST will calculate the average ranking of each Member Team in order to work out their seeding. BLAST reserves the right to remove any significantly deviating rankings from the calculation. The seeding provided by BLAST as a result of the above process shall be binding on all Member Teams and shall not be subject to appeal.

1.2.3 The Member Teams will be divided into four (4) pots (each a "**Pot**"):

- (a) Pot 1: Seeds #1 – #3
- (b) Pot 2: Seeds #4 – #6
- (c) Pot 3: Seeds #7 – #9
- (d) Pot 4: Seeds #10 – #12

1.2.4 There will be three (3) groups (each a "**Group**"). Each Group shall consist of four (4) Member Teams, with one (1) Member Team drawn from each Pot.

1.3 Format:

1.3.1 Playing Time: The Series are each played out over two (2) weeks.

1.3.2 Matches: Best-Of-Three (BO3).

1.3.3 GSL: The four (4) Member Teams in each Group will play out a double elimination bracket, whereby a Member Team ceases to be eligible to qualify for the final Match if it has lost more than one (1) Match. With the final Match played for seeding advantage in the applicable Season Finals.

1.3.4 Qualification: The Member Teams which finishes first (1<sup>st</sup>) and second (2<sup>nd</sup>) in their Group will automatically qualify for the applicable Season Finals. The

Member Teams which finish third (3<sup>rd</sup>) and fourth (4<sup>th</sup>) in their Group will play in the applicable Showdown for a second chance at qualifying for the applicable Season Finals.

1.4 Prize Pool: The \$150,000 USD prize pool for each Series will be divided into \$50,000 USD per Group and distributed as follows:

1.4.1 1st place: \$25,000

1.4.2 2nd place: \$12,500

1.4.3 3rd place: \$7,500

1.4.4 4th place: \$5,000

1.5 World Leaderboard Points: the World Leaderboard Points for each of the Series will be awarded on a Group by Group basis in accordance with Schedule 2 below.

## 2. **SPRING & FALL SHOWDOWNS**

2.1 Participating Teams: The Spring Showdown & Fall Showdown will each be played as a sixteen (16) team single elimination tournament.

2.2 Showdown: Each Showdown shall consist of six (6) Member Teams that dropped down from the applicable Series Groups (as set out above) and ten (10) additional Non-Member teams. For the purposes hereof, the teams from the Groups and the additional teams are referred to collectively as “**Showdown Teams**”.

2.3 The ten (10) additional Non-Member teams will initially comprise of;

2.3.1 Nine (9) Non-Member teams awarded a slot by winning one of the BLAST Premier Qualifying Series tournaments (the precise designation to be confirmed); and

2.3.2 One (1) Non-Member team awarded a slot by BLAST in its sole discretion as a wildcard pick by BLAST (the “**BLAST Wildcard**”). BLAST will choose any and all BLAST Wildcard picks in its sole discretion and its decision will be final. For the Spring Season this Non-Member team will be chosen post Katowice and for the Fall Season this team will be chosen post Cologne.

**SAVE THAT** it is hereby acknowledged that BLAST reserves the right to amend or revise the aforementioned qualification mechanism for a place at either the Spring Showdown or the Fall Showdown (including but not limited to instances where BLAST opts to, or for reasons outside of its control is required to, either amend the allocation or designation of BLAST Premier Qualifying Series tournaments and/or remove a tournament from holding BLAST Premier Qualifying Series status).

2.4 Team Seeding:

2.4.1 The sixteen (16) Showdown Teams in each of the Showdowns shall independently rank the other Showdown Teams in their Showdown (excluding themselves) from #1 – #15, with #1 being the best. The Showdown Teams must base their rankings on genuinely held beliefs and, if requested by BLAST, must provide sufficient reasoning for their submitted rankings. Each Showdown Team shall keep all information relating to its seeding vote confidential (which includes the submission itself as well as any decision making, thoughts or other pre-vote elements) and it shall not consult or discuss its seeding votes with any

other team, person or entity other than BLAST. Each Showdown Team must act reasonably and in good faith in respect of all matters concerning seeding. To the extent that BLAST has reason to believe any Showdown Team is, or seeks to, manipulate the seeding (either alone or in conjunction with other Showdown Teams and/or at the request of a third party or howsoever arising) BLAST shall be entitled to investigate its concerns and where applicable apply Sanctions. For the avoidance of doubt the ESIC Anti-Corruption Code applies to all matters concerning seeding. The Showdown Teams' seeding shall be subject at all times to Clause 6.5.2 of the Rulebook.

2.4.2 BLAST will calculate the average ranking of each Showdown Team in order to work out their seeding. BLAST reserves the right to remove any significantly deviating rankings from the calculation. The seeding provided by BLAST as a result of the above process shall be binding on all Showdown Teams and shall not be subject to appeal.

2.5 Showdown Format: is a sixteen (16) team single elimination Bo3 knockout tournament played over six (6) days with two (2) teams advancing to the applicable Season Final, in accordance with the Match Schedule.

2.5.1 Round 1 Matchups (Played across 3 days, all matches are Bo3)

- (a) Match 1 (Seed 1 v Seed 16)
- (b) Match 2 (Seed 8 v Seed 9)
- (c) Match 3 (Seed 4 v Seed 13)
- (d) Match 4 (Seed 5 v Seed 12)
- (e) Match 5 (Seed 2 v Seed 15)
- (f) Match 6 (Seed 7 v Seed 10)
- (g) Match 7 (Seed 3 v Seed 14)
- (h) Match 8 (Seed 6 v Seed 11)

2.5.2 Quarter Final Matchups (Played across 2 days, all matches are Bo3)

- (a) Match 9 (Winner Match 1 v Winner Match 2)
- (b) Match 10 (Winner Match 3 v Winner Match 4)
- (c) Match 11 (Winner Match 5 v Winner Match 6)
- (d) Match 12 (Winner Match 7 v Winner Match 8)

2.5.3 Semi Final Matchups (Played across 1 days, all matches are Bo3)

- (a) Match 13 (Winner Match 9 v Winner Match 11)
- (b) Match 14 (Winner Match 10 v Winner Match 12)
- (c) Qualification: The winner of each of the Semi Finals will qualify automatically for the applicable Season Final. All other Showdown Teams are eliminated in respect of that applicable Season Final.

2.6 Showdown Prize Pool: The \$162,500 USD prize pool for each Season's Showdown will be distributed as follows:

2.6.1 Undefeated Showdown Teams: \$30,000

2.6.2 Semi Final Losers: \$16,250

2.6.3 Quarter Final Losers: \$10,000

2.6.4 First Round Losers: \$3,750

2.7 World Leaderboard Points: the World Leaderboard Points for each of the Spring Showdown & Fall Showdown will be awarded in accordance with Schedule 2 below.

### 3. **SPRING & FALL FINALS**

3.1 Participating Teams: The Spring Finals and the Fall Finals will consist of eight (8) teams in total (the "**Finals Teams**"); six (6) Member Teams which qualified through the applicable Series' Groups and two (2) applicable Showdown Teams which qualified through the applicable Season's Showdown.

3.2 Seeding:

3.2.1 The eight (8) Finals Teams shall independently rank the other Finals Teams (excluding themselves), in two sections. The Group winners from the preceding Series are to be ranked #1 - #3, with the remaining 5 Finals Teams ranked from #4 - #8. By way of example, a Group winner will rank the other 2 Group winners #1 - #2 and the remaining 5 Finals Teams #4 - #8. In contrast, a non-Group winner will rank the 3 Group winners #1 - #3 and the remaining 4 Finals Teams #4 - #7. The Finals Teams must base their rankings on genuinely held beliefs and, if requested by BLAST, must provide sufficient reasoning for their submitted rankings. Each Finals Team shall keep all information relating to its seeding vote confidential (which includes the submission itself as well as any decision making, thoughts or other pre-vote elements) and it shall not consult or discuss its seeding votes with any other Finals Team, person or entity other than BLAST. Each Finals Team must act reasonably and in good faith in respect of all matters concerning seeding. To the extent that BLAST has reason to believe any Finals Team is, or seeks to, manipulate the seeding (either alone or in conjunction with other Finals Teams and/or at the request of a third party or howsoever arising) BLAST shall be entitled to investigate its concerns and where applicable apply Sanctions. For the avoidance of doubt the ESIC Anti-Corruption Code applies to all matters concerning seeding. The Finals Teams' seeding shall be subject at all times to Clause 6.5.2 of the Rulebook.

3.2.2 BLAST will calculate the average ranking of each Finals Team in order to produce their seeding. BLAST reserves the right to remove any significantly deviating rankings from the calculation. The seeding provided by BLAST as a result of the above process shall be binding on all Finals Teams and shall not be subject to appeal.

3.3 Format:

3.3.1 Playing Time: The Spring Final and the Fall Final will be played out over six (6) days in accordance with the Match Schedule.

3.3.2 Matches: Best-Of-Three (BO3).

- 3.3.3 Double-Elimination: The eight (8) Finals Teams will play out a double elimination bracket.
- 3.3.4 Qualification: Subject to clause 5.1 below, the Finals Team which wins the applicable Season's Final shall automatically qualify for the World Final.
- 3.4 Prize Pool: The \$425,000 USD prize pool for each of the Spring Final and the Fall Final will be distributed as follows:
  - 3.4.1 First Place: \$225,000
  - 3.4.2 Second Place: \$85,000
  - 3.4.3 Third Place: \$40,000
  - 3.4.4 Fourth Place: \$25,000
  - 3.4.5 Fifth Place and Sixth Place: \$15,000
  - 3.4.6 Seventh Place and Eight Place: \$10,000
- 3.5 World Leaderboard Points: the World Leaderboard Points for each of the Spring Final & Fall Final will be awarded in accordance with Schedule 2 below.

#### 4. **WORLD FINAL**

- 4.1 Participating Teams: A total of eight (8) teams will qualify for the BLAST Premier World Final (the "**World Final**") and each Team competing in the World Final shall be referred to herein as a "**World Finals Team**":
  - 4.1.1 A maximum of five (5) World Finals Teams will qualify directly by winning the following tournaments in 2021 (the "**Qualification Tournaments**"). Only winners of these Qualification Tournaments will qualify directly:
    - (a) BLAST Spring Season Final Winner
    - (b) BLAST Fall Season Final Winner
    - (c) ESL Pro League 13 Winner
    - (d) ESL Pro League 14 Winner
    - (e) PGL Stockholm Major Winner
  - 4.1.2 The invitee for the 6th, 7th & 8<sup>th</sup> World Finals Team will be the best placed team on the World Leaderboard (details of which are set out in Schedule 2) on the 29<sup>th</sup> November 2021 (or, to the extent the schedule for the 2021 Season needs to be amended, such other date as advised by BLAST from time to time), PROVIDED THAT such team has not already qualified for the World Finals through winning one of the Qualification Tournaments ("**World Leaderboard Qualifier**"). To the extent that the invited team declines BLAST's invitation to compete at the World Finals then BLAST shall invite the next best placed team on the World Leaderboard (and so on).
  - 4.1.3 If a team wins multiple Qualification Tournaments then the applicable qualifying spot for that Qualification Tournament shall be awarded to the next best placed team on the World Leaderboard on the 29<sup>th</sup> November 2021 (or, to the extent the schedule for the 2021 Season needs to be amended, such other

date as advised by BLAST from time to time), which has not already qualified through either (i) winning one of the Qualification Tournaments or (ii) being the World Leaderboard Qualifier. The applicable qualifying spot will be awarded this way as opposed to being awarded to the team finishing 2nd in the applicable Qualification Tournament. This process shall be repeated if a team wins more than 2 of the Qualification Tournaments or if there are multiple teams that win more than one of the Qualification Tournaments.

4.1.4 Notwithstanding anything else contained in this Mechanics Document and/or the Rulebook, BLAST reserves the right in its sole discretion to create a “play-in” for one or more of the qualification spots at the World Final at its sole discretion.

4.2 Seeding: The eight (8) World Finals Teams shall independently rank the other World Finals Teams (excluding themselves) from #1 – #7, with #1 being the best. The World Finals Teams must base their rankings on genuinely held beliefs and, if requested by BLAST, must provide sufficient reasoning for their submitted rankings. Each World Finals Team shall keep all information relating to its seeding vote confidential (which includes the submission itself as well as any decision making, thoughts or other pre-vote elements) and it shall not consult or discuss its seeding votes with any other World Finals Team, person or entity other than BLAST. Each World Finals Team must act reasonably and in good faith in respect of all matters concerning seeding. To the extent that BLAST has reason to believe any World Finals Team is, or seeks to, manipulate the seeding (either alone or in conjunction with other World Finals Teams and/or at the request of a third party or howsoever arising) BLAST shall be entitled to investigate its concerns and where applicable apply Sanctions. For the avoidance of doubt the ESIC Anti-Corruption Code applies to all matters concerning seeding. The World Finals Teams’ seeding shall be subject at all times to Clause 6.5.2 of the Rulebook.

4.3 Format:

4.3.1 Playing Time: The World Final is played out over five (5) days in accordance with the Match Schedule.

4.3.2 Matches: Best-Of-Three (BO3)

4.3.3 Double-Elimination: The eight (8) World Finals Teams will play out a double elimination bracket.

4.4 Prize Pool: The \$1,000,000 USD prize pool for the World Final will be distributed as follows:

4.4.1 Winner: \$500,000

4.4.2 Second Place: \$250,000

4.4.3 Third Place: \$120,000

4.4.4 Fourth Place: \$50,000

4.4.5 Fifth Place and Sixth Place: \$25,000

4.4.6 Seventh Place and Eight Place: \$15,000

## SCHEDULE 1 TO APPENDIX 3: OVERVIEW OF THE YEAR

### 2021 SCHEDULE

2021 SCHEDULE		DATES*	MON	TUES	WED	THUR	FRI	SAT	SUN	MATCHES	MATCH PLAY	PRIZE \$
SPRING SEASON	GROUPS	FEB 4 - 6				2 x Bo3	2 x Bo3	2 x Bo3		6	18 hrs	\$50,000
		FEB 8 - 10	2 x Bo3	2 x Bo3	2 x Bo3					6	18 hrs	\$50,000
		FEB 12 - 14						2 x Bo3	2 x Bo3	2 x Bo3	6	18 hrs
	SHOWDOWN	APR 13 - 18		3 x Bo3	3 x Bo3	2 x Bo3	2 x Bo3	2 x Bo3	2 x Bo3	14	42 hrs	\$162,500
	FINAL	JUN 15 - 20		2 x Bo3	3 x Bo3	3 x Bo3	2 x Bo3	2 x Bo3	2 x Bo3	14	42 hrs	\$425,000
FALL SEASON	GROUPS	SEPT 16 - 18				2 x Bo3	2 x Bo3	2 x Bo3		6	18 hrs	\$50,000
		SEPT 20 - 22	2 x Bo3	2 x Bo3	2 x Bo3					6	18 hrs	\$50,000
		SEP 24 - 26					2 x Bo3	2 x Bo3	2 x Bo3	6	18 hrs	\$50,000
	SHOWDOWN	OCT 12 - 17		3 x Bo3	3 x Bo3	2 x Bo3	2 x Bo3	2 x Bo3	2 x Bo3	14	42 hrs	\$162,500
	FINAL	NOV 24 - 28			4 x Bo3	4 x Bo3	2 x Bo3	2 x Bo3	2 x Bo3	14	42 hrs	\$425,000
WORLD FINAL		DEC 14 - 19		2 x Bo3	3 x Bo3	3 x Bo3	2 x Bo3	2 x Bo3	2 x Bo3	14	42 hrs	\$1,000,000
<b>TOTAL</b>										<b>106</b>	<b>318 hrs</b>	<b>\$2,475,000</b>



## SCHEDULE 2 TO APPENDIX 3: WORLD LEADERBOARD

In accordance with Clauses 5.1.2 & 5.1.3 of the Tournament Mechanics, at least one (1) team will qualify for the World Final through the “**World Leaderboard**”.

The World Leaderboard is the opportunity for all teams (being any team that competes in an Applicable Tournament (as defined below)) to qualify for the World Final. By competing in an Applicable Tournament a team will be automatically entered into the World Leaderboard and will be eligible to receive World Leaderboard Points (as provided for herein). For the purposes hereof, a team on the World Leaderboard will be referred to as a “**Leaderboard Team**”.

Accordingly, Leaderboard Teams will collect points (“**World Leaderboard Points**”) across a set list of tournaments (details of which are below) (the “**Applicable Leaderboard Tournaments**”), with their best six (6) results from the Applicable Leaderboard Tournaments counting towards its score.

Subject to the terms of Clauses 5.1.2 & 5.1.3 of the Tournament Mechanics, in the event of a tie, the World Leaderboard Qualifier spot shall be awarded to the Team with the most 1<sup>st</sup> place finishes in the Applicable Leaderboard Tournaments during the 2021 Season. If the teams are still tied, the World Leaderboard Qualifier spot shall be awarded to the team with the most 2<sup>nd</sup> place finishes in the Applicable Leaderboard Tournaments, and so on.

Furthermore, a team may also qualify for the World Final via its positioning on the World Leaderboard in the circumstances set out in Clause 5.1.3 of the Tournament Mechanics.

- The list of Applicable Leaderboard Tournaments are detailed below. BLAST reserves the right in its sole discretion to add to and/or remove any Applicable Tournament(s) from the list:

<b>Events</b>	<b>Date</b>
BLAST Springs Groups Wk1	Feb, 2021
BLAST Springs Groups Wk2	Feb, 2021
Blast Springs Groups Wk3	Feb, 2021
Intel Extreme Masters Season XV - World Championship (Katowice 2021)	Feb, 2021
ESL Pro League 13	Mar – April 2021
BLAST Premier Spring Showdown	Apr, 2021
Intel Extreme Masters Season XVI - Summer	Jun, 2021
BLAST Spring Finals	Jun, 2021
ESL One: Cologne 2021	Jul, 2021
BLAST Fall Groups Wk1	Aug, 2021
BLAST Fall Groups Wk2	Aug, 2021
BLAST Fall Groups Wk3	Sep, 2021
ESL Pro League 14	Sep – Oct 2021
BLAST Premier Fall Showdown	Oct, 2021
CS:GO Major – PGL Major Stockholm 2021	Oct, 2021



- Each Applicable Tournament carries a maximum of 10,000 Leaderboard Points. Each Applicable Tournament has also been assigned a BLAST coefficient factor (as set out in the table enclosed to this Schedule 2 to Appendix 3 of the Rulebook). The World Leaderboard Points awarded to each Leaderboard Team per Applicable Tournament shall be equal to the World Leaderboard Points available for its finishing position at the Applicable Tournament multiplied by the BLAST coefficient factor for that Applicable Tournament. The table enclosed in this Schedule 2 to Appendix 3 of the Rulebook shows a breakdown of the Applicable Leaderboard Tournaments and the number of World Leaderboard Points on offer (for which the coefficient factor has already been applied).

BLAST Premier Tournaments:

- World Leaderboard Points for the Group stages of BLAST Tournaments listed are only awarded for the top 4 placed teams and are awarded as follows:
  - 1st place - 40% of points available
  - 2nd place - 20% of points available
  - 3rd place - 15% of points available
  - 4th place - 10% of points available
- Note that this doesn't add up to 100% of the points available as there aren't teams placing 5th - 8th in each group so points for these placings aren't awarded .
- World Leaderboard Points for the Showdown stages of the BLAST Tournaments listed are awarded as follows:
  - Undefeated Showdown Team - 30% of points available (combined points of 1st & 2nd divided by 2)
  - Undefeated Showdown Team - 30% of points available (combined points of 1st & 2nd divided by 2)
  - Semi-Final Loser – 12.5% of the points available (combined points of 3rd & 4th divided by 2)
  - Semi-Final Loser – 12.5% of the points available (combined points of 3rd & 4th divided by 2)
  - Quarter-Final Loser – 3.75% of the points available (combined points of 5th -8th divided by 4)
  - Quarter-Final Loser – 3.75% of the points available (combined points of 5th -8th divided by 4)
  - Quarter-Final Loser – 3.75% of the points available (combined points of 5th -8th divided by 4)
  - Quarter-Final Loser – 3.75% of the points available (combined points of 5th -8th divided by 4)
- World Leaderboard Points for the Season Finals stages of the BLAST Tournaments listed are awarded as follows:
  - 1st place - 40% of points available
  - 2nd place - 20% of points available
  - 3rd place - 15% of points available
  - 4th place - 10% of points available
  - 5th place - 5% of points available
  - 6th place - 5% of points available

- o 7th place - 2.5% of points available
- o 8th place - 2.5% of points available
- World Leaderboard Points for placing at the Non-BLAST Premier Applicable Leaderboard Tournaments are awarded as follows;

Double Elimination Tournaments

- o 1st place - 40% of points available
- o 2nd place - 20% of points available
- o 3rd place - 15% of points available
- o 4th place - 10% of points available
- o 5th place - 5% of points available
- o 6th place - 5% of points available
- o 7th place - 2.5% of points available
- o 8th place - 2.5% of points available

Single Elimination Tournaments

- o 1st place - 40% of points available
- o 2nd place - 20% of points available
- o 3rd place - 12.5% of points available
- o 4th place - 12.5% of points available
- o 5th place - 5% of points available
- o 6th place - 5% of points available
- o 7th place - 2.5% of points available
- o 8th place - 2.5% of points available
- To the extent that, at any time, BLAST determines that an Applicable Tournament does not, for whatever reason, meet professional or other standard in terms of format and/or teams participating (to be assessed in BLAST's sole discretion) then BLAST shall have the right to remove or replace that Applicable Tournament for the purposes of the World Leaderboard. It shall communicate its decision as soon as reasonably practicable. Furthermore, should any Applicable Tournament change its format and/or basis in any way, then BLAST hereby reserves the right to revise the applicable BLAST coefficient factor applied to that Applicable Tournament (in its sole discretion).
- The World Leaderboard standings will be updated on [blastpremier.com](http://blastpremier.com) as soon as reasonably practicable after each Applicable Tournament.

## WORLD LEADERBOARD TABLE OVERVIEW & APPLICABLE TOURNAMENTS

Event	Date	BLAST Coefficient Factor	Total points on offer	1	2	3	4	5	6	7	8
BLAST Springs Groups Wk1	Feb, 2021	0.4	3400	1600.0	800.0	600.0	400.0	<del>200</del>	<del>200</del>	<del>100</del>	<del>100</del>
BLAST Springs Groups Wk2	Feb, 2021	0.4	3400	1600.0	800.0	600.0	400.0	<del>200</del>	<del>200</del>	<del>100</del>	<del>100</del>
Blast Springs Groups Wk3	Feb, 2021	0.4	3400	1600.0	800.0	600.0	400.0	<del>200</del>	<del>200</del>	<del>100</del>	<del>100</del>
Intel Extreme Masters Season XV - World Championship (Katowice 2021)	Feb, 2021	0.8	8000	3200.0	1600.0	1000.0	1000.0	400.0	400.0	200.0	200.0
ESL Pro League 13	Mar – April 2021	0.7	7000	2800.0	1400.0	875.0	875.0	350.0	350.0	175.0	175.0
BLAST Premier Spring Showdown	Apr, 2021	0.5	5000	1500.0	1500.0	625.0	625.0	187.5	187.5	187.5	187.5
Intel Extreme Masters Season XVI - Summer	Jun, 2021	0.6	6000	2400.0	1200.0	750.0	750.0	300.0	300.0	150.0	150.0
BLAST Spring Finals	Jun, 2021	1	10000	4000.0	2000.0	1500.0	1000.0	500.0	500.0	250.0	250.0
ESL One: Cologne 2021	Jul, 2021	0.8	8000	3200.0	1600.0	1000.0	1000.0	400.0	400.0	200.0	200.0
BLAST Fall Groups Wk1	Aug, 2021	0.4	3400	1600.0	800.0	600.0	400.0	<del>200</del>	<del>200</del>	<del>100</del>	<del>100</del>
BLAST Fall Groups Wk2	Aug, 2021	0.4	3400	1600.0	800.0	600.0	400.0	<del>200</del>	<del>200</del>	<del>100</del>	<del>100</del>
BLAST Fall Groups Wk3	Sep, 2021	0.4	3400	1600.0	800.0	600.0	400.0	<del>200</del>	<del>200</del>	<del>100</del>	<del>100</del>
ESL Pro League 14	Sep – Oct 2021	0.7	7000	2800.0	1400.0	875.0	875.0	350.0	350.0	175.0	175.0
BLAST Premier Fall Showdown	Oct, 2021	0.5	5000	1500.0	1500.0	625.0	625.0	187.5	187.5	187.5	187.5
CS:GO Major – PGL Major Stockholm 2021	Oct, 2021	1	10000	4000.0	2000.0	1250.0	1250.0	500.0	500.0	250.0	250.0
BLAST Fall Finals	Nov, 2021	1	10000	4000.0	2000.0	1500.0	1000.0	500.0	500.0	250.0	250.0

## APPENDIX 4: PENALTY POINTS SYSTEM

### Purpose

1. BLAST's Penalty Points System has been adopted as part of a wider effort to maintain and enhance the public image and integrity of the BLAST Tournaments. The points system, which involves the threat of suspension to Participants, is intended to act as an effective deterrent against improper behaviour and conduct on the part of its Participants and BLAST envisages that it will play a central role in bringing about a positive change in behaviour and standards.
2. The system will also assist in providing insight and clarity to Participants, and a transparent procedure under which matters of improper conduct can be dealt with fairly, reasonably and proportionately. The application of the Penalty Points System is not, however, an exhaustive option and BLAST reserves the right to impose a number of Sanctions dependent on the offence in question (including but not limited to fines).

### Scope & Application

3. This Penalty Points System shall apply to, and be binding upon, all Participants. By participating in the Tournament, all Participants expressly and unconditionally agree to comply with, and be bound by, the terms of this Appendix 4.
4. The implantation of the Penalty Points System shall be used in conjunction with any financial or other Sanction imposed by BLAST pursuant to rule 14.3 of the Rulebook, which may be imposed by BLAST in addition to any Penalty Points imposed hereunder and/or any sanctions imposed by ESIC (as applicable).

### Penalty Points

5. To the extent that a Participant is in breach of the Rulebook (or any other rules, policies or contractual obligations imposed by BLAST including but not limited to the TPA), BLAST shall, amongst other things, have the right to impose Penalty Points against individual Participants, acting in its sole discretion. The imposition of any Penalty Points shall be made in accordance with the procedure set out in Clause 11 of this Appendix 4.
6. The standard of proof in all cases brought under this Appendix 4 shall be whether BLAST is satisfied, on the balance of probabilities, and taking into account all of the evidence before it, that the alleged offence has been committed by the Participant.
7. In exercising its discretion and determining the appropriate number of Penalty Points to impose, BLAST shall have regard to (i) the non-precedential and non-exhaustive guidance table set out at the end of this Appendix 4 (the "**Penalty Points Guide**"); (ii) any factors which it deems relevant to the mitigation or aggravation of the relevant offence; and (iii) all the evidence in front of it, including any answers provided by the Participant as part of the investigation.
8. The Penalty Points Guide shall act as a reference point only and BLAST shall not be bound by the parameters set out in the Penalty Points Guide. Where examples of certain conduct have been provided in the Penalty Points Guide, such examples should be read as a non-exhaustive list.

9. Should a Participant transfer to another Team, any points already on the Participant's record shall not be affected and shall remain on their record for the full twelve (12) month period.
10. BLAST shall keep an accurate and up-to-date record of all Penalty Points imposed upon Participants, which may be made available on BLAST's website from time to time.

### **Procedure**

11. Where BLAST becomes aware of a potential offence, BLAST shall, where applicable, carry out an initial investigation into the alleged offence and may ask for the input of the Participant or any other individual(s) connected to the alleged offence. BLAST may draw an adverse inference if the Participant refuses, without compelling justification, to answer any relevant questions within the timeframes communicated by BLAST. Following the initial investigation by BLAST (if applicable), the following procedure shall be followed:
  - a. If BLAST determines that an offence has been committed and Penalty Points are appropriate, BLAST shall provide the Participant with a "**Penalty Points Notice**" setting out (i) the details of the offence; (ii) the number of Penalty Points which BLAST intends to impose on the Participant; and (iii) any other information which BLAST deems relevant in the circumstances. It is intended that BLAST shall provide this Penalty Points Notice within seven (7) days of the end of the applicable Tournament Stage. There may, however, be exceptional circumstances where the imposition of Penalty Points is immediate, including but not limited to serious in-Match or in-Tournament matters, and otherwise where BLAST reasonably determines that immediate action is required ("**Extraordinary Penalty Points Sanction**"). In such circumstances, the Extraordinary Penalty Points Sanction shall be applied immediately whether communicated orally or in writing and shall remain in place for the remainder of the Tournament Stage unless otherwise stated by BLAST. If the Extraordinary Penalty Points Sanction is communicated orally BLAST shall provide the written Penalty Points Notice as soon as reasonably practicable. Following the end of the applicable Tournament Stage in which the Extraordinary Penalty Points Sanction has been imposed the Participant and/or Team on the Participant's behalf shall have the right to appeal such Extraordinary Penalty Points Sanction in accordance with the dispute resolution procedure set out in Clause 14.4.1 of the Rulebook.
  - b. On receipt of the Penalty Points Notice, the Participant shall inform BLAST within forty eight (48) hours whether it either: (i) admits the offence and accepts the Penalty Points set out in the Penalty Points Notice; or (ii) denies the offence and does not accept the Penalty Points set out in the Penalty Points Notice. If the Participant does not inform BLAST of its decision within forty eight (48) hours, the Participant shall be deemed to have admitted the offence and accepted the Penalty Points. If the Participant denies the offence and does not accept the Penalty Points, the Participant shall (at the same time as informing BLAST of its decision to challenge the Penalty Points) provide written submissions setting out why it denies the offence and/or challenges the Penalty Points.
  - c. If the Participant accepts the Penalty Points under Clause 11(b) of this Appendix 4, then (i) the Penalty Points set out in the Penalty Points Notice shall automatically be imposed on the Participant; and (ii) the Participant automatically waives any right of appeal in respect of such Penalty Points.
  - d. Where the Participant challenges the Penalty Points and provides written submissions under Clause 11(b) of this Appendix 4, BLAST shall consider such written

submissions in good faith and shall thereafter provide its final decision on the Penalty Points to be imposed. Such decision shall be final and can only be appealed by the Participant in accordance with Clauses 17 and 18 of this Appendix 4.

### **Suspensions**

12. One Match Ban: Where a Participant accumulates a total of six (6) Penalty Points during any successive twelve (12) month period, the Participant shall receive an automatic one (1) Match ban. The Participant's ban shall apply in respect of the Participant's next available Match in the Tournament.
13. Tournament Stage Ban: Where a Participant accumulates a total of twelve (12) Penalty Points during any successive twelve (12) month period, the Participant shall receive an automatic one (1) Tournament Stage ban (a "**Tournament Stage Ban**"). The Participant's Tournament Stage Ban shall apply in respect of the Participant's next full Tournament Stage or, if the Participant is currently participating in a Tournament Stage, the remainder of the current Tournament Stage and the first three (3) Matches of the next Tournament Stage.
14. Elapsing of Penalty Points: each Penalty Point imposed shall automatically elapse and be cleared and shall no longer be applied against a Participant once:
  - a. a period of twelve (12) months has elapsed since the date on which the Penalty Point(s) was awarded; or
  - b. a Participant has served a Tournament Stage Ban in which case the first twelve (12) Penalty Points shall be deemed cleared but any balance of Penalty Points shall remain on the Participant's record held by BLAST
15. Where a Participant's ban is due to apply in respect of a Match or a Tournament Stage which is subsequently cancelled, postponed or otherwise abandoned, the Participant's ban shall roll-over to the next applicable Match or Tournament Stage.
16. Any bans imposed on Participants under this Appendix 4 shall be recognised and respected by the Teams. The Teams shall take all steps necessary to enforce and give effect to such bans. For the avoidance of doubt, any Match Suspensions imposed by BLAST shall apply only in respect of BLAST Tournaments.

### **Appeals**

17. Subject to Clause 11 of this Appendix 4 and the remainder of this Clause 17, Participants shall have the right to appeal any Penalty Points imposed by BLAST under this Appendix 4 in accordance with the appeals and dispute resolution procedure set out in Clause 14.4.1 of the Rulebook. Notwithstanding the foregoing, Participants shall have no right of appeal in respect of a decision by BLAST to impose three (3) or fewer Penalty Points.
18. Any Penalty Points which are the subject of an appeal shall remain in effect and be binding upon the Participant pending the outcome of any appeal, unless the Chairman of the ESIC Panel orders otherwise.

## PENALTY POINTS GUIDE

**FOR INFORMATION PURPOSES ONLY AND NON-BINDING**

Offence Type	Min Penalty 1 <sup>st</sup> Offence	Max Penalty 1 <sup>st</sup> Offence	Max Penalty Repeat Offence
<b>Non-Match Play Conduct</b>			
Misconduct Minor (e.g. unprofessional attitude, not listening to BLAST staff instructions, lateness for call times etc.)	Warning	1 point	Unlimited
Misconduct Major (e.g. harassing BLAST staff, actively causing negative PR around the event/season, threatening/assaulting other plays, staff, fans etc.)	3 points	Unlimited	Unlimited
Failure to participate in content / media obligations or fan interactions	1 point	3 points	Unlimited
Failure to attend required meetings (Team Briefings etc.)	Warning	1 point	Unlimited
<b>Match Play Conduct</b>			
Communication during pause	Warning	3 points	5 points
Unapproved removal of a headset during a match	Warning	1 point	3 points
Exploitation of a bug	Warning	3 points	Unlimited
Misconduct Minor (e.g. unprofessional attitude, not listening to BLAST staff instructions, lateness for call times etc.)	Warning	1 point	3 points
Misconduct Major (e.g. harassing BLAST staff, threatening/assaulting other players, staff, fans, damage to BLAST owned equipment, attempting to bribe staff, etc.)	3 points	Unlimited	Unlimited