BLAST Brazil Rulebook

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Table of Contents

1. Introduction

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

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

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

BLAST R6 Brazil is the premier R6 esports program in Brazil. It encompasses multiple levels of competition and includes only Brazil (BR).

5.1 Components and Structure

BLAST R6 BR is made of three parts.
- The Brazil League
- The Brazil Open
- The Major Brazil Last Chance Qualifier (LCQ)

5.2 Transfer Windows

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

5.3 Residency and Teams

All Players of the Team must reside in Brazil (BR). 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.

5.4 Duration and Stages

The BLAST R6 Brazil circuit operates within the BLAST R6 framework of Stages:

Stage	Time Period
Stage 01	From March to April
Stage 02	From September to October

5.5 Points of Contact

In addition to Team Roster details, all Teams in the Brazil 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

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

5.7 Communications

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

5.7.1   Email

The official communication method for BLAST R6 BR 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.

5.7.2   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 Brazil Operations Discord and should be checked regularly to avoid missing any important information.

5.8   Match Process

The Match Process regulates how matches are played in BLAST R6 BR. 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 Brazil League to online. Such changes would be communicated to the teams.

5.9   Online Process

Prior to all matches, the Organizer will establish a match channel in the Brazil 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.

5.9.1   Brazil Open and Closed Qualifiers

The Brazil 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.

5.9.2   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   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 two (02) rehost per Team, per game/map in a match.

5.10.1 Technical Pause

A Technical Pause is a pause in the Match which interrupts the standard proceedings due to an issue which prevents normal playing 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 to solve any ongoing issues pertaining to the technical pause.

5.10.2 Tactical Pause

A Tactical Pause is a pause in the Match which interrupts the standard proceedings due to a requirement of the Coach for a tactical instruction. Tactical Pauses may not necessarily result in a rehost and must be voted in-game for the players.

The teams have 1 Tactical Pause of 45 seconds for map. No more Tactical Pauses can be requested.

During a Tactical Pause, Players and the Coach may only speak with their respective team, and no other staff can speak.

5.10.3 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.

5.10.4 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.
If a player requests a rehost for a game crash, a video proof can be requested from the Tournament Organizer. In case no proof was sent, the team can lose the respective round.

In a match where there is no Observer, the Team will message "rehost" on the match Discord channel instead. This instance will, almost exclusively, occur in non-broadcast, 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.

5.11 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.

1. Mini league points.
2. Mini league round difference.
3. Overall map difference.
4. Overall round difference.
5. Overall rounds won.
6. Rematch

A mini league considers the matches between the tied teams only (2 or more).

If after any point from 1. to 5., the number of tied teams is reduced or divided into several groups of tied teams, the still tied teams will in each case be compared again starting with the first point.

5.12 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.

5.12.1.1 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.

5.12.1.2 Interim Bans

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 Brazil 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.

5.12.2 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.

5.12.2.1 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 all the time.

The Analyst 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 be repeated for the duration of the match.

5.13 Required Software

5.13.1 Aim Lab

Aim Lab is free software that is used to measure a player's performance. As part of their participation in the Brazil League, all players in the Brazil 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 Aimlab performance with the Brazil 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.

5.13.2   Anti-Cheat

The following applications are required for participation in the MAJOR Brazil LCQ or Open Qualifiers 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: leagueopsubibr@hotmail.com .

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.

5.14 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

5.15   Designated Payment Activity

In the Brazil 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
- Stage 02, upon the completion of Stage 02 in October

6. BLAST R6 Brazil League

The BLAST R6 Brazil League is the highest level of competition in BLAST R6 BR. The BLAST R6 Brazil

League is made up of ten (10) Teams competing in Brazil. The teams who participate in the Brazil League are invited by the Organizer to do so.

6.1   Residency and Teams

All Players participating in the Brazil League must reside in Brazil.

6.2   Program Structure

Each Brail League stage consists of two Phases. Phase 1 consists of all 10 teams into one 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, or will be seeded into the Open Qualifiers Swiss round. Based on performance in Brazil League Phase 2, teams will either move on to Last Chance Qualifiers, Major Stage 1.

Following Phase 1, the top 6 point earning teams will move on to Phase 2. Seeds 1 and 2 are qualified to semi-finals, and the rest will face each other. The losers from round 1 will play a match to determine 5th and 6th place. The winners from round 1 will move on to face seeds 1 and 2.

Phase 1

Phase 1 will be played according to the Schedule posted on R6esports website, unless stated otherwise by Tournament Organizer:

Phase 2

Seeding for Brazil League Phase 2 will be based on the final standings from Phase 1.
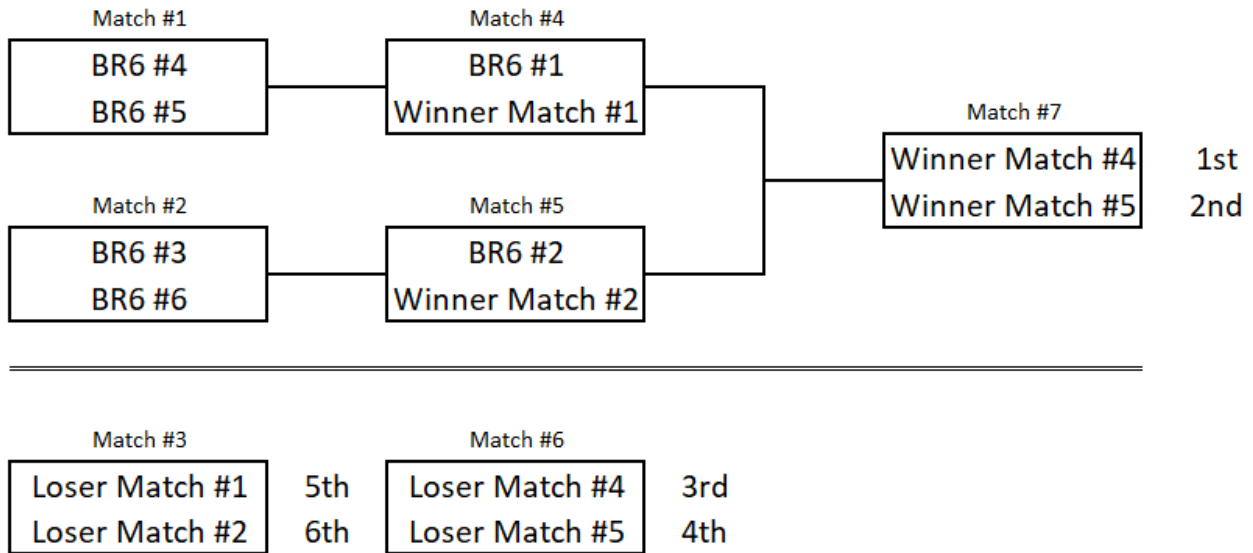
Phase 2 will be played according to the Schedule posted on R6esports website, unless stated otherwise by Tournament Organizer:

6.3   Match Format

Phase 1

Each match in the Brazil 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 Brazil 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 Brazil 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.

7.   Brazil Open

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

7.1   Residency and Teams

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

7.2   Program Structure

Each Brazil Open stage consists of two phases. Phase 1 consists of four distinct open qualifiers. Phase 2 consists of a Swiss bracket with 16 teams, which will be made up of the top teams from Brazil Open Qualifiers Phase 1 and the bottom 4 teams from Brazil League Phase 1. A playoff after the Swiss format with top 8 teams in a single elimination tournament. At the end of the Swiss playoff, the top 5 teams will be qualified for Brazil LCQ.

7.2.1   Phase 1

Phase 1 is broken up into four 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, and in the end of the stage the top 32 teams will win points. After the 4 stages the top 12 teams in the ranking will be advanced to Phase 2 of Brazil Open.

7.2.2   Phase 2

The BR Open Qualifiers Playoffs consists of a single 16 team Swiss bracket, which will be made up from the top 12 teams from Brazil Open Qualifier and the bottom 4 from the Brazil League Phase 1. All teams with 3 wins will advance to Phase 3, and all teams with 3 loses will be disqualified.

In the two first rounds, seeds will be used to determine matchups, where the lowest seed (1) will face the highest seed (16). The round 1 matches will be:

- Match 1 – 1 vs 16

- Match 2 – 2 vs 15
- Match 3 – 3 vs 14
- Match 4 – 4 vs 13
- Match 5 – 5 vs 12
- Match 6 – 6 vs 11
- Match 7 – 7 vs 10
- Match 8 – 8 vs 9

In round two the team's 1-0 will face it other, where the highest seed face the lowest seed, and it goes. The same works for the team's 0-1.

From round 3 onwards, the Buchholz System will be used to determine matchups.

Seed	
1	7th place in BR6 BR
2	8th place in BR6 BR
3	9th place in BR6 BR
4	10th place in BR6 BR
5	1st place in Brazil Open Qualifier
6	2nd place in Brazil Open Qualifier
7	3rd place in Brazil Open Qualifier
8	4th place in Brazil Open Qualifier
9	5th place in Brazil Open Qualifier
10	6th place in Brazil Open Qualifier
11	7th place in Brazil Open Qualifier
12	8th place in Brazil Open Qualifier
13	9th place in Brazil Open Qualifier
14	10th place in Brazil Open Qualifier
15	11th place in Brazil Open Qualifier
16	12th place in Brazil Open Qualifier

The top 8 teams from Phase 2 will proceed to Phase 3.

7.2.3 Phase 3

Phase 3 consists of a single elimination bracket, Bo3 which will be made up from the top 8 teams from Brazil Open Phase 2. Top 4 teams will be advanced to the Brazil LCQ. Teams from 5th to 8th will play a single elimination bracket, winner qualify for the last spot of Brazil LCQ.

7.3 Match Format

Phase 1
Each match in the Brazil 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
Each match in the Brazil Open Qualify Phase 2 will be played in a Best of 1 format, in exception of elimination matches, these matches 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 1 map in non-elimination matches is considered the winner of the match.
The first team to win 2 maps in elimination matches is considered the winner of the match.

Phase 3
Each match in the Brazil Open Qualify Phase 3 will be played in a Best of 3 format.
The first team to win 2 maps in elimination matches is considered the winner of the match.

8. MAJOR BR Last Chance Qualifier

The Major BR Last Chance Qualifer consists of a single elimination bracket, Bo3, which will be made up from the bottom 3 teams from the BR League Deciders, the top 5 teams from Brazil Open Qualifier Playoffs. The winner of the Major BR LCQ will qualify to Major Phase 1.

Last Chance Qualify will be played according the Schedule posted on R6esports website, unless stated otherwise by Tournament Organizer:

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.

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.

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
All content appearing in this document is the property of Ubisoft, Inc. Any unauthorized distribution, duplication, alteration, or other use of the material contained in this document, including without limitation:

11. Annex
References & Contacts

11.1 Rainbow Six Siege & Global Circuit

BLAST R6 Global Rulebook

Rainbow 6 Circuit Global Rulebook
Ubisoft Code of Conduct