

BLAST RAINBOW 6 CHALLENGER SERIES RULEBOOK

Last Updated 27/February/2025

Introduction

The following document is intended to establish rules for and describe the structure of the BLAST Rainbow 6 (BR6) Challenger Series.

In all cases, the rules outlined in this document, the BR6 Challenger Series Rulebook, and the BR6 Global Rulebook are to be followed by participants in the Challenger Series ecosystem. 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. The Challenger Series is operated by Ubisoft and BLAST (collectively known as The Organizer).

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 Challenger Series. The rules outlined in the Challenger Series Rulebook are not intended to be stand-alone, rather, used to supplement the BLAST R6 Global Rulebook to create a full ruleset for the Challenger Series. In all cases, the BLAST R6 Global Rulebook is the standard operational ruleset, with the Challenger Series Rulebook outlining additional or specific details and governance within the Challenger Series Procedure.

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

Link to the [BR6 Global Rulebook](#)

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.

Link to the [R6 Code of Conduct](#)

Challenger Series

Program Description

The Challenger Series is a regional competition held before the regular BR6 Season begins. The purpose of the Challenger Series is to determine which teams will receive a License to compete in the BR6 Global ecosystem.

Program Structure

The Challenger Series is divided into two components: Open Qualifiers and Closed Qualifiers (Closed qualifiers may be broken out into multiple sub-phases).

Player Eligibility

Prospective teams competing in the Challenger Series must meet eligibility requirements for the BR6 ecosystem. Eligibility requirements can be found in the BR6 Global Rulebook Section 3.3. Players may only compete in the Challenger Series of their region of residency.

Teams entering the Challenger Series via invitation to bypass Open Qualifiers have the opportunity to change their roster. Restrictions can be found in section 4.7 of the BLASTR6 Global Rulebook.

Roster Lock

All Teams invited to BLAST R6 Challenger Series Closed Qualifiers must lock their roster no later than 07/March/2025 and submit it to Tournament Officials in time for Roster Lock.

Team qualifying to BLAST R6 Challenger Series Closed Qualifiers may not change their roster composition after qualification to Closed Qualifiers. Said roster will then be deemed Roster Locked for the remainder of the Challenger Series.

License Confirmation

Upon winning the Closed Qualifier portion of the regional Challenger series, the champion team will be subject to review for eligibility before confirmation of their License.

Regional Structures

Asia Pacific League

Territory

Asia

Bangladesh, Bhutan, Chinese-Taipei, Hong-Kong (China), India, Indonesia, Malaysia, Macau (China), Maldives, Nepal, Pakistan, Philippines, Singapore, Sri Lanka, Thailand, Vietnam

Oceania

Australia, New Zealand and Polynesian Nations

Servers

- **Asia:**
 - Matches are to be played on Asia South East by default. If both teams agree, they may play instead on UAE North or Asia East. In the case of a disagreement, the server with the best average match ping should be used. 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.
- **Oceania:**
 - Matches are to be played on Australia East by default.

Format & Schedule

Open Qualifier

- Open Qualifier #1: March 8 & 9
- Open Qualifier #2: March 15 & 16

- Open Qualifier #3: March 22 & 23
- Open Qualifier #4: March 29 & 30
- Single Elimination, BO1 Bracket
- Unlimited Teams may register

Group Stage

- April 5, 6, 12, & 13
- 16 Swiss System, both invited & and teams qualified via the open qualifiers

Playoff

- April 19, 20, 26 & 27
- Single Elimination BO3 with 8 teams that have qualified from the group stage

Prizing

Total Prizing – 50,000 €

- 1st – 17,000 €
- 2nd – 9,000 €
- 3rd/4th – 5,500 €
- 5th/6th – 4,000 €
- 7th/8th - 2,500 €

Schedule at a Glance

Qualifier	Phase Type	Phase	Match Format	Date	Eligible
1	Open Qualifier	Single Elim	Bo1	8, 9/March/25	Asia (SA & SEA)
2	Open Qualifier	Single Elim	Bo1	15, 16/March/25	Asia (SA & SEA)
3	Open Qualifier	Single Elim	Bo1	22, 23/March/25	Asia (SA & SEA)
4	Open Qualifier	Single Elim	Bo1	29, 30/March/25	Asia (SA & SEA)
5	Group Stage	Swiss	Bo1	5, 6, 12, 13/April/25	Asia (SA & SEA)
6	Playoff	Single Elim	Bo3	19, 20, 26, 27/April/25	Asia (SA & SEA)
1	Open Qualifier	Single Elim	Bo1	8, 9/March/25	Oceania
2	Open Qualifier	Single Elim	Bo1	15, 16/March/25	Oceania
3	Open Qualifier	Single Elim	Bo1	22, 23/March/25	Oceania
4	Open Qualifier	Single Elim	Bo1	29, 30/March/25	Oceania
5	Group Stage	Swiss	Bo1	Apr 5, 6, 12, 13/April/25	Oceania
6	Playoff	Single Elim	Bo3	19, 20, 26, 27/April/25	Oceania

European-MENA League

Territory

EU:

Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Israel, Kazakhstan, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom and Vatican City.

Türkiye

MENA:

Algeria, Bahrain, Egypt, Iraq, Jordan, Kingdom of Saudi Arabia, Kuwait, Lebanon, Libya, Morocco, Oman, Palestine, Qatar, Tunisia, United Arab Emirates.

Servers

Matches are to be played on EU Central or EU West by default. However, 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.

Format & Schedule

Open Qualifier Phase

- March 8 & 9, 2025
- March 22 & 23, 2025
- March 29 & 30, 2025
- April 5 & 6, 2025

Unlimited Teams may register

Points Distribution in each qualifier:

- 1st - 100
- 2nd - 75
- 3rd/4th - 50
- 5th - 8th - 25
- 9th - 16th - 15
- 17th - 32nd - 10

Top 11 move on to the Swiss Stage

Swiss Stage

- April 10 to April 13, 2025

Swiss Stage with 16 teams:

- Teams from Open Qualifier
- Invited Teams

Top 8 move on to the Playoffs

Playoffs

- April 26 & 27, 2025
- May 3 & 4, 2025
- Double Elim bracket with 8 teams
- Top 2 teams are invited to become an Affiliate teams in the Europe and MENA League

Prizing

Total Prizing – 50,000 €

- 1st – 17,000 €
- 2nd – 9,000 €
- 3rd/4th – 5,500 €
- 5th/6th – 4,000 €
- 7th/8th - 2,500 €

Schedule at a Glance

Qualifier	Phase Type	Phase	Match Format	Date	Eligible
1	Open Qualifier	Single Elim	Bo1 / Bo3	08, 09/March/25	All EU / MENA / Türkiye teams
	Open Qualifier	Single Elim	Bo1 / Bo3	22, 23/March/25	
	Open Qualifier	Single Elim	Bo1 / Bo3	29, 30/March/25	
	Open Qualifier	Single Elim	Bo1 / Bo3	05, 06/April/25	
2	Closed Qualifier	Swiss	Bo1 / Bo3	10, 11, 12, 13/April/25	EU / MENA / Türkiye teams qualified
	Playoff	Double Elim	Bo3	26, 27/April/25	
	Playoff	Double Elim	Bo3	03, 04/April/25	

North American League

Territory

North America: The United States of America, Canada, Mexico, Costa Rica, Dominican Republic, El Salvador, Guatemala, Honduras, Nicaragua, Panama, Puerto Rico, Colombia, and Ecuador.

For the purposes of the 2025 Challenger series, there is a distinct classification within North America, LATAM North.

LATAM North: Mexico, Costa Rica, Dominican Republic, El Salvador, Guatemala, Honduras, Nicaragua, Panama, Puerto Rico, Colombia, and Ecuador.

Special Case

The North American Challenger Series (NACS) is divided into 2 distinct qualifiers – LATAM North Qualifier and North American Qualifier. The LATAM North Qualifier is **exclusive to teams residing in the**

countries comprising the LATAM North category. Teams residing in any of the North American countries are eligible to sign up for the North American Qualifier.

Servers

All NAL Challenger Series matches will be played on SCUS servers by default. Servers may be changed if both teams agree on the new server location.

Format & Schedule

LATAM North Qualifier – Qualifier 1

This qualifier is divided into two sections: Open Qualifiers and Closed Qualifiers.

Open Qualifier 1

March 8 & 9, 2025

Unlimited Teams may register

Single Elimination format

Best of 1 until top 8, then matches will become Best of 3

Top 4 move on to Closed Qualifiers

Open Qualifier 2

March 15 & 16, 2025

Unlimited Teams may register

Single Elimination format

Best of 1 until top 8, then matches will become Best of 3

Top 3 move on to Closed Qualifiers

Closed Qualifiers

March 22, 23, 29, 30

Eight teams (Six from Open Qualifiers, one invited team)

Double Elimination format

Best of 3

Champion team is invited to become an Affiliate in the North American League

If the invited teams cannot join or do not meet eligibility requirements, more spots may be given to Open Qualifiers at the Organizer's discretion.

North American Qualifier - Qualifier 2

This qualifier is divided into three sections: Open Qualifiers, Swiss Stage, and Playoffs. Swiss Stage and Playoffs are considered Closed Qualifiers

Open Qualifier 1

- March 15 & 16, 2025
- Unlimited Teams may register
- Single Elimination format
- Best of 1 until top 8, then matches will become Best of 3
- Top 4 move on to Swiss Stage

Open Qualifier 2

- March 22 & 23, 2025
- Unlimited Teams may register
- Single Elimination format
- Best of 1 until top 8, then matches will become Best of 3
- Top 4 move on to Swiss Stage

Open Qualifier 3

- March 29 & 30, 2025
- Unlimited Teams may register
- Single Elimination format
- Best of 1 until top 8, then matches will become Best of 3
- Top 2 move on to Swiss Stage

Swiss Stage

- April 5, 6, 12, 13, 2025
- Swiss System competition
- 16 Teams (comprised of Open Qualifiers teams, 3 LATAM North Closed Qualifier runner-up teams, Invited teams)
- Best of 1 for non-promotion / elimination matches. Best of 3 for promotion / elimination matches
- Top 8 move on to Playoffs

If the invited teams cannot join or do not meet eligibility requirements, more spots may be given to Open Qualifiers at the Organizer's discretion.

Playoffs

- April 19, 20, 26, 27, 2025
- Eight Teams
- Double Elimination format
- Best of 3
- Champion team is invited to become an Affiliate in the North American League

Prizing

Total Prizing – 50,000 €

LATAM North Qualifier Prizing:

- 1st – 12,000 €

NA Qualifier Prizing:

- 1st – 12,000 €
- 2nd – 8,000 €
- 3rd/4th – 4,000 €
- 5th/6th – 3,000 €
- 7th/8th - 2,000 €

Schedule at a Glance

Qualifier	Phase Type	Phase	Match Format	Date	Eligible
1	Open Qualifier	Single Elim	Bo1 / Bo3	8, 9/March/25	ALL LATAM N
	Open Qualifier	Single Elim	Bo1 / Bo3	15, 16/March/25	ALL LATAM N
	Closed Qualifier	Double Elim	Bo3	22, 23, 29, 30/March/25	Top 6 OQ Invited Teams
2	Open Qualifier	Single Elim	Bo1 / Bo3	15, 16/March/25	ALL NA
	Open Qualifier	Single Elim	Bo1 / Bo3	22, 23/March/25	ALL NA
	Open Qualifier	Single Elim	Bo1 / Bo3	29, 30/March/25	ALL NA
	Closed Qualifier	Swiss System	Bo1 / Bo3	5, 6, 12, 13/April/25	Top OQ Top 3 LATAM N Invited Teams
	Closed Qualifier	Double Elim	Bo3	19, 20, 26, 27/April/25	Top 8 Swiss Stage

South American League

Territory

Brazil, Argentina, Uruguay, Chile, Paraguay, Bolivia, and Peru

Servers

All SAL Challenger Series matches will be played on SBR servers by default. Servers may be changed if both teams agree on the new server location.

Format & Schedule

Open Qualifier Phase

- March 8 & 9, 2025
- March 15 & 16, 2025
- March 22 & 23, 2025
- March 29 & 30, 2025

Unlimited Teams may register

Points Distribution in each qualifier:

- 1st - 100
- 2nd - 75
- 3rd/4th - 50
- 5th - 8th - 25
- 9th - 16th - 15
- 17th - 32nd - 10

Top teams move on to the Swiss Stage

Swiss Stage

- April 7 to April 10

Swiss Stage with 16 teams:

- Teams from Open Qualifier
- Teams from last Blast R6 season
- Teams from Tier 2 circuit

Top 8 move on to the Playoffs

Playoffs

- April 19, 20, 26 and 27.
- 8 team Double Elim bracket
- Top 2 teams are invited to become an Affiliate teams in the South American League

Prizing

Total Prizing – 50,000 €

- 1st – 17,000 €
- 2nd – 9,000 €
- 3rd/4th – 5,500 €
- 5th/6th – 4,000 €
- 7th/8th - 2,500 €

Schedule at a Glance

Qualifier	Phase Type	Phase	Match Format	Date	Eligible
1	Open Qualifier	Single Elim	Bo1 / Bo3	08, 09 /March/25	Brazil, Argentina, Uruguay, Chile, Paraguay, Bolivia and Peru
	Open Qualifier	Single Elim	Bo1 / Bo3	15, 16 /March/25	
	Open Qualifier	Single Elim	Bo1 / Bo3	22, 23 /March/25	
	Open Qualifier	Single Elim	Bo1 / Bo3	29, 30 /March/25	
2	Close Qualifier	Swiss	Bo1 / Bo3	07, 08, 09, 10 /April/25	
	Playoff	Double Elim	Bo3	19, 20 /April/25	
	Playoff	Double Elim	Bo3	26, 27 /April/25	

General Procedure

Communications

The official communication method for BR6 is email. The email address as the Point of Contact for the team will be the one used for all official communication and should be kept updated as well as checked regularly to avoid missing any important information.

Discord is used as a secondary form of communication. It will be used 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.

Documentation and Validation

Unless otherwise communicated, all documentation, including but not limited to: 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

- Qualification to Closed Qualifier
- Invitation to Closed Qualifier

Promotional Activities Obligation

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, Post-Match Interviews, and display of player camera during match.

Match Procedure

The Match Process regulates how matches are played in BLAST R6. 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 processes.

Game Version

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

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 competitive suspensions.

Online process

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.

Prior to all Closed Qualifier matches, the Organizer will establish a match channel in the regional 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.

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.

Team Communication

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.

Mid-Match Communication

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.

Technical Procedure

Ping

Maximum ping for competitors is 120. If a player sustains a ping higher than this, they may be disqualified.

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.

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](#).

Interim Bans

In addition to the contents of Section 5.1.3.5 of the BR6 Global Rulebook, the following items are prohibited:

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

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.

Technical Issues & Rehost

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 (1) rehost per Team, per game/map in a match.

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.

Required Software

Anti-Cheat

The following applications are required for participation in the BR6 Global Ecosystem. 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 the match ending. Failure to either provide MOSS files or provide altered files may result in infractions, up to and including disqualification of a match.

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