BLAST OCE Rulebook

Version: 2023 01.0
- Last Updated: 21/03/2023

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1. Introduction

The following documentation is intended to establish rules and maintain the highest level of competitive Rainbow 6 Esports in OCE.

In all cases, the rules outlined in this document, the BLAST R6 OCE Rulebook and the BLAST R6 Global Rulebook are to be followed by participants in the OCE 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 OCE Rulebook

The Rainbow 6 Esports OCE Rulebook (R6OCE Rulebook) is dedicated to governing the activity within the Blast Rainbow Six OCE and its subsidiary components Blast Rainbow Six OCE League and OCE Open. The R6OCE circuit is the premier Rainbow Six (R6) esports program in OCE (BR) 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 OCE circuit. The rules outlined in the BLAST R6 OCE 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 OCE. In all cases, the BLAST R6 Global Rulebook is the standard operational ruleset with the BLAST R6 OCE Rulebook outlining additional or specific details and governance within BLAST R6OCE.

In the event the BLAST R6 OCE 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 OCE

Blast Rainbow 6 OCE is the premier R6 esports program in OCE (R6OCE). It encompasses multiple levels of competition and includes the OCE region only.

5.1 Components and Structure

BLAST R6 OCE is made of two parts.
- Blast Rainbow Six OCE League (BR6OCEL)
- OCE Open

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 OCE ecosystem, the OCE League is a regional competition, the OCE Open is a Local competition. Please refer to the R6C Global Rulebook for further elaboration.

5.3 Transfer Windows

Player/Coach transfer rules and windows will follow the procedure and calendar detailed in the R6C Global Rulebook.

5.4 Residency and Teams

All Players of the Team must reside in the following countries under the OCE region as listed in the R6C 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 OCE operates within the BLAST 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 OCE League 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 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 OCE Open
- Any event or activity in BLAST R6 OCE that introduces or accepts any Organizations, Teams or Players that have not previously submitted such documentation to the Organizer.

5.8 Communications

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

5.8.1 Email

The official communication method for BLAST R6 OCE 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.

5.8.2 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 OCE Operations Discord and should be checked regularly to avoid missing any important information.

5.9 Match Process

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

In accordance with global events in 2020, it may become necessary to revert the OCE League to online. Such changes would be communicated to the teams.

5.10 Online Process

Prior to all matches, the Organizer will establish a match channel in the OCE 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 Challenger mode.

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 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.

5.10.1 OCE Open and Closed Qualifiers

The OCE Open and Closed 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.

5.10.2 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.

5.10.3 Server Selection

Matches are to be played on Australia East by default.

5.11 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.

5.11.1 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.

5.11.2 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.

5.11.3 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 Challengermode chat 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.

5.12   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.

5.13   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.

5.13.1.1   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 R6C 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.

5.13.1.2   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 OCE 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.

5.13.2   Team Communications

The Organizer will provide Discord 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.

5.13.2.1   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.

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.

5.14 Required Software

5.14.1   Aim Lab

Aim Lab is a free software that is used to measure a player's performance. As part of their participation in the OCE League, all players in the OCE League are expected to create an Aim Lab account and to provide their username to the Organizer for the creation of ancillary content associating their Aim Lab performance with the OCE League. Players may be asked from time to time to use Aim lab at specific times throughout the Season for the creation of such content.

5.14.2   Anti-Cheat

The following applications are required for participation in the BLAST R6 OCE League or OCE Open 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 email to the MOSS Review Team: BR6_leagueops@blast.tv.

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.

5.15 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

Any prize payment money earned during a Designated Payment Activity (DPA) on Challengermode may result in direct payment to players through the platform wallet system where it may be withdrawn using the platform directly.

5.16　　Designated Payment Activity

In the OCE League, 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

6. Blast R6 OCE League

The Blast R6 OCE League is the highest level of competition in BLAST R6 OCE. The OCE League is made up of eight (8) Teams competing in OCE. The teams who participate in the OCE League qualify to do so through the OCE Open or may be directly invited by the Organizer.

6.1　Residency and Teams

All Players participating in the OCE League must reside in the OCE region as set out in the R6C Global Rulebook.

6.2　Program Structure

Each BLAST R6 OCE League stage consists of 1 Phase. Phase 1 consists of all 8 teams in a Single Bo1 Round Robin group. The top team at the end of Phase 1 will qualify to Phase 1 of the Major.

<u>Phase 1</u>

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

- Playday #1 – March 13th
  Match 1 – 2 vs 1
  Match 2 – 3 vs 8
  Match 3 – 4 vs 7
  Match 4 – 5 vs 6

- Playday #2 – March 14th
  Match 1 – 3 vs 4
  Match 2 – 1 vs 7
  Match 3 – 8 vs 6
  Match 4 – 2 vs 5

- Playday #3 – March 20th
  Match 1 – 6 vs 2
  Match 2 – 7 vs 8
  Match 3 – 4 vs 1
  Match 4 – 5 vs 3

- Playday #4 – March 21st
  Match 1 – 7 vs 5

Match 2 – 8 vs 4
Match 3 – 2 vs 3
Match 4 – 6 vs 1

- Playday #5 – March 27th
  Match 1 – 1 vs 3
  Match 2 – 4 vs 2
  Match 3 – 5 vs 8
  Match 4 – 6 vs 7

- Playday #6 – March 28th
  Match 1 – 4 vs 5
  Match 2 – 8 vs 1
  Match 3 – 2 vs 7
  Match 4 – 3 vs 6

- Playday #7 – April 4th
  Match 1 – 7 vs 3
  Match 2 – 8 vs 2
  Match 3 – 1 vs 5
  Match 4 – 6 vs 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
- Match 1 – 17:00h AEST
- Match 2 – 18:00h AEST
- Match 3 – 19:00h AEST
- Match 4 – 20:00h AEST

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

Phase 1 prizing:

Place	Qualification	Monetary
1	Major Phase 1 top seed	AUD 18,000
2	-	AUD 15,000
3	-	AUD 12,000
4	-	AUD 9,000
5	-	AUD 7,500
6	-	AUD 6,000
7	-	AUD 4,500
8	-	AUD 3,000

6.3   Match Format

Phase 1

Each match in the OCE 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 the OCE 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

7.   OCE Open

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

7.1   Residency and Teams

All Players participating in the OCE Open must reside in a country defined under the OCE region, as laid out in the BLAST R6 Global Rulebook.

7.2   Program Structure

Each OCE Open stage consists of two phases. Phase 1 includes a Single Elimination tournament with the top 5 advancing to the OCE Open Playoffs. Phase 2 will be made up of the 5 qualified teams as well as 3 invited teams and uses a Double Elimination Bracket.

7.2.1   Phase 1

Phase 1 consists of one competition, the OCE Open, a single elimination Bo1 tournament. The top 5 teams will qualify for the OCE Open Playoffs. Decider matches will be played to determine the 5th team.

7.2.2   Phase 2: Qualifier Playoffs

Phase 2 consists of one competition, the OCE Open Playoffs, and a Double Elimination Bo3 tournament. The top 5 teams will advance to the OCE League. A decider match will be played to determine the 5th team.

7.3   Match Format

Phase 1

Each match in the OCE Open 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 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 non-elimination matches is considered the winner of the match.

Phase 2: Qualifier Playoffs

Each match in the OCE Open 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 2 map in non-elimination matches is considered the winner of the match.

7.4 Schedule

Schedules are subject to change.

- Stage 1 – March 4th and 5th

8. 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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10. Annex

References & Contacts

10.1 Rainbow Six Siege & Global Circuit

BLAST R6 Global Rulebook

Rainbow 6 Circuit Global Rulebook
Ubisoft Code of Conduct