BLAST R6 North America 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 North America.

In all cases, the rules outlined in this document, the BLAST R6 North America Rulebook, and the BLAST R6 Global Rulebook are to be followed by participants in the North American Competitive R6 ecosystem at all levels. 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 North America Rulebook

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

3. BLAST R6 Global Rulebook

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 BLAST R6, including the BLAST R6 NA circuit. The rules outlined in the BLAST R6 NA 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 R6 in North America. In all cases, the BLAST R6 Global Rulebook is the standard operational ruleset, with the NA Rulebook outlining additional or specific details and governance within the BLAST R6 NA circuit.
In the event the BLAST R6 NA 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 R6 esports Code of Conduct sets forth the acceptable and expected behavior in and outside the game as well at all levels of BLAST R6. As it pertains to BLAST R6, the R6 esports Code of Conduct applies to all Organizations, Teams, Talent, Players, and Staff.

Location of the R6 esports Code of Conduct

5. BLAST R6 North America

BLAST R6 NA is the premier R6 esports program in North America. It encompasses multiple levels of competition and includes both the United States of America (USA) and Canada (CA).

5.1 Components and Structure

BLAST R6 NA is made of three parts

- The North American League (NAL)
- The NA Open Qualifiers
- The Major NA Last Chance Qualifier (LCQ)

5.2 Levels of Competition

In BLAST R6, there exists two main levels of competition: Global and Regional. In relation to the BLAST R6 NA ecosystem, NAL, NA Open Qualifier, and Major LCQ are all Regional competitions. 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 the North American Region (NA). NA is defined as the United States and Canada. 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

The NAL operates within the BLAST R6 framework of Stages:

Stage	Time Period
Stage 01	From March to May
Stage 02	From September to November

5.6 Points of Contact

In addition to Team Roster details, all Teams in the NAL will provide the following contacts, including full names, email address, mobile number 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 Ubisoft Connect 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 the NA Open – Phase 2
- Any event or activity in BLAST R6 NA 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 NA 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 NA 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 NA. These are the standard procedures and may evolve or change at 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.
In accordance with global events in 2020, it may become necessary to revert the NAL to online. Such changes would be communicated to the teams.

5.12 Online Process

Prior to all matches, the Organizer will establish a match channel in the NA 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 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 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 Match Connection

All Teams and Players are responsible for their own network and internet connections and technical equipment to play the Matches. Attempting to interfere with the connection, such as throttling the bandwidth of a PC or internet network is against the Rules. Abusing any such methods can result in disqualification or bans.

The default Server Location for NAL is CUS.

The default Server Location for all other BLAST R6 NA activity is CUS.

Teams may petition the admin to change the server location. Both teams must agree on the location of the new server.

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.

5.13 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.
Rehosts are restricted to one (01) rehost per Team, per game/map in a match.

5.13.1 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.

5.13.2 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.
- Up to the first fifteen (15) seconds 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.

5.13.3 Rehost Process & Continuation

Teams request a rehost by typing “rehost” in the in-game chat 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 not respond or will respond via the match Discord channel.

In a match where there is no Observer, the Team will message “rehost” in the match Discord channel instead. In the case of a rehost, Teams must exactly duplicate the conditions of the previous game/map/round including Operators, equipment, gadgets, loadouts, bomb and starting sites.

5.14 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 it.

5.15 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.

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

5.15.1.1 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.

5.15.1.2 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 NAL 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

5.15.2 Team Communications

The Organizer will provide TeamSpeak servers 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.

5.15.2.1 Mid-Match 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.

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.

5.16 Required Software

5.16.1 Anti-Cheat

The following applications are required for participation in the NAL, NA Open, Major NA LCQ, and any activity that restricts, prohibits or alters their use are expressly forbidden.

BattlEye
MOnitor System Status (MOSS)

- MOSS Download

At the end of a match, all Players must submit their individual 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.

5.17 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

5.18 Designated Payment Activity

In the NAL, there are two (02) 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

Stage 02, upon the completion of Stage 02 in October

5.19 BLAST R6 NA circuit Prizing

All amounts are in US Dollars

2024 Total Prizing - $450,000
- NA League Prizing - $410,000
- NA Open Prizing - $40,000

6. North America League

The BLAST R6 North America League (NAL) is the highest level of competition in BLAST R6 NA. The NAL is made up of Nine (9) Teams competing in the North American region. The teams who participate in NAL are invited by the Organizer to do so.

6.1 Residency and Teams

All Players participating in the NAL must reside in the United States or Canada.

6.2 Program Structure

Each NAL stage consists of two phases, the Group Phase and the NAL Deciders. The Group Phase consists of all 10 NAL teams. NAL Deciders consists of a 6-team modified GSL format. Based on performance in The Group Phase, teams will either move on to NAL Deciders, or will be seeded into the NA Open Phase 3. Based on performance in NAL Deciders, teams will either move on to the Major NA LCQs, Phase 1 of the Major, or Phase 2 of the Major.

Group Phase

NAL Group Phase is a Single Round Robin Best of 1 competition.

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

	MATCH 1	MATCH 2	MATCH 3	MATCH 4	BYE
PLAYDAY 1	sQ v WCG	M80 v bc	LG v LOS	SSG v OXG	DZ
PLAYDAY 2	WCG v M80	OXG v LOS	sQ v DZ	LG v SSG	bc
PLAYDAY 3	sQ v M80	DZ v SSG	LG v bc	WCG v OXG	LOS
PLAYDAY 4	LOS v DZ	M80 v LG	bc v WCG	SSG v sQ	OXG
PLAYDAY 5	WCG v DZ	OXG v M80	LOS v bc	LG v SQ	SSG
PLAYDAY 6	SSG v M80	WCG v LOS	DZ v bc	sQ v OXG	LG
PLAYDAY 7	LOS v M80	OXG v DZ	WCG v LG	bc v SSG	sQ
PLAYDAY 8	LOS v sQ	bc v OXG	SSG v WCG	DZ v LG	M80
PLAYDAY 9	LOS v SSG	M80 v DZ	OXG v LG	bc v SQ	WCG

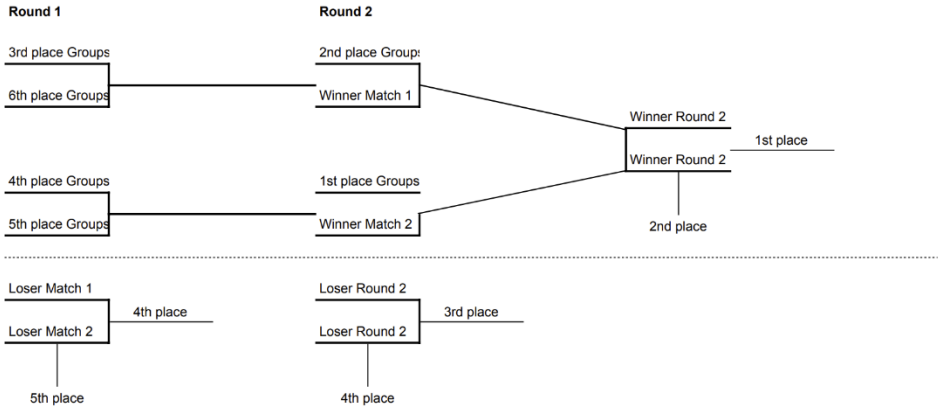
Match and Check-in times for teams will be communicated by Admins.

NAL Deciders

Following the Group Phase, the top 6 point earning teams will move on to the NAL Deciders. Round 1 will be made up of the 3rd-6th placed teams from the Group Phase. The winners from Round 1 will proceed to play the 1st and 2nd placed teams from the Group Phase in Round 2. The losers from round 1 will play a match to determine 5th and 6th place, then proceed to the LCQ. The Winners from Round 2 will proceed to the finals. Both teams in the Finals will be qualified for stage 2 of the subsequent major. The losers from Round 2 will play each other in the Lower Final match. The winner of the Lower Final match will be invited to Stage 1 of the subsequent major. The loser of the Lower Final match will proceed to compete in the

Major NA LCQ as the top seed.

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



6.3 Match Format

Group Phase

Each match in the NAL 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 NAL 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

NAL Deciders

Each match in the NAL 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 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 Winner of the map. The first team to win two maps is considered the winner of the match.

6.4 Prizing

Total Prizing for NA League is $410,000 USD per season or $205,000 USD per stage.

Group Phase prizing:

Place	Qualification	Monetary
1	NA Deciders – Round 2	$0 USD

2	NA Deciders – Round 2	$0 USD
3	NA Deciders – Round 1	$0 USD
4	NA Deciders – Round 1	$0 USD
5	NA Deciders – Round 1	$0 USD
6	NA Deciders – Round 1	$0 USD
7	Major NA LCQ	$9,500 USD
8	NA Open Phase 3	$7,500 USD
9	NA Open Phase 3	$6,500 USD

NAL Deciders prizing:

Place	Qualification	Monetary
1	Major – Phase 2 top seed	$62,000 USD
2	Major – Phase 2 bottom seed	$30,000 USD
3	Major – Phase 1	$25,000 USD
4	Major NA LCQ	$25,000 USD
5	Major NA LCQ	$21,000 USD
6	Major NA LCQ	$13,000 USD

6.5 Schedule

Schedules are subject to change.

Stage	Phase	Date

1	1	September 5th, 2024
1	1	September 6th, 2024
1	1	September 12th, 2024
1	1	September 13th, 2024
1	1	September 19th, 2024
1	1	September 20th, 2024
1	1	September 25th, 2024
1	1	September 26th, 2024
1	1	September 27th, 2024
1	2	October 4th, 2024
1	2	October 5th, 2024
1	2	October 6th, 2024

7. NA Open Qualifiers

The NA Open is the open component in BLAST R6 NA and includes both the United States and Canada.

7.1 Residency and Teams

All Players participating in the NA Open must reside in the United States or Canada.

7.2 Program Structure

Each NA Open stage consists of three phases. Phase 1 consists of two distinct open qualifiers. Phase 2 consists of a single 8 team Double elimination tournament, which will be made up of the top 6 teams from NA Open Phase 1 Qualifiers and the bottom 2 teams from NAL Phase 1. At the end of Phase 2, the top 3 teams will be qualified for the Major NA LCQ.

7.2.1 Phase 1

Phase 1 is broken up into three weekends, two playdays per weekend. Each weekend is considered a distinct competition. Should a team not qualify for Phase 2 during the first weekend of Phase 1, they may sign up for the second weekend, and subsequently the third weekend.

Each weekend consists of a single elimination competition. Every match in Phase 1 will be played Bo1, with the exception of the Top 4 round, which is the only round in Phase 1 played Bo3.

The top 2 teams from each weekend will proceed to play in NA Open Phase 2.

7.2.2 Phase 2

Phase 2 consists of a single 8 team Double Elimination competition. The teams participating in NA Open Phase 2 are made up of the top 6 teams from NA Open Phase 1 Qualifiers and the bottom 2 teams from NAL Phase 1.

Seed	
1	9th place NAL Phase 1
2	Invited Team
3	1st place NA Open Phase 1 Weekend 1
4	2nd place NA Open Phase 1 Weekend 1
5	1st place NA Open Phase 1 Weekend 2
6	2nd place NA Open Phase 1 Weekend 2
7	1st place NA Open Phase 1 Weekend 3
8	2nd place NA Open Phase 1 Weekend 3

The top 3 teams from Phase 2 will proceed to LCQ.

7.3 Match Format

Phase 1

Each match in the NA Open Phase 1, with the exception of the top 8 round, will be played in a Best of 1 format. The first team to win two maps is considered the winner of the match.

The top 8 round of NA Open Phase 1, also known as the Quarterfinals, will be played in a Best of 3 format. The first team to win two maps is considered the winner of the match.

Phase 2

Each match in the NA Open Phase 2 will be played in a Best of 3 format. The first team to win two maps is

considered the winner of the match.

7.3.1 Match / Playday Schedule

Match times will be listed on the Challengermode tournament page.

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.

7.4 Prizing

Prize payouts are based on the standings at the conclusion of Phase 2. The total prize pool for NA Open is $40,000 for the season or $20,000 USD per stage.

All amounts are in US Dollars.

Place	Qualification	Monetary
1	NA Open Week 1	$5,000 USD
2	NA Open Week 1	$4,000 USD
1	NA Open Week 2	$4,000 USD
2	NA Open Week 2	$3,000 USD
1	NA Open Week 3	$3,000 USD
2	NA Open Week 3	$1,000 USD

7.5 Schedule

Schedules are subject to change.

Stage	***Phase***	***Date***
1	1	September 7th, 2024
1	1	September 8th, 2024
1	1	September 14th, 2024
1	1	September 15th, 2024
1	1	September 21st, 2024
1	1	September 22nd, 2024
1	2	September 28th, 2024
1	2	September 29th, 2024

8. Major Last Chance Qualifier

The Major NA Last Chance Qualifier (LCQ) is the final component of each Stage of BLAST R6 NA, which qualifies one team to the subsequent Major. The teams participating in the LCQ are made up of the Bottom 3 teams from NAL Deciders Phase, the 7th place team from NAL Groups Phase, and the top 4 teams from NA Open Qualifiers Phase 3

Seed	
1	4th place NAL Deciders Phase
2	5th place NAL Deciders Phase
3	6th place NA Deciders Phase
4	7th place NA Groups Phase
5	8th place NA Groups Phase
6	1st place NA Open Phase 2
7	2nd place NA Open Phase 2
8	3rd place NA Open Phase 2

8.1 Program Structure

The Major NA LCQ is an 8-team single elimination tournament. The team who wins the tournament will be qualified for the subsequent Major, Phase 1, as the bottom seed from NA.

8.2 Match Format

Each match in the LCQ will be played in a Best of 3 format. The first team to win two maps is considered the winner of the match.

8.2.1 Match / Playday Schedule

Check-in and Match times for teams will be communicated by BLAST.

8.3 Prizing

Place	Qualification	Monetary
1	Major Phase 1	$0 USD
2	-	$0 USD
3	-	$0 USD
4	-	$0 USD
5	-	$0 USD
6	-	$0 USD
7	-	$0 USD
8	-	$0 USD

8.4 Schedule

Schedules are subject to change.

Dates

October 14th, 2024
October 15th, 2024
October 16th, 2024

9. 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.

Any and 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

10. Copyright

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11. Annex

References & Contacts

11.1 Rainbow Six Siege & Global Circuit

BLAST R6 Global Rulebook

R6 esports Code of Conduct

Ubisoft Code of Conduct

11.2 North America League: Organizer Contacts

Ubisoft North America League Regional Esports Management Email: esportops@ubisoft.com

BLAST North America League Tournament Organizer Email: rainbowsix@blast.tv

North America League Player Transfers Email: rainbowsix@blast.tv

BLAST MOSS Review Team Email: br6_leagueops@blast.tv