



BLAST PREMIER

2022 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 judgement 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, two (2) substitute Players and a Coach. Coaches may be used as an extra substitute if required.
 - 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 forty-eight (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. Should one (1) Team fail to submit their Submitted Roster to BLAST within the deadlines stated above, then that team shall be considered the lower seed in all given matchups.
 - 6.5.2.2. Should more than one (1) Team fail to submit their Submitted Roster to BLAST within the deadlines stated above, then those Teams that have missed the deadline will be pooled together (the "**Missed Deadline Pool**"). The Missed Deadline Pool shall be considered the lower seed in all match ups, unless when

- playing amongst themselves, where the standard seeding rules shall be used.
- 6.5.2.3. In the case of a LAN, should a team make a change less than sixteen (16) days prior to the arrival day of that tournament they may incur a fine based on the additional operational costs.
- 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 two (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 ten (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 10.6.4) 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. In the case of a technical issue the round will be restarted unless the round has reached the point of incidents.

10.6.2.1. The point of incident is to be defined exclusively by the Tournament Operations Manager, generally this will include either team receiving significant damage, a clear information advantage, or the round has less than one (1) minute remaining.

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

10.6.4. 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. 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.
- 10.19. 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.
- 10.20. 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/>.
- 10.21. POVs: All Players and Team Coaches are required to record their POVs of each Map and upload them via the online Google form. Players must have uploaded their POVs within one (1) 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 "World 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: During the Bo3 stages of Groups, Showdown, Season Final and WorldFinal, map vetoes will take place on the day of the Match. These will be between ninety (90) minutes and the when the series before starts the second map. 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. For the Groups Bo1 stage vetos will take place between one (1) hour and the series before it starts.
 - 1.5.2. In the case where there is not ninety (90) minutes of allotted time between series, eg Consolidation Final into Championship Final. Vetos will take place ten (10) minutes after the match has finished.
 - 1.5.3. **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.

1.5.4. **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.
- 2.3. 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 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
 - 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.
 - 2.4.2. All recorded Team(s) communications will abide to the BLAST Team Communication Use and Storage Policy

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.

1. 2022 SEASON CALENDAR

All dates below include Media Days

Spring Groups	
Roster Lock	6th January
Seeding & Draw	10th January
Media Day Schedules Circulated	14th January
Spring Groups Dates	27th January - 6th February 2022
Spring Showdown	
Roster Lock	4th April
Seeding & Draw	12th April
Media Day Schedules Circulated	12th April
Spring Showdown Dates	26th April – 1st May 2022 inc media day
Spring Finals	
Roster Lock	27th May
Seeding & Draw	30th May
Media Day Schedules Circulated	30th May
Spring Finals Dates	11th June - 20th June 2022 inc travel & media days
Fall Groups	
Roster Lock	25th July
Seeding & Draw	1st August
Media Day Schedules Circulated	1st August
Fall Groups Dates	17th - 29th August 2022 inc travel & media days
Fall Showdown	
Roster Lock	26th September
Seeding & Draw	3rd October
Media Day Schedules Circulated	3rd October
Fall Showdown Dates	18th - 23rd October 2022 inc media day
Fall Finals	
Roster Lock	4th November
Seeding & Draw	7th November
Media Day Schedules Circulated	7th November
Fall Finals Dates	19th – 28th November 2022 inc travel & media days
World Final	
Roster Lock	28th November
Teams confirmed	28th November
Seeding & Draw	29th November
Media Day Schedules Circulated	29th November
World Final Dates	10th – 19th December 2022 inc travel & media days

BLAST Premier Qualifying Series dates still to be set, expected that Spring Qualifiers will be run during March 2022 and the Fall Qualifiers will be run June, July and September 2022.

2. **SPRING & FALL GROUPS**

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

2.2 Spring & Fall Season Group 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 from each Pot. The Seeds shall be split as follows.

- (a) Seed 1, Seed 6, Seed 9 & Seed 12 in one Group
- (b) Seed 2, Seed 5, Seed 8 & Seed 11 in one Group
- (c) Seed 3, Seed 4, Seed 7 & Seed 10 in one Group

2.3 Format:

2.3.1 Playing Time: The Spring & Fall Group stages are each played out over two (2) weeks. The Groups are split into two stages, an initial Bo1 Double Elimination group that places teams into a Bo3 Gauntlet round which determines the teams that qualify for the Spring & Fall Finals

2.3.2 Initial Bo1 Double Elimination Matches are played over 3 days

- (a) Match A1 - Top Seed Group A v Bottom Seed Group A

- (b) Match A2 - 2nd Seed Group A v Bottom Seed Group A
- (c) Match A3 - Winner A1 v Winner A2
- (d) Match A4 - Loser A1 v Loser A2
- (e) Match A5 - Loser A3 v Winner A4
- (f) Match A6 - Winner A3 v Winner A5
- (g) Match B1 - Top Seed Group B v Bottom Seed Group B
- (h) Match B2 - 2nd Seed Group B v Bottom Seed Group B
- (i) Match B3 - Winner B1 v Winner B2
- (j) Match B4 - Loser B1 v Loser B2
- (k) Match B5 - Loser B3 v Winner B4
- (l) Match B6 - Winner B3 v Winner B5
- (m) Match C1 - Top Seed Group C v Bottom Seed Group C
- (n) Match C2 - 2nd Seed Group C v Bottom Seed Group C
- (o) Match C3 - Winner C1 v Winner C2
- (p) Match C4 - Loser C1 v Loser C2
- (q) Match C5 - Loser C3 v Winner C4
- (r) Match C6 - Winner C3 v Winner C5

2.3.3 Gauntlet Bo3 Final Matches are played over 4 days

- (a) Match G1 - Elimination Match (Loser A4 v Loser B5)
- (b) Match G2 - Elimination Match (Loser B4 v Loser C5)
- (c) Match G3 - Elimination Match (Loser C4 v Loser A5)
- (d) Match G4 - Semi Final (Winner G1 v Loser C6)
- (e) Match G5 - Semi Final (Winner G2 v Loser A6)
- (f) Match G6 - Semi Final (Winner G3 v Loser B6)
- (g) Match G7 - Final (Winner G4 v Winner A6)
- (h) Match G8 - Final (Winner G5 v Winner B6)
- (i) Match G9 - Final (Winner G6 v Winner C6)
- (j) Match G10 - Last Chance Play In (Loser G4 v Loser G7)

- (k) Match G11 - Last Chance Play In (Loser G5 v Loser G8)
- (l) Match G12 - Last Chance Play In (Loser G6 v Loser G9)

2.3.4 **Qualification:** The Member Teams winning matches G7-G12 will automatically qualify for the applicable Season Finals. The other Member Teams will play in the applicable Showdown for a second chance at qualifying for the applicable Season Finals.

2.4 **Prize Pool:** The \$177,500 USD prize pool for each Seasons Groups will be divided and distributed as follows:

(a)	Winners of Finals (G7-G9)	\$27,500
(b)	Winners of last change play ins (G10-G12)	\$17,500
(c)	Losers of last change play ins (G10-G12)	\$8,500
(d)	Losers of elimination matches (G1-G3)	\$5,666

3. **SPRING & FALL SHOWDOWNS**

3.1 **Participating Teams:** The Participating Teams consist of six (6) teams that dropped down from the applicable seasons Groups, ten (10) additional teams. For the purposes hereof, the teams from the Groups and the additional teams are referred to collectively as "**Teams**".

3.1.1 The ten (10) additional teams will comprise of;

- (a) Nine (9) Teams will be awarded a slot by winning one of the BLAST Premier Qualifying Series tournaments
- (b) One (1) Teams 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. For the Spring Season this team will be chosen post Katowice and for the Fall Season this team will be chosen post Cologne.

3.2 **Showdown:** The Spring & Fall Showdown will each be played as two eight (8) team tournaments. One played from North America and one played from Europe. The BLAST Wildcard and Winners of Qualifying Series Tournaments will be placed into each Showdown following the preceding Groups once the Member Teams qualifying directly to the Season Finals are known. The below is the expected breakdown.

3.2.1 The eight (8) teams playing in the North American Showdown will comprise of;

- (a) Winner of North American BLAST Premier Qualifying Series tournament for both Spring & Fall Showdowns
- (b) Winner of South American BLAST Premier Qualifying Series tournament for both Spring & Fall Showdowns
- (c) Winner of Asian BLAST Premier Qualifying Series tournament for both Spring & Fall Showdowns

- (d) BLAST Wildcard
- (e) BLAST Member team from Spring Groups
- (f) BLAST Member team from Spring Groups
- (g) BLAST Member team from Spring Groups / Winner of BLAST Qualifying Series tournament
- (h) BLAST Member team from Spring Groups / Winner of BLAST Qualifying Series tournament

3.2.2 The eight (8) teams playing in the European Showdown will comprise of;

- (a) Winner of Nordics BLAST Premier Qualifying Series tournament for both Spring & Fall Showdowns
- (b) Winner of CIS BLAST Premier Qualifying Series tournament for both Spring & Fall Showdowns
- (c) Winner of Western Europe BLAST Premier Qualifying Series tournament for both Spring & Fall Showdowns
- (d) Winner of Eastern Europe BLAST Premier Qualifying Series tournament for both Spring & Fall Showdowns
- (e) BLAST Member team from Spring Groups
- (f) BLAST Member team from Spring Groups
- (g) BLAST Member team from Spring Groups / Winner of BLAST Qualifying Series tournament
- (h) BLAST Member team from Spring Groups / Winner of BLAST Qualifying Series tournament

3.3 Team Seeding:

3.3.1 Within each split of the Showdown the eight (8) Teams in each of the Showdowns shall independently rank the other Teams in their Showdown (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.

3.3.2 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 Showdown Format: The North American and European split of each Showdown will follow the same format of an eight (8) team single elimination Bo3 knockout tournament played over five (5) days with one (1) from each of the North American and European split of each Showdown advancing to the Spring / Fall Final.

The format below will be replicated in the North American and European split for each Showdown

3.4.1 Quarter Final Matchups (all matches are Bo3)

- (a) Match 1 (Seed 1 v Seed 8)
- (b) Match 2 (Seed 4 v Seed 5)
- (c) Match 3 (Seed 3 v Seed 6)
- (d) Match 4 (Seed 2 v Seed 7)

3.4.2 Semi Final Matchups (all matches are Bo3)

- (a) Match 5 (Winner Match 1 v Winner Match 2)
- (b) Match 6 (Winner Match 3 v Winner Match 4)

3.4.3 Final Matchups (all matches are Bo3)

- (a) Match 7 (Winner Match 5 v Winner Match 6)
- (b) Qualification: The winner of each of the Finals will qualify automatically for the applicable Season Final. All other Teams are eliminated in respect of that applicable Season Final.

3.5 Showdown Prize Pool: The \$135,00 USD prize pool for each Seasons Showdown will be distributed as follows:

3.5.1 North America & Europe Showdown winner: \$20,000

3.5.2 North America & Europe Showdown runner up: \$12,500

3.5.3 North America & Europe Showdown losing semi finalists: \$7,500

3.5.4 North America & Europe Showdown losing quarter finalists: \$5,000

4. **SPRING & FALL FINALS**

4.1 Participating Teams: The Fall Finals will consist of eight (8) Teams; six (6) Member Teams which qualified through the applicable seasons Groups and two (2) Teams which qualified through the applicable seasons Showdown.

4.2 Seeding:

4.2.1 The eight (8) Teams shall independently rank the other Member Teams (excluding themselves) from #1 – #17, 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.

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 Spring / Fall 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 The eight (8) Teams will be split into two (2) groups of four (4), playing out a GSL format over the first two days leading to Quarter Finals, Semi Finals then a 3rd / 4th playoff and Grand Final. The teams will be split into initial groups as below;

(a) Group 1 – Seed 1, Seed 4, Seed 6 & Seed 8

(b) Group 2 – Seed 2, Seed 3, Seed 5 & Seed 7

4.3.4 Initial Matchups (all matches are Bo3)

(a) Match 1 (Group 1 - Seed 1 v Seed 8)

(b) Match 2 (Group 1 - Seed 4 v Seed 6)

(c) Match 3 (Group 2 - Seed 2 v Seed 7)

(d) Match 4 (Group 2 - Seed 3 v Seed 5)

(e) Match 5 (Group 1 - Loser Match 1 v Loser Match 2)

- (f) Match 6 (Group 1 - Winner Match 1 v Winner Match 2)
 - (g) Match 7 (Group 2 - Loser Match 3 v Loser Match 3)
 - (h) Match 8 (Group 2 - Winner Match 3 v Winner Match 4)
- 4.3.5 Quarter Final Matchups (all matches are Bo3)
- (a) Match 9 (Loser Match 6 v Winner Match 7)
 - (b) Match 10 (Loser Match 8 v Winner Match 5)
- 4.3.6 Semi Final Matchups (all matches are Bo3)
- (a) Match 11 (Winner Match 9 v Winner Match 8)
 - (b) Match 12 (Winner Match 10 v Winner Match 6)
- 4.3.7 Final Matchups (all matches are Bo3)
- (a) Match 14 - Grand Final (Winner Match 11 v Winner Match 12)
- 4.3.8 Qualification: Subject to clause 5 below, the Team which wins the applicable Season Final shall qualify for the World Final.
- 4.4 Prize Pool: The \$425,000 USD prize pool for the Spring & Fall Final will be distributed as follows:
- 4.4.1 First Place: \$200,000
 - 4.4.2 Second Place: \$85,000
 - 4.4.3 Third Place and Fourth Place: \$40,000
 - 4.4.4 Fifth Place and Sixth Place: \$20,000
 - 4.4.5 Seventh Place and Eight Place: \$10,000

5. **WORLD FINAL**

- 5.1 Participating Teams: A total of eight (8) Teams will qualify for the BLAST Premier World Final (the "**World Final**");
- 5.1.1 A maximum of (6) Teams will qualify directly by winning the following tournaments in 2021. Only winners of these tournaments will qualify directly, see 5.1.3 for more details
- (a) BLAST Spring Season Final Winner

- (b) BLAST Fall Season Final Winner
 - (c) ESL Pro League 15 Winner
 - (d) ESL Pro League 16 Winner
 - (e) PGL Major Antwerp 2022
 - (f) Valve Fall Major Winner
- 5.1.2 The 7th 8th team qualifying for the World Final will be the team leading the World Leaderboard on the 28th November 2022, details of which are set out in **Schedule 2**.
- 5.1.3 If a team wins multiple of the events listed in 5.1.1 then that qualifying spot would revert to the next position in the World Leaderboard on the 28th November 2021 rather than being awarded to the team finishing 2nd in the event listed in 5.1.1.
- 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 World 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 The eight (8) Teams will be split into two (2) groups of four (4), playing out a GSL format over the first two days leading to Quarter Finals, Semi Finals then a 3rd / 4th playoff and Grand Final. The teams will be split into initial groups as below;
- (a) Group 1 – Seed 1, Seed 4, Seed 6 & Seed 8
 - (b) Group 2 – Seed 2, Seed 3, Seed 5 & Seed 7
- 5.3.4 Initial Matchups (all matches are Bo3)
- (a) Match 1 (Group 1 - Seed 1 v Seed 8)
 - (b) Match 2 (Group 1 - Seed 4 v Seed 6)
 - (c) Match 3 (Group 2 - Seed 2 v Seed 7)

- (d) Match 4 (Group 2 - Seed 3 v Seed 5)
- (e) Match 5 (Group 1 - Loser Match 1 v Loser Match 2)
- (f) Match 6 (Group 1 - Winner Match 1 v Winner Match 2)
- (g) Match 7 (Group 2 - Loser Match 3 v Loser Match 3)
- (h) Match 8 (Group 2 - Winner Match 3 v Winner Match 4)

5.3.5 Quarter Final Matchups (all matches are Bo3)

- (a) Match 9 (Loser Match 6 v Winner Match 7)
- (b) Match 10 (Loser Match 8 v Winner Match 5)

5.3.6 Semi Final Matchups (all matches are Bo3)

- (a) Match 11 (Winner Match 9 v Winner Match 8)
- (b) Match 12 (Winner Match 10 v Winner Match 6)

5.3.7 Final Matchups (all matches are Bo3)

- (a) Match 14 - Grand Final (Winner Match 11 v Winner Match 12)

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

- 5.4.1 Winner: \$500,000
- 5.4.2 Second Place: \$250,000
- 5.4.3 Third Place and Fourth Place: \$85,000
- 5.4.4 Fifth Place and Sixth Place: \$25,000
- 5.4.5 Seventh Place and Eight Place: \$15,000

SCHEDULE 1: OVERVIEW OF THE YEAR



2022 SCHEDULE

2022 SCHEDULE		DATES	MON	TUES	WED	THUR	FRI	SAT	SUN	MATCHES	MATCH PLAY	PRIZE \$
SPRING SEASON	GROUPS	JAN 27 - 30				M (GA)	6 x Bo1 M (GB)	6 x Bo1 M (GC)	6 x Bo1	30	54 hrs	\$177,500
		FEB 2 - 6			M (all)	3 x Bo3	3 x Bo3	3 x Bo3	3 x Bo3			
	SHOWDOWN	APR 26 - MAY 1		M (all)	3 x Bo3	3 x Bo3	3 x Bo3	3 x Bo3	2 x Bo3	14	42 hrs	\$135,000
	FINAL	JUN 14 - 19		M (all)	4 x Bo3	4 x Bo3	2 x Bo3	2 x Bo3	1 x Bo3	13	39 hrs	\$425,000
FALL SEASON	GROUPS	AUG 18 - 21				M (GA)	6 x Bo1 M (GB)	6 x Bo1 M (GC)	6 x Bo1	30	54 hrs	\$177,500
		AUG 24 - 28			M (all)	3 x Bo3	3 x Bo3	3 x Bo3	3 x Bo3			
	SHOWDOWN	OCT 18 - 23		M (all)	3 x Bo3	3 x Bo3	3 x Bo3	3 x Bo3	2 x Bo3	14	42 hrs	\$135,000
	FINAL	NOV 22 - 27		M (all)	4 x Bo3	4 x Bo3	2 x Bo3	2 x Bo3	1 x Bo3	13	39 hrs	\$425,000
	WORLD FINAL	DEC 13 - 18		M (all)	4 x Bo3	4 x Bo3	2 x Bo3	2 x Bo3	1 x Bo3	13	39 hrs	\$1,000,000
TOTAL										113	309 hrs	\$2,475,000

M (all) = Media Day for all teams. M (GA) = Media Day for Group A teams, M (GB) = Media Day for Group B teams, M (GC) = Media Day for Group C teams

SCHEDULE 2: WORLD LEADERBOARD

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

The World Leaderboard is the opportunity for all Teams (both member Teams and non-Member Teams) to qualify for the BLAST Premier World 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.

In the event of a tie, the qualification spot shall be awarded to the Team with the most 1st place finishes in the Applicable Tournaments during the 2022 Season. If the Teams are still tied, the qualification spot shall be awarded to the Team with the most 2nd 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 - 40% of points available
- 2nd place - 20% of points available
- 3rd place - 12.5% of points available
- 4th place - 12.5% of points available
- 5th place - 5% of points available
- 6th place - 5% of points available
- 7th place - 2.5% of points available
- 8th place - 2.5% of points available

Single Elimination Tournaments

- 1st place - 40% of points available
- 2nd place - 20% of points available
- 3rd place - 12.5% of points available
- 4th place - 12.5% of points available
- 5th place - 5% of points available
- 6th place - 5% of points available
- 7th place - 2.5% of points available
- 8th place - 2.5% of points available

- 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 World Leaderboard. 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).
- By way of example only, BLAST has provided a worked example of the mechanics by which the World Leaderboard will work. This example is provided for reference only and BLAST hereby reserves the right to amend and/or revise the worked example.
- The World Leaderboard 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 World Final.

List of Applicable Tournaments

Event	Date	BLAST coefficient	1	2	3	4	5	6	7	8
BLAST Springs Groups Gauntlet 1	Feb, 2022	0.6	2400.0	1200.0	900.0	600.0	/	/	/	/
BLAST Springs Groups Gauntlet 2			2400.0	1200.0	900.0	600.0	/	/	/	/
BLAST Springs Groups Gauntlet 3			2400.0	1200.0	900.0	600.0	/	/	/	/
Intel Extreme Masters Season XVI - Katowice	Feb, 2022	0.8	3200.0	1600.0	1000.0	1000.0	300.0	300.0	300.0	300.0
ESL Pro League 15	Mar - Apr, 2022	0.7	2800.0	1400.0	875.0	875.0	262.5	262.5	262.5	262.5
BLAST Premier Spring Showdown NA	Apr, 2022	0.4	1600.0	800.0	500.0	500.0	150.0	150.0	150.0	150.0
BLAST Premier Spring Showdown EU	Apr, 2022	0.4	1600.0	800.0	500.0	500.0	150.0	150.0	150.0	150.0
CS:GO Major 22	May, 2022	1	4000.0	2000.0	1250.0	1250.0	375.0	375.0	375.0	375.0
Intel Extreme Masters Season XVII - Dallas	May, 2022	0.6	2400.0	1200.0	750.0	750.0	225.0	225.0	225.0	225.0
BLAST Spring Finals	Jun, 2022	1	4000.0	2000.0	1500.0	1000.0	500.0	500.0	250.0	250.0
Intel Extreme Masters Season XVII - Cologne	Jul, 2022	0.8	3200.0	1600.0	1000.0	1000.0	300.0	300.0	300.0	300.0
BLAST Fall Groups Gauntlet 1	Aug, 2022	0.6	2400.0	1200.0	900.0	600.0	/	/	/	/
BLAST Fall Groups Gauntlet 2			2400.0	1200.0	900.0	600.0	/	/	/	/
BLAST Fall Groups Gauntlet 3			2400.0	1200.0	900.0	600.0	/	/	/	/
ESL Pro League 16	Sept - Oct, 2022	0.7	2800.0	1400.0	875.0	875.0	262.5	262.5	262.5	262.5
BLAST Premier Fall Showdown NA	Oct, 2022	0.4	1600.0	800.0	500.0	500.0	150.0	150.0	150.0	150.0
BLAST Premier Fall Showdown EU	Oct, 2022	0.4	1600.0	800.0	500.0	500.0	150.0	150.0	150.0	150.0
CS:GO Major 22	Nov, 2022	1	4000.0	2000.0	1250.0	1250.0	375.0	375.0	375.0	375.0
BLAST Fall Finals	Nov, 2022	1	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:
 - 11.1. 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.
 - 11.2. 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.
 - 11.3. 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.
 - 11.4. 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:
 - 14.1. a period of twelve (12) months has elapsed since the date on which the Penalty Point(s) was awarded; or
 - 14.2. 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 st Offence	Max Penalty 1 st Offence	Max Penalty Repeat Offence
Non-Match Play Conduct			
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
Early end of game socials (including tweets that could ruin score for fans and betting purposes)	Warning	1 point	Unlimited
Match Play Conduct			
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