



# **BLAST PREMIER RULEBOOK**

**2020 Season**

# 2020 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.

## 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 Team/Participant.
- 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/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 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, and the spirit of the Tournament. If necessary, the Tournament Director may take a decision at his/her sole discretion while ensuring the integrity and spirit of the Tournament is preserved.
- 2.5. Match 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 the terms of the TPA shall prevail.

### **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/penalties; 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 by Tournament Officials are final and binding on all Teams/Participants unless otherwise provided for herein.
- 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. 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) within a reasonable timeframe prior to their beginning. Delayed start of any such engagements may result in warnings, penalties and other sanctions including, in the case of a Match, default loss. For more details please see the Penalties index on Appendix 4
- 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, penalties and other 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, penalties and other sanctions as provided for in the Rulebook, the ESIC Codes and/or the TPA as applicable.
- 5.4. Confidentiality: The Teams/Participants acknowledge that by participating in the Tournament they may have access to certain confidential information, including but not limited to results of Matches (which shall be considered confidential up until such time as such results are made publicly available by BLAST), and correspondence between Participants and/or Tournament Officials. The Teams/Participants shall not disclose any such confidential information and such confidential information may only be publicly released by BLAST.

## **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, if not then dark long trousers / pants must be worn 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. Online Matches: Teams/Participants may participate in online league matches during the Tournament, provided that:
  - 6.3.1. Such matches do not conflict with the Team/Participants' obligations towards the Tournament including but not limited to competing in Matches and media/press obligations; and
  - 6.3.2. Teams/Participants and third party tournament organisers shall not schedule two BLAST Teams to play an online 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 representation of, the Participant 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", the Submitted Roster must be submitted to BLAST within 48 hours of such qualification being confirmed. Only the Players included on the Submitted Roster are eligible to compete at the applicable Tournament Stage.
- 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;
  - 6.5.3.3. they have been VAC banned during the 2 years prior to the first match date of the applicable Tournament Stage;
  - 6.5.3.4. they have been caught match fixing during the 2 years prior to the first match date of the applicable Tournament Stage;
  - 6.5.3.5. 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), regardless of whether such team is participating in the Tournament. The purpose of this eligibility requirement is to mitigate the risk of Participants breaching clause 2.2.8 of the Code of Conduct and clause 2.2.2 of the Anti-Corruption Code.
- 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 may field a different line-up for each map provided that they can set-up the Player(s) 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.
  - 6.7.1. If a substitution is made, the opposing team will have two (2) minutes to confirm their lineup with the Tournament Operations manager.

6.7.2. All Substitutions are final for that Map.

6.8. 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 player 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.

6.9. Qualification Points: The Players shall not be entitled to any “qualification points” (or equivalent) individually or collectively, and the entitlement of the same shall lie solely with the Teams.

## 7. SCHEDULING

7.1. Match Schedule: The Match Schedule will be provided by BLAST 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.

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. The time at which 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 to check any server related issues. If any Team(s) 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) have 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 are required to be match ready a minimum of ten (10) minutes before the official start time of the match.

7.4.2. In the case of an LAN (or offline) match:

7.4.2.1. Teams will be provided with at least 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 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. 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: whats

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 following the scheduled Match start time, all five (5) starting Players are not present at the Playing Area, logged on to the server and ready to play the Match.

7.6.2. Fixed penalties will be imposed at the discretion of BLAST and based on the length (in minutes) of the Late Show. For more details please see the Penalties index on Appendix 4

7.6.3. A Team will be deemed to have committed a "No Show" (and automatically forfeit the Match) if, after fifteen (15) minutes following the scheduled Match start time, all five (5) starting Players are not present at the Playing Area, logged on to the server and ready to play.

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 deems appropriate, bearing in mind the overriding requirement to protect the integrity of the Tournament.



## 8. TECHNICAL SPECIFICATIONS

- 8.1. 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. 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 Match start. Any exceptions to this to be agreed with the Tournament Operations Manager.
- 9.2. Documents: Team(s)/Player(s) may take physical documents such as paper, binders and notepads into the Playing Area for tactical purposes.
- 9.3. Food and Drink:
  - 9.3.1. All food must be placed under the table and out of sight.
  - 9.3.2. 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.
  - 9.3.3. BLAST reserves the right to remove any food or drink from the Playing Area if it deems appropriate.
- 9.4. Electronic and USB devices:
  - 9.4.1. 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
  - 9.4.2. 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.
  - 9.4.3. Players 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: 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. In the case of an Online Match - All Players are required to use FACEIT Anti-Cheat, details on this 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 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 they are able to make a substitution (see 10.5.7) or play the game out.
    - 10.5.1.2. 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.
    - 10.5.1.3. 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.
    - 10.5.1.4. 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.
  - 10.5.2. 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. If a Match is interrupted for reasons such as a server crash, network/power outages, player client crash or other reasons beyond the Teams' control, the Tournament Operations Manager may order a round or map restart.
- 10.6.2. 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.
- 10.6.3. If the issue takes place during a round after damage has occurred and the outcome of the round can still be determined (e.g. a single player has dropped but others remain) the round will continue to be played and count.
- 10.6.4. If the issue takes place during a round after damage has occurred and the outcome of the round cannot be determined (e.g. a server crash), then the Match will be restored to the beginning of the round using the Game's restore function.
- 10.6.5. If the issue takes place during a round after damage has occurred and the outcome of the round can be determined beyond reasonable doubt (e.g. CT's saving/not attempting to retake with the bomb planted), then the round can be awarded at the discretion of the Tournament Officials.
- 10.6.6. 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.
- 10.6.7. Significant advantage will be decided by the Tournament Operations Manager. This includes, however is not limited to: damage taken, strategic knowledge gained.
- 10.6.8. All finals decisions will be made by the Tournament Operations Manager and are declared as final.
- 10.6.9. If during an online match, a player(s) incurs a serious issue (e.g. internet issues, power outage etc.) that can not be resolved quickly, their team may request a substitution from their pre-approved team roster. This substitution request is at the discretion of the tournament operations manager. The game 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 and toggle, all scripts are prohibited. If a Player is unsure on the validity of a script, they should contact the Tournament Officials before usage. 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: Trying to gain any unfair advance during a match (eg. Removal of headset) will be a punishable offense.
- 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 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. Demos: Players are not expected to record in-eye demos but may do so for their own purposes. They may be requested to be sent to the Team after the Tournament but this request must be made immediately following the Team's final match.
- 10.14. 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.
- 10.15. 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.
- 10.16. Communication: During Matches, Players shall not communicate with any person not involved in the Match, even if the game is paused. Involvement in the Match is limited to Players, Team Coaches and Tournament Officials.
- 10.16.1. In the case of an Online Match
    - 10.16.1.1. 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.
- 10.17. 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 report technical issues or advertise or seek to advertise any company, products, sponsors or services.
- 10.18. 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).
- 10.19. 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.

- 10.20. 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.
- 10.21. 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 event.
- 10.22. Coaches are required to have Parsec running and connected to the Tournament Officials during all matches. Details for each coach's account will be sent directly to them 20 minute prior to match start time.
  - 10.22.1. Download for Parsec client can be found <https://parsecgaming.com/downloads/>
- 10.23. All players 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 1 hour of completing their Match.

## 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 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.

## 12. MEDIA OBLIGATIONS

- 12.1. All Teams and Participants are required to fulfil their media duties and promotional obligations as more particularly described in the TPA, which shall include but shall not be limited to:
  - 12.1.1. Content Day:
    - 12.1.1.1. Photos, videos and audio recordings (i.e. podcasts) for broadcast and BLAST social channels.
    - 12.1.1.2. PR & Interviews.
    - 12.1.1.3. Tournament sponsor content.
    - 12.1.1.4. Fan interaction (i.e. signing sessions, meet and greets, etc.)
  - 12.1.2. Tournament (Match) Days:
    - 12.1.2.1. Pre, during and post show broadcast activities by the Players and/or Team Coach (live interviews, interviews between maps).
    - 12.1.2.2. Fan interaction (i.e. signing sessions, meet and greets, etc.)

12.1.2.3. Show matches.

12.2. 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/Participant to complete some or all of their media/promotional obligations may result in a penalty/sanction being imposed by BLAST.

## 13. INTEGRITY

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

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

13.3. Alcohol and Doping: Each Team/Participant shall comply with, and be bound by, the [ESIC Anti-Doping Policy](#) (the "**Anti-Doping Policy**") which is hereby incorporated into this Rulebook by reference. It is each Team/Participant's duty to familiarise themselves with the Anti-Doping Policy and, by participating in the Tournament, each Team/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), including without limitation fines, penalties, suspensions and disqualifications. BLAST shall impose a sanction 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. 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. For more details please see the Penalties index on Appendix 4

#### 14.4. Jurisdiction and Appeals

- 14.4.1. Where 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), the appeals procedure set out in the ESIC Codes shall apply.
- 14.4.2. Where BLAST has imposed a sanction against a Team/Participant other than in relation to matters dealt with directly under the auspices of the ESIC Codes, the Team/Participant shall have the right to appeal such decision within ten (10) working days in accordance with the dispute resolution procedure set out in the TPA.
- 14.4.3. Any dispute in relation to the Rulebook will be settled either in accordance with the ESIC Codes or the TPA, as applicable.

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 Team/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.

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. All prize money will be paid to the Teams within thirty (30) days following the final Match of the relevant Tournament Stage provided that the Teams have completed all appropriate paperwork, including an invoice and otherwise in accordance with the TPA.
- 15.2. BLAST reserves the right to withhold payment of prize money if there are ongoing disciplinary matters.
- 15.3. 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;

**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;

**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;

**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;

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

**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 Schedule** shall mean a separate document setting out the Tournament Match schedule for the applicable Tournament Stage (but which shall not be Team specific);

**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 and any other individual participating in Tournament;

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

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

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

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

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

**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

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

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

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

**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;

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

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

**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;

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

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

## 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 3, \$10,000 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. Train
  - 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 (90-60 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. Side Choice

1.6.1. BO1 (Showdown Group Stage): The winner of a knife round chooses which side they will start on.

1.6.2. BO3 (Series, Showdown Playoffs, Season Final, Global Final): 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.

1.7. 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.

1.8. 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.

1.9. Restricted Agents: The Tournament will use the default models for each map. Players must not use the alternative agents from 'Operation Shattered Web'.

## 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.

### 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**

## APPENDIX 4: PENALTIES INDEX

1. All penalty points and fines are at the sole discretion of BLAST
2. All penalty points last on a Player(s) / Coache(s) record for twelve (12) months from the date of issue and are transferred with the Player(s) should they move between teams. Points are removed from the record at the end of the twelve (12) month period following the incident.
3. Penalty points can be challenged in line with the complaints procedure outlined in clause 11.1 of the rulebook and appeals process in clause 19.3 of the TPA.
4. Payment of fines will be deducted from prize money and with Team(s) to settle with that Player(s) / Coach(s) in line with their own internal processes.
5. Collection of six (6) points during a twelve (12) month period will result in a one match ban, to be in place for the next match the Player(s) / Coach(s) is involved in. Collection of ten (10) points within a twelve (12) month period will result in a one tournament ban for the next tournament the Player(s) / Coach(s) is involved in.
6. Tournament Play penalty points will be applied to the Player(s) / Coache(s) record at the end of each match. If that takes someone over six (6) points the team will be required to make a substitution for the next match, if this occurs in a final it will roll over the first match of the next tournament that Player(s) / Coach(s) is involved in. If that takes someone over ten (10) points the team will be required to make a substitution for the next complete tournament
7. The maximum points for repeat offences are in addition to the points from the first offence
8. Below is an example list of offences and potential penalties and fines, BLAST retains the ability to add offences to this list

<b>Example Offences and corresponding Penalties and Fines</b>						
<b>Offence Type</b>	<b>Min Penalty</b>	<b>Max Penalty 1st offence</b>	<b>Max Penalty Repeat offence</b>	<b>Min Fine, in USD</b>	<b>Max Fine, in USD</b>	<b>Rulebook Reference Points</b>
<b>Conduct</b>						
Misconduct Minor (e.g. unprofessional attitude, not listening to BLAST staff instructions, lateness for call times etc.)	Warning	1 point	N/A	\$0	\$250	Section 13
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	N/A	\$1,000	up to 100% of prize money	
Failure to participate in Content / Media obligations or fan interactions	1 point	3 points	N/A	\$250	\$1,000	Section 12.1
Failure to attend required meetings (Team Briefings etc.)	Warning	1 point	N/A	\$0	\$250	Section 5.1

<b>Example Offences and corresponding Penalties and Fines cont.</b>						
<b>Offence Type</b>	<b>Min Penalty</b>	<b>Max Penalty 1st offence</b>	<b>Max Penalty Repeat offence</b>	<b>Min Fine, in USD</b>	<b>Max Fine, in USD</b>	<b>Rulebook Reference Points</b>
<b>Tournament Play</b>						
Communication during pause	Warning	3 points	5 points	\$0	\$2,000	Section 10.13
Unapproved removal of a headset during a match	Warning	1 point	3 points	\$0	\$1,000	Section 10.13
Exploitation of a bug	Warning	3 points	Unlimited	\$0	up to 100% of prize money	Sections 10.8.1 & 10.8.2
Graffiti	Warning	1 point	3 points	\$0	\$1,000	Section 10.16
Misconduct Minor (e.g. unprofessional attitude, not listening to BLAST staff instructions, lateness for call times etc.)	Warning	1 point	3 points	\$0	\$1,000	Section 13.1
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	\$1,000	up to 100% of prize money	