

Six Invitational 2026 Extended Rulebook

This document outlines the policies and procedures that will be in effect during the Six Invitational 2026 (the “Event”).

The BLASTR6 Global Rulebook will continue to be used and referenced throughout the Event and wherever applicable during the Event.

Last Modified: 29/01/2026

Section 1 - Schedule

Event Calendar

Group stage

- February 2nd: Group stage Round #1
- February 3rd: Group stage Round #2
- February 4th: Group stage Round #3
- February 5th: Group stage Round #4
- February 6th: Group stage Round #5

Each team will participate in 4 out of 5 rounds.

Playoffs

- February 8th: Upper Bracket Round #1 & Upper Bracket Round #2
- February 9th: Lower Bracket Round #1 & Lower Bracket Round #2
- February 10th: Upper Bracket Round #3 & Lower Bracket Round #3
- February 11th: Break day
- February 12th: Break day
- February 13th: Lower Bracket Round #4 & Upper Bracket Finals
- February 14th: Lower Bracket Round #5 & Lower Bracket Finals
- February 15th: Grand Final

Section 2 - General Rules

- 2.1. Players must use their correct Nickname during the Matches as per the Team's Roster Submission (Playernickname only – No team tags. Must match Ubisoft R6esports site)
- 2.2. If a Team is officially requested by Ubisoft and/or BLAST for specific media-related tasks (i.e., Interview, Photoshoot), the Team must provide or face a possible penalization.
- 2.3. All Players and Team Staff must maintain professional behavior at all-time.
- 2.4. Broadcasting any official Match, whether Players are competing or not, is prohibited at all times without prior permission.
- 2.5. Viewing any broadcast (official and third-party) is prohibited while on-stage.

Section 3 - Discord

- 3.1. Team Management and Team Point-of-Contacts will be required to join the event Discord server.
This Discord server will be the primary contact forum for all updates and concerns pertaining to the Event.
- 3.2. The selected Point-of-Contact must be available on Discord during their Team's scheduled Match time.

Section 4 - The Competition

Format

Group stage Format

- 20 teams
- 4 groups of 5 teams each
- Format of the matches: Best Of 3
- Single Round Robin (every team plays all their opponents in the group once)

Scoring in groups

- 4 points for a 2:0 win
- 3 points for a 2:1 win
- 1 point for a 1:2 loss
- 0 points for a 0:2 loss

Ties in standings

In case of a tie, the following rules will be applied, in the order they're presented in:

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

A mini league considers the matches between the tied teams only.

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.

Progression from the groups

- 1st placed team goes into the 2nd round of the Playoff Upper Bracket
- 2nd placed team goes into the 1st round of the Playoff Upper Bracket and gets to pick their opponent amongst the 3rd place finishers of other groups.
 - Comparing the scores of all 2nd place finishers at the end of the groups determines the order in which they will choose their opponents amongst the 3rd place finishers.
 - In case of a tied points between two or more 2nd place finishers, the tiebreakers (minus 5th tiebreaker) listed above will be used to determine the team's final position
 - If the tie is not resolved before the 5th tiebreak (Rematch), a coin flip will be made to decide the winning team.
- 3rd placed team goes into the 1st round of the Playoff Upper Bracket
- 4th placed team goes into the 1st round of the Playoff Lower Bracket
- 5th placed team is eliminated

Playoffs Format

Playoffs will consist of 16 teams from the Group Stage.

The format of this stage of the tournament will be a Double Elimination bracket.

The team's starting position on the Playoffs bracket will be determined by their position in the group, as per **Progression from the groups**.

Matches played in the playoffs will be best of 3, with the grand final being best of 5 with unlimited overtime.

Maps

The map pool of the Rainbow Six Six Invitational 2026 consists of 9 following maps:

- BANK
- BORDER
- CHALET
- CLUBHOUSE
- CONSULATE
- FORTRESS
- KAFE
- LAIR
- NIGHTHAVEN LABS

Map Veto

The map bans must be started one hour prior to the match starting time, or as soon as the teams for that match are determined (whichever is later).

Each team has 4 Minutes per step, during that time they are allowed to speak and talk about the next pick or ban.

Maps are played in the order they are picked.

Teams decide starting sides on the map choices of their opponents map.

The team that does not decide the starting side decides the starting side on overtime.

In the case of the match going into the decider map in Bo3 or Bo5, the coin flip will be made to determine which team decides the starting side on said map.

A coinflip will be used to determine which team will choose who starts the veto (with an exception of the initial matches of the playoffs, where the higher seeded team will decide).

Best of 3

- Team A bans map
- Team B bans map
- Team A bans map
- Team B bans map
- Team A picks map 1

- Team B picks the starting side on map 1
- Team A picks the starting side on OT on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team B picks side on OT on map 2
- Team A bans map
- Team B bans map
- Remaining map is map 3

Best of 5

- UB Team Picks map 1
- LB Team Picks the starting side on map 1
- UB Team Picks the starting side on OT on map 1
- LB Team Ban
- UB Team Ban
- LB Team Pick map 2
- UB Team Picks the starting side on map 2
- LB Team Picks the starting side on OT on map 2
- UB Team Ban
- LB Team Ban
- UB Team Pick
- LB Team Picks the starting side on map 3
- UB Team Picks the starting side on OT on map 3
- LB Team Pick
- UB Team Picks the starting side on map 4
- LB Team Picks the starting side on OT on map 4
- Remaining map is map 5

Seeding

Group stage Seeding

Seeds in the Group stage are based on the Global Standings. Teams coming to Six Invitational 2026 from the Open Qualifiers will be given lowest seed.

- Seed 1: Regional Finals Winners
- Seed 2: Major Winner and Teams ranked 1st to 3rd
- Seed 3: Teams ranked 4th to 7th
- Seed 4: Teams ranked 8th to 11th
- Seed 5: LCQ Winners

Groups will be drawn to consist exactly 1 team of each seed and no more than 2 teams from the same region, when possible.

Playoffs Seeding

Teams will be seeded based on their position in the group stage, as indicated in the Playoffs Format.

- Seed 2 teams will be drawn to the bracket randomly, from top to bottom, with a restriction that two teams with the best score during the group stage won't meet each other in the Upper Bracket till the Upper Bracket Finals
- Seed 3 teams will be put into the bracket into the matchups determined by Seed 2 teams.
- Seed 1 teams will be drawn to the bracket randomly, from top to bottom, with a restriction that Seed 1 & Seed 2 teams of the same group can't meet each other in the Upper Bracket till the Upper Bracket Finals
- Seed 4 teams will be drawn to the bracket randomly, from top to bottom, with a restriction that the Lower Bracket round 1 won't consist of two teams of the same group.

Section 6 - Fixtures

Match Start Times

6. The Tournament Organizer has the absolute right to amend and/or re-order the Match start time listed on the Fixture List. The time at which a Match starts must, so far as possible, adhere to the time specified in the Fixture List.
 - 6.1. Unless communicated otherwise, all Matches will be using an accelerated schedule. This means your Fixture call time may be earlier than scheduled, in which it will be communicated.
 - 6.2. If Teams do not adhere to the stipulated Match starting times, the Tournament Organizer may impose penalties if one (1) or more Players of a Team are not in the Game Lobby and ready to begin a Match:
 - Five (5) minutes late: Warning;
 - Ten (10) minutes late: Tactical Time-out Removal;
 - Fifteen (15) minutes late: \$5,000 Fine;
 - Twenty (20) minutes late: \$7,500 Fine;
 - Thirty (30) minutes late: Forfeit;

Pre-Match Fixtures

- 6.3. Players must be ready to play at least forty-five (45) minutes before the scheduled Match time.
- 6.4. Matches are scheduled to be played back-to-back. Teams will be notified if a Match is expected to finish early.

- 6.5. The Map Selection Process must commence once the previous Match-up starts or at least one (1) hour before the scheduled start time.
- 6.6. At one (1) hour before the scheduled Match starting time, the Match Officials will confirm the eligibility of each Team's Starting Roster.
- 6.7. Both Teams must complete the Map Selection Process up to forty-five (45) minutes before the scheduled Match.
- 6.8. Players must be ready in the Game Lobby at least ten (10) minutes before the Match starting time.
- 6.9. Players and Coaches may not have any unauthorized technical equipment (including but not limited to phones, tablets, electronic watches, laptops) in the Match area and must be handed over to the Match Officials prior to the Match.
- 6.10. When teams are expected to play two or more maps consecutively, they will be given a 5 minute break. If teams do not return by the time 5 minutes have passed, they may be issued a penalty.

Equipment

The Tournament Organizer just provides computers, monitors and noise canceling headsets with a microphone.

Participants have to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, In-Ear headphones with long enough cables, PS2->USB adapters if needed). Our machines do not support PS2-keyboards!

All player equipment is subject to the approval of the tournament administration. Tournament Organizer reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage.

External sound cards

Participants may use their own external sound card as long as it does not require any additional 3rd party software to be installed on the tournament PC.

Use of any external sound card which requires 3rd party software to run is not allowed.

Section 7 - Match Management & Officials

Issues During a Match

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.

- 7.1. The process set forth in Section 5.1.5.1 of the Global Rulebook shall apply for Technical Pauses.
- 7.2. Rehosts are restricted to 1 rehost per Team, per game/map in a match, and

may only be requested in the following cases and times:

	Conditions for Rehost
Preparation Phase	<ul style="list-style-type: none"> Any technical issue including the game and server, Player disconnects and/or authorized software or hardware problem that occurs before the start of the Preparation Phase or up to thirty (30) seconds once the Preparation Phase has started
Action Phase	<ul style="list-style-type: none"> Any technical issue including the game and server, Player disconnects and/or authorized software or hardware problem that occurs up to the first thirty (30) seconds of the Action phase and if no damage has been taken by any player; or At any time during the Action phase: <ul style="list-style-type: none"> In case of Player Observer-related issues; and/or Player is unable to control or move the Operator Game mechanic issues (E.g. shooting, reloading, movement, gadgets or equipment) For clarity, if a Player leaves the Match after the first 30 seconds of the Action Phase have passed or intentionally leaves the game after his own Team has taken damage, the current round must be played to the end.

The Tournament Organizer maintains the discretion to issue a rehost at any time and for any reason in the interest of competitive integrity

- 7.3. Teams request a rehost by communicating to a Tournament Official. Teams will continue playing until the rehost is confirmed by Tournament Official: - If confirmed, Tournament Officials will contact the Observer to drop and rehost the game. - If not confirmed, Tournament Officials will not respond. If the entire team leaves a round without using the rehost in time, the team still in the game will receive the point for that round.
- 7.4. In the case of a rehost, Teams may select a different Operator, equipment, gadget, loadout, bomb and starting site. Between rounds, the player who left the game can reconnect or a rehost can be claimed. If a player repeatedly disconnects and the rehost has already been redeemed, the team must finish the map with the remaining players.
- 7.5. During a Match, Teams must remain within the Competition Area unless specifically approved to leave by the Match Official. This includes during Tactical and Technical Timeouts.
- 7.6. During a Match, Teams must wear provided Noise-Canceling hardware at all times unless approved to remove by Match Officials.

Issues After a Match

- 7.7. If a Team considers that it is the victim of rule violations or a breach of the Rules during a Match, the Team, or any of its Players, must play the Match to a finish (they must not under any circumstances stop the Match). Once the Match is over, the Point-of-Contact may make an official request to the Chief Official to

open an investigation. The Point-of-Contact may provide relevant information and evidence to the Match Officials to assist with the investigation, after which the Match Officials will make a binding determination.

Finality of Decision Making

- 7.8. Decisions made by Match Officials are final and binding on all Players, Teams, Team Officials, and other Participants.

Payments to Match Officials

- 7.9. No Team, Team Official, Player, or any other person acting on their, or its behalf, shall make, or offer to make, any payment whatsoever to a Match Official, whether in cash or in kind, and whether by way of fee, allowance or reimbursement of expenses.

Section 8 - In-Game

Cosmetics

Refer to section 5.1.3.5 in the Global Rulebook

In addition to the restrictions set by section 5.1.3.5 “Cosmetics” in the Global Rulebook, Players using the LAN build are prohibited from using all Drone Skins & Weapon Skins, Charms, Operator Headgear, Operator Uniforms, Operator Gadgets, and Operator Cards that fall under the following categories:

- Developer Skins
- Any Unannounced / Unreleased skins including but not limited to:
 - 3rd party partnerships' skins
 - Seasonal events' skins
 - Esports events and programs' skins (Regional leagues, Majors, SIX INVITATIONAL)
 - R6 Share skins
- Any skins not explicitly authorized for use during official matches
- Elite Skins

Access to view Unannounced skins via the LAN build is hereby considered a transfer of confidential information. Sharing images, videos, descriptions, or even knowledge of any Unannounced skins found in the LAN build will be considered a “Breach of Confidentiality”.