BLASTR6 Major - Munich Specific Rulebook

This document outlines the policies and procedures that will be in effect during the BLASTR6 Major – Munich (the “Event”).

The Official Global Rulebook will continue to be used and referenced throughout the Event and wherever applicable during the Event, and will supersede this rulebook in events of conflicting information.

Last Modified: 28/10/2025

Section 1 - Schedule

Schedule found on the R6Esports website

Section 2 - General Rules

2.1. Players must use their correct Nickname during the Matches as per the Team's Team Sheet. Team names are **not** to be included in this nickname (i.e. Nickname.ORG) and only player Nickname should be used. The same name must be used throughout the entire event and will not be allowed to change.

2.2. If a Team is officially requested by BLAST/Ubisoft for specific media-related tasks (i.e., Interview, Photoshoot), the Team must provide or face a possible sanction.

2.3. All Players and Team Staff must maintain professional behavior at all-time.

2.4. In-game Chat messages are allowed but must remain within acceptable guidelines and behavior – Players are liable and responsible for any messages deemed inappropriate or unacceptable.

2.5. Broadcasting any official Match, whether Players are competing or not, is prohibited at any time unless specifically authorized by BLAST/Ubisoft.

2.6. Viewing any broadcast (official and third-party) is prohibited while on-stage.

Section 3 - Discord

3.1. Team Management, Team Point-of-Contacts and all players will be required to join the official BR6 Munich Major Discord server
This Discord server will be the primary contact forum for all updates and concerns pertaining to the Event. For official communication, email will be the primary source of communication.

3.2. The selected Point-of-Contact must be available on Discord during their Team's scheduled Match time.

Section 4 - COVID-19 Policies

4.1. View Annex A on COVID-19/Health Protocols.

Section 5 - The Competition

Format

5.1. Sixteen (16) Teams have directly qualified to participate in this Competition overall. All teams will play in the Play-offs phase of the competition. Eight (8) Teams will advance to the Finals phase.

Play-offs

5.1. Consists of a sixteen (16) Team Swiss Bracket.

5.2. The starting matchup will be determined through a draw that determines the seeding. This draw will use the following drawing groups:

- 1st Place in EML/SAL/NAL/APL
- 2nd Place in EML/SAL/NAL/APL
- 3rd Place in EML/SAL/NAL/APL
- 4th Place in EML/SAL/NAL/APL

5.3. Matchups will follow the Dutch seeding order (Seed 1 v Seed 9, Seed 2 v 10 etc).

5.4. The second round of the Swiss follows the Dutch seeding order.

5.5. The third round of Swiss and all following rounds follow the Buchholz System for determining matchups.

5.6. All Elimination/Qualification Matches are Best of 3.

5.7. All Non-Elimination/Qualification Matches are Best of 1.

Double Elimination Playoffs

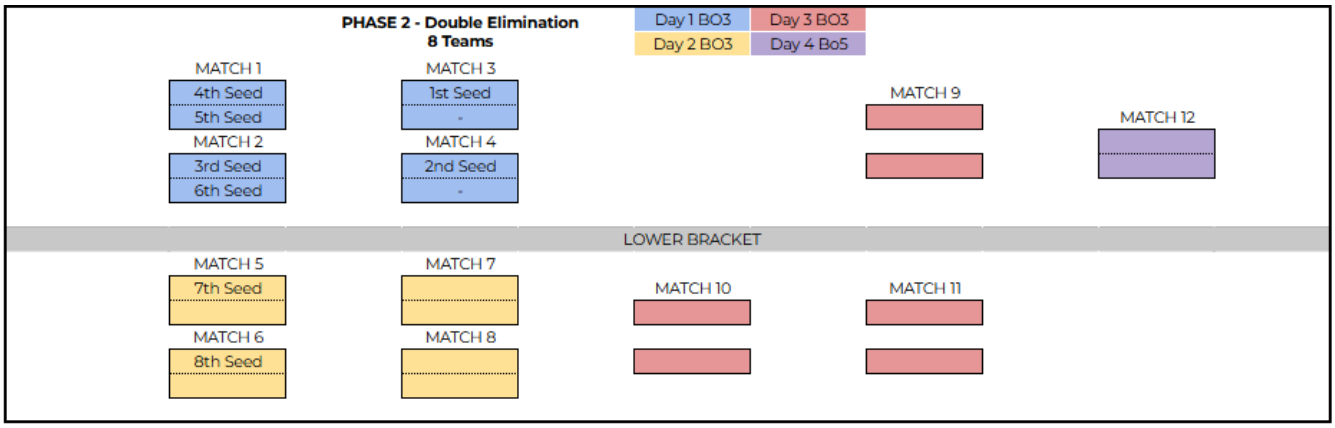
5.8. Consists of eight (8) qualified Teams from the Play-offs Swiss style bracket.

5.9. Teams that qualified from the Play-offs Swiss in the same round will have seed determined through their Buchholz score.

5.10. All Matches except for the Grand Final will be played in a Best-of-Three (BO3) Map Format.

5.11. The Grand Final will be played in a Best-of-Five (BO5) Map Format.

5.12. Bracket Layout



Section 6 - Fixtures

Match Start Times

6.1. The Tournament Organizer has the absolute right to amend and/or re-order the Match start time listed on the Fixture List.

6.2. Unless communicated otherwise, all Matches will be using an accelerated schedule. This may lead to matches starting earlier than listed in the schedule.

6.3. If Teams do not adhere to the relayed start time, excluding factors outside of their control, 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 Prize Pool Fine;
Twenty (20) minutes late: $7,500 Prize Pool
Fine;
Thirty (30) minutes late: Forfeit;

Pre-Match Fixtures

6.4. Players must be ready to play at least forty-five (45) minutes before the scheduled Match time.

6.5. Matches are scheduled to be played back-to-back. Teams will be notified if a Match is expected to finish early and given a new fixture time to be considered the official starting time.
6.6. The Map Selection Process must commence once the previous Match-up starts or at least one (1) hour before the scheduled start time.
6.7. At one (1) hour before the scheduled Match starting time, the Match Officials will confirm the eligibility of each Team's Starting Roster.
6.8. Both Teams must complete the Map Selection Process at least forty-five (45) minutes before the scheduled Match.
6.9. Teams will be provided twenty (20) minutes access to the Play Area before the match start. This time starts from the moment a player enters the Play Area.
6.10. Players must be ready in the Game Lobby at least seven (7) minutes before the Match starting time.

Section 7 - Match Management & Officials

Issues During a Match

7.1. This section outlines the conditions in which a Re-host may be permitted. Any issues that occur outside of either the listed conditions or times will be ineligible for Re-hosting. The Tournament Organizer maintains the ability to issue a
Re-host at any time in the interest of competitive integrity. Re-hosts are restricted to two (2) Re-hosts per Team, per Game/Map in a Match.

7.2. 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;
- Re-hosts must be requested as soon as an issue is identified. Delay of request may lead to the request being denied.

7.3. 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 is unable to control or move the Operator.
- Game mechanic issues (E.g. shooting, reloading, movement, gadgets, or equipment).

7.4. Critical Failure

- Critical Failure should be defined as any uncontrollable external event that causes

the entire Match to fail. Examples could include server crashes, power outages, power surges, etc.
- If a Critical Failure occurs during the round, the Round will be replayed if the outcome cannot be determined.
- If a Critical Failure occurs during a Match and the outcome can be determined, without doubt, the Tournament Organizer may grant an additional round to a team's score. (i.e. no time left, mid-bomb-defuse, etc)

Issues After a Match

7.5. 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 raise the concern to the match official and play the Match to a finish.

Finality of Decision Making

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

Payments to Match Officials

7.7. 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

Banned Software

- Audio Mixer Device Drivers

Banned Game 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.
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 3D models collisions).
- Any behavior or action that Players can perform to create a situation where they can see or shoot at an opponent without the opponent being able to see them or attack/shoot at them as they normally should.
- 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 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.
- Vaulting on ledges and proning to reach normally inaccessible spots.
- Vaulting onto skylight windows.

Allowed Game Mechanics

- Using equipment or defusing through a destructible surface.
- Destroying a hatch with the defuser on it to cause it to fall and deactivate (resulting in a win for the defending team).
- Smoking through walls.
- Hibana's pellets, Ace's SELMA charges, and Thermite's exothermic charges can be placed anywhere.

Banned Operators

- None

Banned Cosmetics:

- During BLAST R6 competitions' official matches, Players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are banned from use in competitive play:
    - Operator's default skins
    - Pro League skins (gold sets)
    - Pro R6Share teams branded cosmetics
    - Six Major branded cosmetics
    - Esports Programs cosmetics'
    - Esports Legacy Bundle cosmetics - With the exception of Thermite Legacy Uniform
- Using any battle dress uniforms and/or headgears that are not permitted will result in a warning for first offense and a round loss for any additional offenses. Weapon skins, weapon charms and operator background cards are not subject to any restriction.
- Drone skins and operator gadget skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skins.

Section 9 - Prize Allocation

Monetary Prize Pool

The following placements will award prize payment (listed in US Dollars) to be made to the team,

in accordance with the timeline and procedures set out in the Global Rulebook as a DPA:

1. $245,000
2. $120,000
3. $60,000
4. $60,000
5. $25,000
6. $25,000
7. $25,000
8. $25,000
9. $15,000
10. $15,000
11. $15,000
12. $10,000
13. $10,000
14. $10,000
15. $10,000
16. $10,000

In addition to the prize allocated to each placement, a payment of $5,000 will be paid to the teams as part of the Organization Participation fund.

Global SI Points

The following placements will award SI Points for the teams standings in the Global SI Leaderboard and progress a teams qualification towards SI2026, as stipulated and covered by the Global Rulebook:

1. Direct Qualification to SI2026
2. 1200 Points
3. 600 Points
4. 600 Points
5. 300 Points
6. 300 Points
7. 300 Points
8. 300 Points
9. 150 Points
10. 150 Points
11. 150 Points
12. 100 Points
13. 100 Points
14. 100 Points
15. 50 Points
16. 50 Points

ANNEX A

"COVID-19/Health Protocol Sanctions"

The following sanctions outlined in this document are applied in accordance with the Rainbow 6 Esports Circuit Global Rulebook.

One of our main priorities is to keep you and all of the event participants safe. Therefore, remember that misbehavior and negligence of the provided COVID-19/Health protocols have a direct impact on the health of the people around you, your teammates, your fellow players, and the talents, support personnel, and crew.

You are responsible for your and everyone's safety!

BLAST and UBISOFT will review all incidents. BLAST and UBISOFT will monitor the player's compliance with their Covid/Health protocols during the event and have the authority to issue fines as well as match forfeiture depending on the situation. They may also communicate on any sanction imposed on this matter.

BLAST and UBISOFT at their sole discretion can allow certain exemptions under strict and special circumstances such as a medical emergency.

All monetary fines imposed are fines imposed on the organization as a license holder of the tournament slot.

Health Concern Notification

All Players are responsible and required to inform BLAST and UBISOFT of any health concerns or symptoms that may present, in order to make the relevant decision and adjustments should the situation warrant such action. Failure to inform BLAST and UBISOFT will result in a monetary penalty of up to US$1000, depending on the nature of the symptoms and impact caused from such failure.

BLAST and UBISOFT may require any such party informing of health concerns or symptoms to take a COVID test or isolate. Provided proof of a negative COVID test will end or avoid any assigned isolation period.

Breaking Isolation

The violation of the assigned isolation period (e.g. 5 day period) will result in a monetary penalty of US$1,000 as well as restarting the full isolation period (e.g. 5 day period) starting

from the day of the breach.

Isolation is defined as follows:
A player has been asked to isolate himself in his hotel room due to presenting with health concerns and symptoms, and failure of a COVID test.

Interaction with other teams

Players who are required to Isolate by BLAST and UBISOFT will not be allowed to participate in any scheduled fixtures. Arrangements may be made, if possible, to supply the player with access to a Practice Setup from their Hotel room but cannot be guaranteed. Fixtures will not be rescheduled or delayed due to any on-going isolations and teams will be required to field an eligible roster for the match as required under the Global Rulebook without the isolated player(s) or forfeit such fixture.

Not following specific safety instructions given by the Tournament Organizer

Not following specific safety instructions (e.g. wearing masks) that have been given by personnel of the Tournament Organizer to ensure a safe environment for everyone involved with the tournament will result in a monetary penalty of US$100 for the first violation, US$250 for the second violation and US$500 for the third and all following violations and BLAST and UBISOFT may impose a map forfeiture for the team's next map in the tournament.