

# BLAST Premier 2020

## Tournament Mechanics

### 1. 2020 SEASON CALENDAR

<b>Spring Series</b>	
Seeding and Draw	20 December 2019
Spring Series Dates	Week 1: 30 January 2020 - 2 February 2020 Week 2: 6 February 2020 - 9 February 2020 Week 3: 13 February 2020 - 16 February 2020
<b>Spring Showdown</b>	
BLAST Wildcard confirmed	No later than 17 May 2020
Qualifier Teams confirmed	No later than 24 May 2020
Seeding and Draw	27 May 2020
Spring Showdown Dates	2 June 2020 - 7 June 2020
<b>Spring Finals</b>	
Seeding and Draw	10 June 2020
Spring Finals Dates	16 June 2020 - 21 June 2020
<b>Fall Series</b>	
Seeding and Draw	Date TBC
Fall Series Dates	Week 1: 15 October 2020 - 18 October 2020 Week 2: 22 October 2020 - 25 October 2020 Week 3: 28 October 2020 - 31 October 2020
<b>Fall Showdown</b>	
BLAST Wildcard confirmed	No later than 25 October 2020
Qualifier Teams confirmed	No later than 1 November 2020
Seeding and Draw	11 November 2020
Fall Showdown Dates	17 November 2020 - 22 November 2020
<b>Fall Finals</b>	
Seeding and Draw	2 December 2020
Fall Finals Dates	8 December 2020 - 13 December 2020
<b>Global Final</b>	
Teams confirmed	No later than 21 December 2020
Global Final Dates	18 January 2021 - 24 January 2021

### 2. SPRING SERIES AND FALL SERIES

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

2.2 Seeding:

2.2.1 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 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.

2.2.2 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.

2.2.3 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

2.2.4 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.

### 2.3 Format:

2.3.1 **Playing Time:** Each of the Spring Series and Fall Series is played out over three (3) weeks, with one (1) Group playing each week in accordance with the Match Schedule.

2.3.2 **Matches:** Best-Of-Three (BO3).

2.3.3 **Double Elimination:** The four (4) Member Teams in each Group will play out a double elimination bracket.

2.3.4 **Qualification:** The Member Teams which finish 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.

2.4 **Prize Pool:** The \$300,000 USD prize pool for each Series will be divided into \$100,000 USD per Group and distributed as follows:

2.4.1 1st place: \$50,000

2.4.2 2nd place: \$35,000

2.4.3 3rd place: \$10,000

2.4.4 4th place: \$5,000

## 3. **SPRING SHOWDOWN AND FALL SHOWDOWN**

**3.1 Participating Teams:** The Spring Showdown and the Fall Showdown (together, the "**Showdowns**") shall consist of ten (10) Teams; six (6) Member Teams that dropped down from the Series and four (4) non-member qualifying teams

("Qualifying Teams"). For the purposes hereof, the Member Teams and Qualifying Teams are referred to collectively as "Teams".

3.2 Qualification for Spring Showdown: The six (6) Member Teams that dropped down from the Spring Series automatically qualify for the Spring Showdown. The four (4) Qualifying Teams shall qualify for the Spring Showdown as follows:

3.2.1 One (1) Qualifying Team will be awarded a slot by BLAST in its sole discretion as a "**BLAST Wildcard**". BLAST will choose any and all BLAST Wildcard picks in its sole discretion and its decision will be final.

3.2.2 Three (3) Qualifying Teams will be awarded slots by winning a third party tournament or qualifier identified by BLAST in advance and communicated to the Member Teams (if a suitable third party tournament cannot be identified by BLAST (for whatever reason) then one or both of the Qualifying Teams will be selected by way of an additional BLAST Wildcard pick).

3.3 Qualification for Fall Showdown: The six (6) Member Teams that dropped down from the Fall Series automatically qualify for the Fall Showdown. The four (4) Qualifying Teams shall qualify either by way:

3.3.1 One (1) Qualifying Team will be awarded a slot by BLAST in its sole discretion as a "BLAST Wildcard".

3.3.2 Three (3) Qualifying Teams will be awarded slots by winning a third party tournament or qualifier identified by BLAST in advance and communicated to the Member Teams (if a suitable third party tournament cannot be identified by BLAST (for whatever reason) then one or more of the Qualifying Teams will be selected by way of an additional BLAST Wildcard pick).

3.4 Seeding:

3.4.1 The ten (10) Teams shall independently rank the other Teams (excluding themselves) from #1 - #9, with #1 being the best. The Teams must base their rankings on genuinely held beliefs and, if requested by BLAST, must provide sufficient reasoning for their submitted rankings. Each 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 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 Team is, or seeks to, manipulate the seeding (either alone or in conjunction with other 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.

3.4.2 BLAST will calculate the average ranking of each 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 Teams and shall not be subject to appeal.

3.4.3 Based on their seeding, the Teams will be divided into two (2) Groups:

- (a) Group A: Seeds 1, 4, 5, 7, 10
- (b) Group B: Seeds 2, 3, 6, 8, 9

3.5 **Format:** The Showdown is divided into two stages; the "**Group Stage**" and the "**Playoffs**".

3.5.1 Group Stage (round-robin):

- (a) Playing Time: The Group Stage is played out over two (2) days in accordance with the Match Schedule.
- (b) Matches: Best-of-One (BO1).
- (c) Round-Robin: Each Group (A & B) is played out as a round-robin, with every Team in the Group playing each other.
- (d) Qualification: The two (2) Teams which finish fifth (5<sup>th</sup>) in each Group are eliminated. The remaining eight (8) Teams will advance to the Playoffs.

3.5.2 Playoffs (two separate cross-group gauntlets as provided for in the Showdown Format):

- (a) Playing Time: The Playoffs are played out over three (3) days in accordance with the Match Schedule.
- (b) Matches: Best-of-Three (BO3).
- (c) Single-Elimination Gauntlet Bracket: The Playoffs are played as a single-elimination gauntlet bracket. Teams are placed into either the quarter-finals, semi-finals or finals based on their Group Stage position:
  - (i) Quarter-Finals: The Teams which finished third (3rd) and fourth (4th) in each Group start the Playoffs in the quarter-finals. Quarter Final 1: 4th Place Group B v 3rd Place Group A. Quarter Final 2: 4th Place Group A v 3rd Place Group B.
  - (ii) Semi-Finals: The Teams which finished second (2<sup>nd</sup>) in each Group start the Playoffs in the semi-finals (and will play the winners of the quarter-finals). Semi Final 1: Winner Quarter Final 1 v 2nd Group B. Semi Final 2: Winner Quarter Final 2 v 2nd Group A.
  - (iii) Finals: The Teams which finished first (1<sup>st</sup>) in each Group start the Playoffs in the finals (and will play the winners of the semi-finals). Final 1: Winner Semi Final 1 v 1st Group A. Final 2: Winner Semi Final 2 v 1st Group B.
- (d) Qualification: The two (2) Teams which win their respective final matches will qualify for the applicable Season Final. All other Teams are eliminated in respect of the applicable Season Final.

3.6 **Prize Pool:** The \$325,000 USD prize pool for each Showdown will be distributed in each cross group as follows:

3.6.1 Winners: \$65,000

- 3.6.2 Losing finalists: \$35,000
- 3.6.3 Losing semi-finalists: \$27,500
- 3.6.4 Losing quarter-finalists: \$20,000
- 3.6.5 Fifth place in Group Stage: \$15,000

#### 4. **SPRING FINALS AND FALL FINALS**

4.1 Participating Teams: The Spring Finals and Fall Finals (together, the “**Season Finals**”) will consist of eight (8) Teams; six (6) Member Teams which qualified through the Series and two (2) Teams which qualified through the Showdown.

#### 4.2 Seeding:

4.2.1 The eight (8) Teams shall independently rank the other Teams (excluding themselves), in two sections. The Group winners from the preceding Series are to be ranked #1 - #3, with the remaining 5 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 Teams #4 - #8. In contrast, a non-Group winner will rank the 3 Group winners #1 - #3 and the remaining 4 Teams #4 - #7. The Teams must base their rankings on genuinely held beliefs and, if requested by BLAST, must provide sufficient reasoning for their submitted rankings. Each 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 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 Team is, or seeks to, manipulate the seeding (either alone or in conjunction with other 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.

4.2.2 BLAST will calculate the average ranking of each 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 Teams and shall not be subject to appeal.

#### 4.3 Format:

4.3.1 Playing Time: The Season 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) Teams will play out a double elimination bracket.

4.3.4 Qualification: Subject to clause 5 below, the Team which wins the applicable Season Final shall qualify for the Global Final.

4.4 Prize Pool: The \$750,000 USD prize pool for each Season Final will be distributed as follows:

- 4.4.1 First Place: \$500,000
- 4.4.2 Second Place: \$100,000
- 4.4.3 Third Place: \$50,000
- 4.4.4 Fourth Place: \$30,000
- 4.4.5 Fifth Place and Sixth Place: \$20,000
- 4.4.6 Seventh Place and Eight Place: \$15,000

## 5. **GLOBAL FINAL**

### 5.1 Participating Teams: A total of eight (8) Teams will qualify for the BLAST Global Final (the "**Global Final**"):

5.1.1 A maximum of four (4) Teams and a minimum of two (2) Teams will qualify through the "**Spring Major**", "**BLAST Spring Season**", "**Fall Major**" and "**BLAST Fall Season**" as follows:

- (a) Spring Major: The Team which wins the Spring Major qualifies for the Global Final.
- (b) BLAST Spring Season: The Team which wins the BLAST Spring Season Finals qualifies for the Global Final. If the winner of the BLAST Spring Season Final has already qualified, the runner-up of the BLAST Spring Season Final qualifies for the Global Final.
- (c) Fall Major: The Team which wins the Fall Major qualifies for the Global Final. If the winner of the Fall Major has already qualified, the runner-up of the Fall Major qualifies for the Global Final. If the runner-up of the Fall Major has already qualified, no Team will automatically qualify through the Fall Major.
- (d) BLAST Fall Season: The Team which wins the BLAST Fall Season Finals qualifies for the Global Final. If the winner of the BLAST Fall Season Final has already qualified, the runner-up of the BLAST Fall Season Final qualifies for the Global Final. If the runner-up of the BLAST Fall Season Final has already qualified, no Team will automatically qualify through the BLAST Fall Season.

5.1.2 The remaining (4-6) Teams will qualify through being the highest placed non automatically qualified Teams in the "**Race to BLAST Premier Global Final**", details of which are set out in Schedule 1.

5.2 Seeding: The eight (8) Teams shall independently rank the other Teams (excluding themselves) from #1 – #7, with #1 being the best. The Teams must base their rankings on genuinely held beliefs and, if requested by BLAST, must provide sufficient reasoning for their submitted rankings. Each 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 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 Team is, or seeks to, manipulate the seeding (either alone or in conjunction with other 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.

5.3 Format:

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

5.3.2 Matches: Best-Of-Three (BO3)

5.3.3 Double-Elimination: The eight (8) Teams will play out a double elimination bracket

5.4 Prize Pool: The \$1,500,000 USD prize pool for the Global Final will be distributed as follows:

5.4.1 Winner: \$1,000,000

5.4.2 Second Place: \$300,000

5.4.3 Third Place: \$80,000

5.4.4 Fourth Place: \$50,000

5.4.5 Fifth Place and Sixth Place: \$20,000

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



## SCHEDULE 1: RACE TO BLAST PREMIER GLOBAL FINAL

In accordance with Clause 5.1.2 of the Tournament Mechanics, between four (4) to six (6) Teams will qualify through the "Race to BLAST Premier Global Final" (depending on how many Teams have automatically qualified in accordance with Clause 5.1.1). By way of example, if three (3) Teams have qualified automatically in accordance with Clause 5.1.1 then five (5) Teams will qualify through the Race to BLAST Premier Global Final.

The Race to BLAST Premier Global Final is the opportunity for all Teams (both member Teams and non-Member Teams) to qualify for the BLAST Premier Global Final. Teams will collect points across a set list of tournaments (details of which are below) ("**Applicable Tournaments**"), with their best six (6) results from the Applicable Tournaments counting towards its score. The best placed non-automatically qualified Teams (whether or not they have competed in the Tournament) as of the 14th December 2020 will be invited to the BLAST Premier Global Final. In the event of a tie, the qualification spot shall be awarded to the Team with the most 1<sup>st</sup> place finishes in the Applicable Tournaments during the 2020 Season. If the Teams are still tied, the qualification spot shall be awarded to the Team with the most 2<sup>nd</sup> place finishes in the Applicable Tournaments, and so on.

- The list of Applicable Tournaments is detailed below. BLAST reserves the right in its sole discretion to add to and/or remove any Applicable Tournament(s) from the list.
- Points for placing at the Applicable Tournaments are awarded as follows;

### Double Elimination Tournaments

- 1st place - 4000 points
- 2nd place - 2000 points
- 3rd place - 1500 points
- 4th place - 1000 points
- 5th place - 500 points
- 6th place - 500 points
- 7th place - 250 points
- 8th place - 250 points

### Single Elimination Tournaments

- 1st place - 4000 points
- 2nd place - 2000 points
- 3rd place - 1250 points
- 4th place - 1250 points
- 5th place - 500 points
- 6th place - 500 points
- 7th place - 250 points
- 8th place - 250 points

- Each Applicable Tournament has been assigned a BLAST co-efficient factor. The points awarded to each Team per Applicable Tournament shall be equal to their placing points at the Applicable Tournament multiplied by the BLAST co-efficient factor for that Applicable Tournament. The table showing a breakdown for Applicable Tournaments is below
- To the extent that, at any time, BLAST determines that an Applicable Tournament does not, for whatever reason, come up to professional or other standard in terms of format and/or teams (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 Race to BLAST Premier Global Final. 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 co-efficient factor applied to that Applicable Tournament (in its sole discretion).

- By way of example only, BLAST has provided a worked example of the mechanics by which the Race to BLAST Premier Global Final will work. This example is provided for reference only and BLAST hereby reserves the right to amend and/or revise the worked example.
- The Race to BLAST Premier Global Final standings will be updated on blastpremier.com after each Applicable Tournament.
- 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 BLAST Premier Global Final.

#	Applicable Tournament	BLAST Coefficient	Points per place with BLAST Coefficient applied							
			1st place	2nd place	3rd place	4th place	5th place	6th place	7th place	8th place
1	BLAST Premier Spring Series *	0.4	1600	800	600	400	-	-	-	-
2	IEM XIV - World Championship (Katowice)	0.75	3000	1500	938	938	375	375	188	188
3	B Site Finals	0.75	3000	1500	1125	750	375	375	188	188
4	ESL Pro League Finals	0.75	3000	1500	938	938	375	375	188	188
5	ESL Rio 2020 (Major)	1	4000	2000	1250	1250	500	500	250	250
6	BLAST Premier Spring Showdown **	0.35	1400	700	525	350	-	-	-	-
7	BLAST Premier Spring Final	1	4000	2000	1250	1250	500	500	250	250
8	ESL One: Cologne 2020	1	4000	2000	1250	1250	500	500	250	250
9	ESL Pro League Finals	0.75	3000	1500	938	938	375	375	188	188
10	B Site Finals	0.75	3000	1500	1125	750	375	375	188	188
11	BLAST Premier: Fall 2020 Series *	0.4	1600	800	600	400	-	-	-	-
12	CS:GO Major Championship Autumn 2020	1	4000	2000	1250	1250	500	500	250	250
13	BLAST Premier Fall Showdown **	0.35	1400	700	525	350	-	-	-	-
14	BLAST Premier Fall Final	1	4000	2000	1500	1000	500	500	250	250

\* Points apply to each group

\*\* Points apply to each gauntlet