

The logo consists of the letters 'A' and 'G' in a stylized, bold, black font. The 'A' is on the left and the 'G' is on the right, both with a white interior. The 'A' has a small black triangle inside it, and the 'G' has a small black square inside it. The letters are set against a white background.

# AG BLAST R6

BLAST JP Rulebook

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# 1. Introduction

The following documentation is intended to establish rules and maintain the highest level of competitive Rainbow Six Esports in JP.

In all cases, the rules outlined in this document, the BLAST R6 JP Rulebook and the BLAST R6 Global Rulebook are to be followed by participants in the Japanese Competitive R6 ecosystem, at any level. Participants who fail to adhere to these rules may be penalized with financial or administrative sanctions up to and including fines, permanent eligibility restrictions, and removal from current or future participation.

## 2. BLAST R6 JP Rulebook

The BLAST R6 JP Rulebook is dedicated to governing the activity within the BLAST R6 JP and its subsidiary components JP League and JP Open. The BLAST R6 JP circuit is the premier Rainbow Six (R6) esports program in JP and is operated by Ubisoft and BLAST (collectively known as The Organizer).

## 3. BLAST R6 Global Rulebook

The BLAST R6 is governed by the BLAST R6 Global Rulebook. The BLAST R6 Global Rulebook outlines the primary rules and governances of all levels of the BLAST R6, including the BLAST R6 JP circuit. The rules outlined in the BLAST R6 JP Rulebook are not intended to be stand-alone, rather, used to supplement the BLAST R6 Global Rulebook to create a full ruleset for the Blast Rainbow Six JP. In all cases, the BLAST R6 Global Rulebook is the standard operational ruleset with the BLAST R6 JP Rulebook outlining additional or specific details and governance within BLAST R6JP.

In the event the BLAST R6 rulebook and BLAST R6 Global Rulebook state conflicting rules, the Global Rulebook will be the governing document by default.

Location of the [BLAST R6 Global Rulebook](#)

## 4. Code of Conduct

The Ubisoft Code of Conduct sets forth the acceptable and expected behavior in and outside the game as well at all levels of the BLAST R6. As it pertains to the BLAST R6, the Ubisoft Code of Conduct applies to all Organizations, Teams, Talent, Players, and Staff.

Location of the [Ubisoft Code of Conduct](#)

## 5. BLAST R6 JP

BLAST R6 JP is the premier R6 esports program in JP. It encompasses multiple levels of competition and includes only JP, as defined in the Global Rulebook.

### 5.1 Components and Structure

BLAST R6 JP is made of three parts.

- The JP League
- The JP Open
- The Major JP Last Chance Qualifier (LCQ)

### 5.2 Levels of Competition

In the BLAST R6 Global ecosystem, there exists two main levels of competition: Regional and Local. In relation to BLAST R6 JP ecosystem, the Japan League is a regional competition, the JP Open is a Local competition. Please refer to the BLAST R6 Global Rulebook for further elaboration.

### 5.3 Transfer Windows

Player/Coach transfer rules and windows will follow the procedure and calendar detailed in the BLAST R6 Global Rulebook.

### 5.4 Residency and Teams

All Players of the Team must reside in JP as defined in the Global Rulebook. The Organizer may, at any time, request proof and or verification of Residency or Age for any Player or member of the submitted Team. Failure to provide proof may lead to punishment.

### 5.5 Duration and Stages

BLAST R6 JP operates within the BLAST R6 framework of Stages:

Stage	Time Period
Stage 01	From March to May
Stage 02	From August to October

### 5.6 Points of Contact

In addition to Team Roster details, all Teams in the Japan League will provide the following contacts, including full names, email address, and Discord ID:

- License Holder
- Point of Contact for the Team if not the License Holder
- Point of Contact for Map Vetoes and any match or in-game topics

### 5.7 Documentation and Validation

Unless otherwise communicated, all documentation, including but not limited to: NDAs, Player Uplay IDs, Points of Contact, age and residency verification for the entire roster, signed Acknowledgement Letter, or any other requested items are to be provided within seventy-two (72) hours of a Qualifying Event (QE).

Qualifying Events

- Qualifying to JP Open
- Any event or activity in the BLAST R6 JP that introduces or accepts any Organizations, Teams or Players that have not previously submitted such documentation to the Organizer.

## **5.8 Promotional Activities Obligations**

Teams, Players and Coaches are required to attend and fulfill Promotional Activities as laid out in the Global Rulebook. These activities may include but are not limited to: Media Day content, Pre-Match Interviews and Post-Match Interviews.

Failure by a Player, Coach or Team to participate or attend in reasonable Promotional/Media Activities will result in a monetary penalty applied to the team through a prize pool deduction of 5% Prize Winnings per Promotional Activity missed by an individual player up to a maximum limit of 20%.

## **5.9 Player Camera Obligations**

Teams, Players and Coaches are required to fulfill Media Activities as laid out in the Global Rulebook. These activities include display of a Player/Team Camera during matches.

Failure by a Player, Coach or Team to participate or provide Player/Team Camera POVs will result in an initial warning, followed by a monetary penalty applied to the team through a prize pool deduction of 5% Prize Winnings per Promotional Activity missed by an individual player per instance.

## **5.10 Communications**

All communications, written and spoken, will be in English.

### **5.10.1 Email**

The official communication method for BLAST R6 JP is email. The email address designated as the Point of Contact for the Team will be the one used for all official communications and should be kept updated as well as checked regularly to avoid missing any important information.

### **5.10.2 Discord**

Discord is used as a secondary form of communication during play days, matches and any other real-time contact needs and is a requirement for all Teams to use and communicate with the Organizer.

All Team's Points of Contact will be added into the official JP Operations Discord and should be checked regularly to avoid missing any important information.

## **5.11 Match Process**

The Match Process regulates how matches are played in BLAST R6 JP. These are the standard procedures and may evolve or change in the direction of the Organizer based on the needs of the program. Unless otherwise directed, all Teams will adhere to the following Online and Offline Processes.

## **5.12 Online Process**

Prior to all matches, the Organizer will establish a match channel in the JP Operations Discord with the two Teams representatives invited. This will be the communication method for match coordination including map bans, technical issues, match issues or general Admin support. Teams will follow the instructions provided by the Admins, at all times.

On a match day, all Teams will connect and check-in with an Admin in the designated Discord channels and confirm the map bans for the match as well as address and concerns or questions they may have. The default time for all Teams to connect and check-in during regularly scheduled match days is 1 hour prior to the match start time. Check-in time is subject to change by the Organizer. For Open Qualifiers, the default time for teams to check-in to be included in the competition is 1 hour prior to competition start. Teams must check-in for each match on the tournament platform Challengermode.

At check-in, the Admin will at that time or, if necessary, during the following communications in the Discord, advise the Team when to be prepared to play their match. It is the responsibility of the Team to follow up and respond to messages in the Discord as times may fluctuate and Teams may need to be ready to play at a

different time than initially instructed.

At the start of the match, a designated Observer or Admin will establish the game and, upon confirmation by the Admin, invite both Teams into the lobby. The Admin will coordinate with the Observer to start the match when both the Teams and Production are prepared.

After the last game of the match, the Admin will confirm with both Teams when they are allowed to disconnect from the lobby and either attend a post-match interview, content segment or activity or be released from the match. Teams are prohibited from leaving the match and Discord channel until the Admin has confirmed they are allowed to do so.

### **5.12.1 JP Open and Closed Qualifiers**

The JP Open Qualifiers will follow an exception process. These competitions will be played online and operated and coordinated through the Challenger mode platform, with rules and procedures outlined in the specific event including registration, check-in, communications, and match reporting.

### **5.12.2 Online Versions**

All matches played online will do so using the current game update of Tom Clancy's Rainbow Six Siege, unless otherwise stated by the Tournament Organizer.

#### **1.1.1 Server Selection**

Matches are to be played on Japan East by default.

Admins reserve the right to select the server for play to ensure the best competitive environment for the match if an agreement cannot be reached.

## **1.2 Technical Issue & Rehost**

This section outlines the rules and conditions in which a technical pause or rehost may be permitted. Any issues that occur outside of either the listed rehost conditions or times will be ineligible for rehost. Organizer maintains the discretion to issue a rehost at any time in the interest of competitive integrity.

### **1.2.1 Technical Pause**

A Technical Pause is a pause in the Match which interrupts the standard proceedings due to an issue which prevents normal play conditions. Technical Pauses may not necessarily result in a rehost, but all rehosts are considered Technical Pauses.

During a Technical Pause, Players and the Coach may only speak with their respective Match Official in order to solve any ongoing issues pertaining to the technical pause.

### **1.2.2 Rehost Conditions**

#### **Preparation Phase**

- Before the start of the Preparation Phase
- Any technical issues including the game and server, Player disconnect and or authorized software or hardware problems.

#### **Action Phase**

- Up to the first thirty (30) seconds of the Action Phase and if no damage has been taken by any Player.
- Observer-related issues.
- Player unable to control or move Operator.
- Game mechanic issues including shooting, reloading, movement, gadgets, or equipment.

### **1.2.3 Rehost Process & Continuation**

Teams request a rehost by typing "rehost" in the Discord chat or asking for an Admin on TS Server channel, followed by the conditions which require the rehost. Teams will continue playing until the rehost is confirmed by the Admin.

If confirmed, the admin will contact the Observer to drop and rehost the game.

If not confirmed, the admin will respond via the match Discord channel or TS server channel.



In a match where there is no Observer, the Team will message “rehost” in the match Discord channel instead. This instance will, almost exclusively, occur in non-broadcasted, online Open Qualifiers matches. In the case of a rehost, Teams must exactly duplicate the conditions of the previous game/map/round including Operators (for defending team), equipment, gadgets, loadouts, bomb and starting sites.

### **1.3 Tiebreaker Procedure**

If two or more Teams have accrued the same number of points at the conclusion of a Stage or Group Phase (or any other applicable event), the following procedure will be used to determine who will be considered the winner of the tie. Each condition below will be resolved in the order listed. The conditions listed will only reference the stage in which the tiebreaker takes place. If a condition does not resolve the tie, then the next will be used, and so on.

- Round Difference
  - The Team which has the highest difference between rounds won and lost during the relevant stage will be considered the winner of the Tiebreaker.
- Head-to-Head
  - The Teams who are tied are listed, then total number of wins, overtime wins, overtime losses, and losses that each Team has against the other Teams involved in the tie during the relevant stage is calculated. The Team who has the best win-rate amongst the set of tied Teams will be considered the winner of the Tiebreaker.
- Map Win Percentage
  - The Team which has the highest percentage of maps won during the relevant stage will be considered the winner of the Tiebreaker.
- Round Win Percentage
  - The Team which has the highest percentage of rounds won during the relevant stage will be considered the winner of the Tiebreaker.
- Tiebreaker Match
  - If none of the above conditions resolve the tie, then a tiebreaker match will be used to resolve.

### **1.4 Unintended Mechanics**

An unintended mechanic is a condition or action that may allow a Player or Team to act or receive an advantage in a way that was not specifically designed, commonly referred to terms include, but limited to, exploit, glitch, bug, gimmick, and hack. At times, unintended mechanics may create an unfavorable result for a Player or Team.

Organizer will determine if the use of unintended mechanics influences the outcome of a match and award or penalize activities accordingly.

#### **1.4.1.1 Currently Known Unintended Mechanics**

Due to the fluctuating state of unintended mechanics, a global list of permitted and banned items will be maintained and displayed publicly. Currently, the list is contained in the BLAST R6 Global Rulebook.

As the list of unknown or non-addressed unintended mechanics increases past this list, the Organizer, on a case-by-case basis, will determine the final ruling and impact of items not specified below.

It is in Teams’ best interest to surface any unintended mechanics not listed here and await Organizer approval before implementing their use, understanding that there is time needed to review and provide feedback on such items.

Any Team or Player may report issues for review and consideration to [R6FIX](#).

#### **1.4.1.2 Interim Bans**

In order to maintain the highest level of competitive integrity, at times of review, actions, Operators, or other mechanics may be restricted from use. These restrictions may or may not be implemented globally and confined only to the Japan League and change at any time with notice to teams.

Operator

- None

Unintended Mechanics

- Any position that Players can get to, and out of, by passing through any object, wall or surface and the Player cannot be both seen and attacked/shot at as normal.
- Shield boosting on to undetected window ledge.
- Using a Mira shield to boost.
- Standing on a window ledge undetected.
- Blocking window vaulting with a destructible shield.
- Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces.
- Placing a Maestro's Evil Eye on Alibi's decoy.
- One-way shots.
- Placing any equipment or gadget in a place where it cannot be destroyed.
- Any Team or Player action in which results in the kill of an attacker during the first two (2) seconds of an Action Phase, normally referred to as Spawn Killing.
- Parkour/Ledge exploit.
- Vigil boosting that renders Vigil undetectable.
- Melee attacking through Montagne's La Roc when extended.

#### **1.4.2 Team Communications**

The Organizer will provide TeamSpeak servers and or access for all Teams to use as the required voice communication system during matches. If deemed necessary, the Organizer may implement other communications services or equipment to replace or supplement the voice communication system. Voice communication systems, programs or applications not provided or authorized by the Organizer are prohibited. Communications will be monitored by the Organizer during matches and may be recorded, all or in part, for internal administrative or marketing purposes.

Any and all unauthorized communications with a Team during a match are strictly prohibited.

##### **1.4.2.1 Online and Offline Communications**

Aside from the Organizer, only the Coach may communicate with the Team during a match. The Coach may communicate with the Team until the Organizer initiates the start of the map, prior to the creation of the game lobby. At the moment the map starts, the Coach will be muted in the TeamSpeak server until the end of the map or during Tactical Timeouts.

The Coach will be unmuted and allowed to speak to the Team for the duration of the break between the end of one map until the start of the next map.

This process will repeat for the duration of the match.

## **1.5 Required Software**

### **1.5.1 Anti-Cheat**

The following applications are required for participation in the MAJOR JP LCQ, BLAST R6 Japan League or JP Open and any activity that restricts, prohibits or alters their use are expressly forbidden.

BattlEye

MOonitor System Status (MOSS)

- [MOSS Download](#)

At the end of a match, a Team Representative must submit the entire teams MOSS files to the Organizer via a provided method from the Organizer.

MOSS files must be received within fifteen (15) minutes of a match ending. Failure to either provide MOSS files or provide altered files may result in infractions, up to and including disqualification of a match.

## **1.6 Payment Process**

Within fourteen (14) calendar days after the completion of a Designated Payment Activity (DPA), the Organizer will email the Team requesting an invoice for outstanding prize payment money earned by their Team.

Teams will reply to the Organizer's email with a separate, attached invoice containing the following information:

- Unique Invoice Number
- Current Invoice Amount
- Account Holders Name
- IBAN/Account Number
- SWIFT Code
- Routing Number
- Beneficiary Address
- Bank Name
- Current League (Pro, Open)
- League Placement

Upon receipt of a validated invoice by the Organizer, this is the established payment term and method.

Term of payment: Net 90

Method of payment: Wire transfer

## **1.7 Designated Payment Activity**

In the Japan League, there are four (04) DPAs per Standard Season. These activity points are when payment amount and payees are validated, and Teams may submit invoices for payment. DPAs apply for all Structures and Components described in 5.1.

DPA Standard Schedule:

- Stage 01, upon the completion of Stage 01 in May at the Major.
- Stage 02, upon the completion of Stage 02 in October at the Major.

## 2. BLAST R6 Japan League

The BLAST R6 Japan League is the highest level of competition in BLAST R6 JP. The Japan League is made up of eight (8) Teams competing in JP. The teams who participate in the Japan League are invited by the Organizer to do so.

### 2.1 Residency and Teams

All Players participating in the Japan League must reside in JP, as defined in the Global Rulebook.

### 2.2 Program Structure

Each BLAST R6 Japan League stage consists of two Phases. Phase 1 consists of all 8 in a single Round Robin Group. Phase 2 consists of a 6-team modified Single Elimination format. Based on performance in Phase 1, teams will either move on to Phase 2, the Major JP LCQ or the JP Open Qualifiers Playoffs. Based on performance in the Japan League Phase 2, teams will either move on to Major JP Last Chance Qualifiers or Major Phase 2.

Following Phase 1, the top 6 point earning teams will move on to Phase 2. Teams will be seeded in the GSL Bracket based on their placement in the Round Robin Group from Phase 1.

#### Phase 1

For Stage 1 of the 2024 season, teams will play a single group Round Robin stage.

Phase 1 will be played according to the following Schedule, unless stated otherwise by Tournament Organizer:

- Playday #1 – March 16th
- Playday #2 – March 17th
- Playday #3 – March 23rd
- Playday #4 – March 24th
- Playday #5 – March 30th
- Playday #6 – March 31st
- Playday #7 – April 7th

Until further notice or unless otherwise stated by the Organizer or the Tournament Operator, the following timing is applied to the match schedule:

All times listed JST

- Match 1 – 15:00h
- Match 2 – 16:00h
- Match 3 – 17:00h
- Match 4 – 18:00h

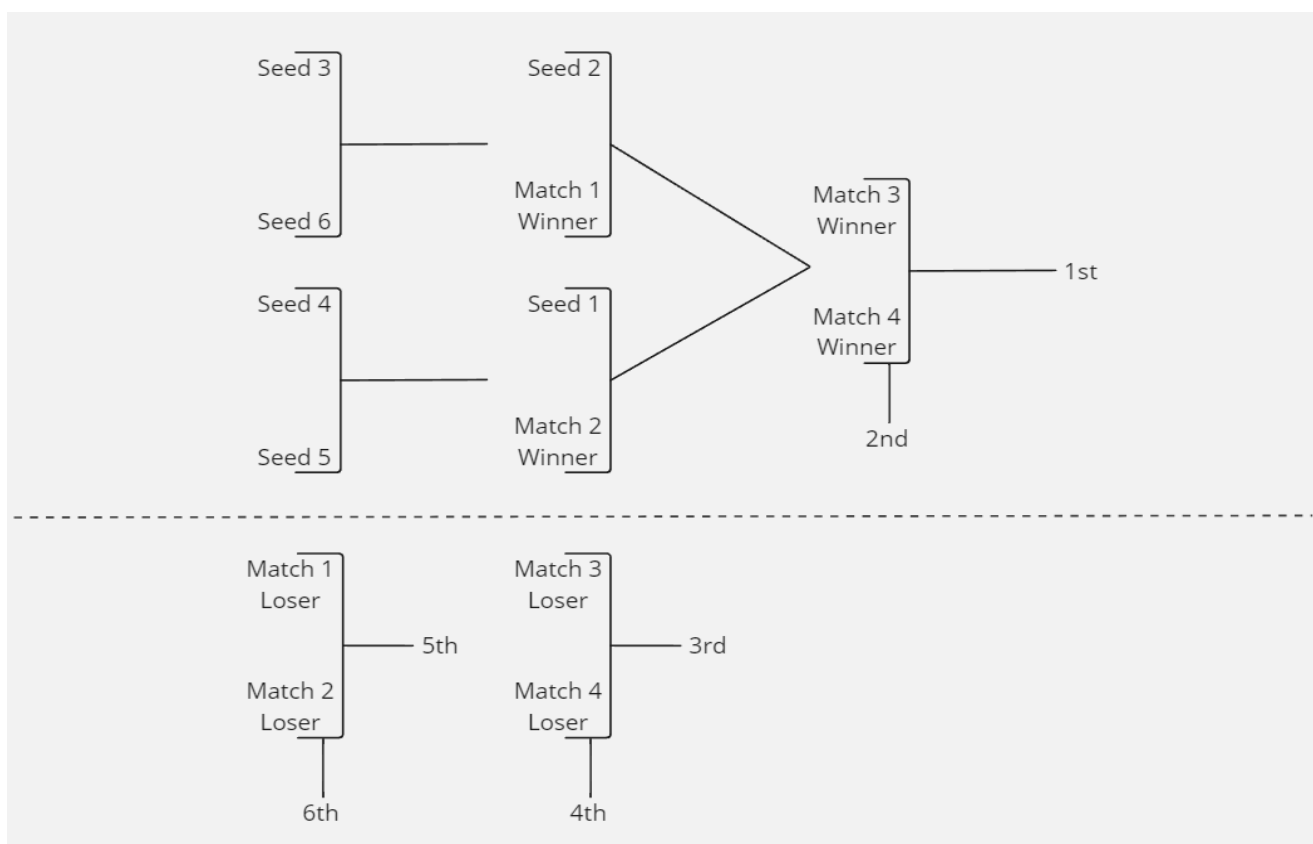
Check-in times for teams will be communicated by Tournament Operator.

Phase 1 prizing:

<b>Place</b>	<b>Qualification</b>	<b>Monetary</b>
7	JP Open Qualifier Playoffs	¥1,100,000
8	JP Open Qualifier Playoffs	¥1,000,000

## Phase 2: Deciders

Seeding for the Japan League Deciders will be based on the final standings from Phase 1.



The Deciders will be played according to the following Schedule, unless stated otherwise by Tournament Organizer:

- Playday #1 – April 12th  
Match 1 – Group Seed 3 vs Group Seed 6  
Match 2 – Group Seed 4 vs Group Seed 5  
Match 5 – Loser Match 1 vs Loser Match 2
- Playday #2 – April 13th  
Match 3 – Group Seed 2 vs Winner Match 1  
Match 4 – Group Seed 1 vs Winner Match 2
- Playday #3 – April 14th

Match 6 – Winner Match 3 vs Winner Match 4  
Match 7 – Loser Match 3 vs Loser Match 4

Until further notice or unless otherwise stated by the Organizer or the Tournament Operator, the following timing is applied to the match schedule:

All times listed JST

- Match 1 – 15:00h
- Match 2 – 18:00h
- Match 3 – 21:00h

Check-in times for teams will be communicated by Tournament Operator.

Phase 2 prizing:

Place	Qualification	Monetary
1	Major – Phase 2	¥5,000,000
2	Major JP LCQ	¥3,500,000
3	Major JP LCQ	¥3,000,000
4	Major JP LCQ	¥2,400,000
5	Major JP LCQ	¥2,000,000
6	JP Open Qualifier Playoffs	¥1,400,000

## 2.3 Match Format

### Phase 1

Each match in the Japan League Phase 1 will be played in a Best of 1 format. One map will consist of 12 rounds. The first team to reach 7 rounds won is considered the Winner of the match. If both teams win 6 rounds, resulting in a score of 6-6, overtime consisting of 3 rounds will begin. The first team to win 2 rounds of overtime is considered the Overtime Winner. The other team is considered the Overtime Loser. Based on the outcome of the match, points will be allocated.

At the conclusion of every Japan League Phase 1 match, points will be awarded to the participating teams based on the outcome of the match.

Standing	Points
Non-Overtime Winner	+3
Overtime Winner	+2
Overtime Loser	+1
Non-Overtime Loser	0

### Phase 2

Each match in the Japan League Phase 2 will be played in a Best of 3 format. One map will consist of 12 rounds. The first team to reach 7 rounds won is considered the Winner of the map. If both teams win 6 rounds, resulting in a score of 6-6, overtime consisting of 3 rounds will begin. The first team to win 2 rounds of overtime is considered the Winner of the map. The first team to win two maps is considered the winner of the match.

## 3. JP Open

The JP Open is the open component of the R6 esports program in BLAST R6 JP.



### **3.1 Residency and Teams**

All Players participating in the JP Open must reside in JP.

### **3.2 Program Structure**

Each JP Open stage consists of three phases. Phase 1 consists of two distinct open qualifiers. Phase 2 consists of an 8 Team Single Elimination Playoffs. The top 4 teams will progress to the Major Last Chance Qualifier.

#### **3.2.1 Phase 1**

Phase 1 is broken up into two stages, two playdays per stage. Each stage is considered a distinct competition.

Each stage consists of a single elimination competition. Every match in Phase 1 will be played Bo1, until the round of 16. The following rounds will be played in Bo3. At the end of the first qualifier, the top 3 teams will qualify for Phase 2. At the end of the second qualifier, the top 2 teams will qualify for Phase 2.

#### **3.2.2 Phase 2: Qualifiers Playoffs**

The JP Open Qualifiers Playoffs consists of an 8 Team Single Elimination bracket with all matches played Best of 3. The 5 teams from Phase 1 will face the bottom 3 teams from the Japan League. The top 4 teams will advance to the LCQ.

### **3.3 Match Format**

#### **Phase 1**

Each match in the JP Open Phase 1 will be played in a Best of 1 format until the Round of 16. Further matches will be played in Bo3.

One map will consist of 12 rounds. The first team to reach 7 rounds won is considered the Winner of the map. If both teams win 6 rounds, resulting in a score of 6-6, overtime consisting of 3 rounds will begin. The first team to win 2 rounds of overtime is considered the Winner of the map.

The first team to win 1 map in Bo1 matches is considered the winner of the match. The first team to win 2 maps in Bo3 matches is considered the winner of the match.

#### **Phase 2: Playoffs**

Each match in the JP Open Phase 2 will be played in a Best of 3 format.

The first team to win 2 maps in the match is considered the winner of the match

### 3.4 Schedule

Schedules are subject to change.

- Qualifier 1 – March 30th and 31st
- Qualifier 2 – April 6th and 7th
- Phase 2 – April 13th and 14th

## 4. MAJOR JP Last Chance Qualifier

The Major JP Last Chance Qualifier consists of a double elimination bracket, Bo3, which will be made up from the bottom 4 teams from the JP League Deciders, the top 4 teams from JP Open Qualifiers Playoffs. The winner of the Major JP LCQ will qualify to Major Phase 1.

The Major JP LCQ will be played according to the following Schedule, unless stated otherwise by Tournament Organizer:

- Playday #1 – April 19th  
Match 1 – 4<sup>th</sup> Japan League Deciders vs 4<sup>th</sup> JP Open Qualifiers Playoffs  
Match 2 – 5<sup>st</sup> JP Open Qualifiers Playoffs vs 1<sup>st</sup> JP Open Qualifiers Playoffs
- Playday #2 – April 20th  
Match 3 – 6<sup>th</sup> Japan League Deciders vs 2<sup>nd</sup> JP Open Qualifiers Playoffs  
Match 4 – 5<sup>th</sup> Japan League Deciders vs 3<sup>rd</sup> JP Open Qualifiers Playoffs
- Playday #3 – April 21st  
Match 5 – Winner Match 1 vs Winner Match 2  
Match 6 – Winner Match 3 vs Winner Match 4  
Match 7 – Winner Match 5 vs Winner Match

Until further notice or unless otherwise stated by the Organizer or the Tournament Operator, the following timing is applied to the match schedule:

All times listed JST

- Match 1 – 15:00h
- Match 2 – 18:00h
- Match 3 – 22:00h

Check-in times for teams will be communicated by Tournament Operator.

#### **Match Format**

Each match in the LCQ will be played in a Best of 3 format. One map will consist of 12 rounds. The first team to reach 7 rounds won is considered the Winner of the map. If both teams win 6 rounds, resulting in a score of 6-6, overtime consisting of 3 rounds will begin. The first team to win 2 rounds of overtime is considered the Winner of the map. The first team to win two maps is considered the winner of the match.

## 5. Prohibited Software, Applications & Services

The use of third-party software, any form of tampering with the game's code or servers or any gathering of information obtained from watching the match's broadcast while playing with the intention of, or potential to,

create an unfair advantage for a Team or Player, is prohibited.

All programs that allows/enables remote access to a PC and/or change, mark or hide an IP address, including but not limited to the following list, will be cause for immediate disqualification for the entire Team:

TeamViewer  
Parsec  
RemotePC  
LogMeIn  
Remote Desktop Manager  
Chrome Remote Desktop  
Windows VPN  
NordVPN  
ProtonVPN  
OpenVPN  
Tor Network

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## 7. Annex

References & Contacts

### **Rainbow Six Siege & Global Circuit BLAST R6 Global Rulebook**

[Rainbow 6 Circuit Global Rulebook](#)

[Ubisoft Code of Conduct](#)



