



EUROPE MENA LEAGUE
Rulebook

Last updated – March 2026

Introduction

This document is submitted as Specific Rules governed by the BLAST R6 Global Rulebook.

This document contains the policies, procedures, and additional rules governing the competition in the EUROPE MENA LEAGUE for every Team qualified to participate in it (“**EML**”). **EML** is operated by Ubisoft and BLAST (collectively known as the “**Tournament Organizer**”).

Participation in EML is conditioned to the acceptance of the following rules and standards (collectively the “**Rules**”):

- The rules and penalties contained in the present BLAST R6 EML Rulebook, as updated, amended or supplemented from time to time (the “**BLAST R6 EML Rulebook**”)
- The rules and penalties underlined in the [BLAST R6 Global Rulebook](#) (the “**BLAST R6 Global Rulebook**”).
- The UBISOFT “[Code of Conduct: The way we play](#)” establishing a set of core guidelines that must be followed when participating in activities associated with UBISOFT’s products or services, both online and offline (the “**Code of Conduct**”)
- The [Rainbow Six: Siege Code of Conduct](#) setting forth the acceptable behaviour of each and any player playing the game Rainbow Six: Siege (the “**Rainbow Six: Siege Code of Conduct**”)
- Ubisoft Terms of Use (“**Ubisoft Terms of Use**”).

Any capitalized terms used in this BLAST R6 EML Rulebook and not otherwise defined herein shall have the meaning ascribe to such term in the BLAST R6 Global Rulebook. Dates and Schedules found in this document are subject to change in exceptional circumstances.

These rules will apply to and be binding on the Players, Teams and Team Staff defined in **Section 4.1** of the BLAST R6 Global Rulebook. Each Players and Team Staff must read, understand, and agree to these Rules, and particularly the Code of Conduct, before participating in EML.

1. Acceptance and modification of the BLAST R6 EML Rulebook

1.1. Acknowledgement and acceptance

Each Player and Team Staff must read, acknowledge, and accept this BLAST R6 EML Rulebook, and agree to always abide by them to remain eligible to participate in EML. By accepting these tournament rules, the Players, Teams and Team Staff consents to UBISOFT's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions (i.e. "**Sanction(s)**" as defined and set forth in Section 6 of the BLAST R6 Global Rulebook), without prejudice to any other sanction issued under the Rainbow Six: Siege Code of Conduct and UBISOFT's Terms of Use. These Rules may be accepted either through the registration process of EML or deemed accepted when a Player or its Team enter and participate into any tournament or match of EML Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

The EML 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 EML.

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

Should any conflicts be found between the BLAST R6 EML Rulebook and the BLAST R6 Global Rulebook, this BLAST R6 EML Rulebook shall prevail.

1.2. Modification of the Rules and EML format

In order to ensure that EML is operated in accordance with the values conveyed by the [Principles of Esports Engagement](#), or for the protection of any interest that UBISOFT considers material in order to preserve the values, legitimacy and integrity of EML or in order to comply with any applicable law, UBISOFT may amend or supplement these Rules with or without prior notice. UBISOFT may also change part of, or the entirety of, the format of the EML with a reasonable notice before said modified parts of the format are executed upon.

Any modification of these Rules or EML format will be communicated or made available to Teams either through the update of a revised version of these Rules, through a public post linking to a revised version of such document, or by notification via the official EML discord server.

2. Scope of the EML and format

2.1. Overview

EML is the premier R6 esports program in EUROPE/MENA. It encompasses multiple levels of competition and govern the participation of Teams qualified to participate into the EML for Season 2026 (as further described in Section 2.3.2. of the BLAST R6 Global Rulebook).

For Season 2026, the EML will unfold from April 2026 until October 2026 and feature:

| | Time Period |
|-----------------------|---|
| Season Kickoff | Group Phase: From March 30 th to April 8 th Playoffs: From April 13 th to April 17 th |
| Stage 1 | Group Phase: From June 8 th to July 1 st Playoffs: From July 6 th to July 14 th |
| Stage 2 | Group Phase: From September 7 th to September 30 th (TBC) Playoffs: From October 5 th to October 14 th (TBC) |



2.2. EML Stages & Kick Off Structure

2.2.1. EML Kickoff

EML Kickoff consists of two phases, the EML Kickoff Group Phase and the EML Kickoff Playoffs.



2.2.1.1 Kickoff Group Phase Format

The EML Kickoff Group Phase will be played under a Single Round Robin Best of 1 format, and 2 groups of 5 teams with each Team being randomly assigned in each group.

At the conclusion of every EML Kickoff Group Stage match, points will be awarded to Teams based on the outcome of the match as follows:

| Standing* | Points |
|---------------------|--------|
| Non-Overtime Winner | +3 |
| Overtime Winner | +2 |
| Overtime Loser | +1 |
| Non-Overtime Loser | 0 |

**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.*

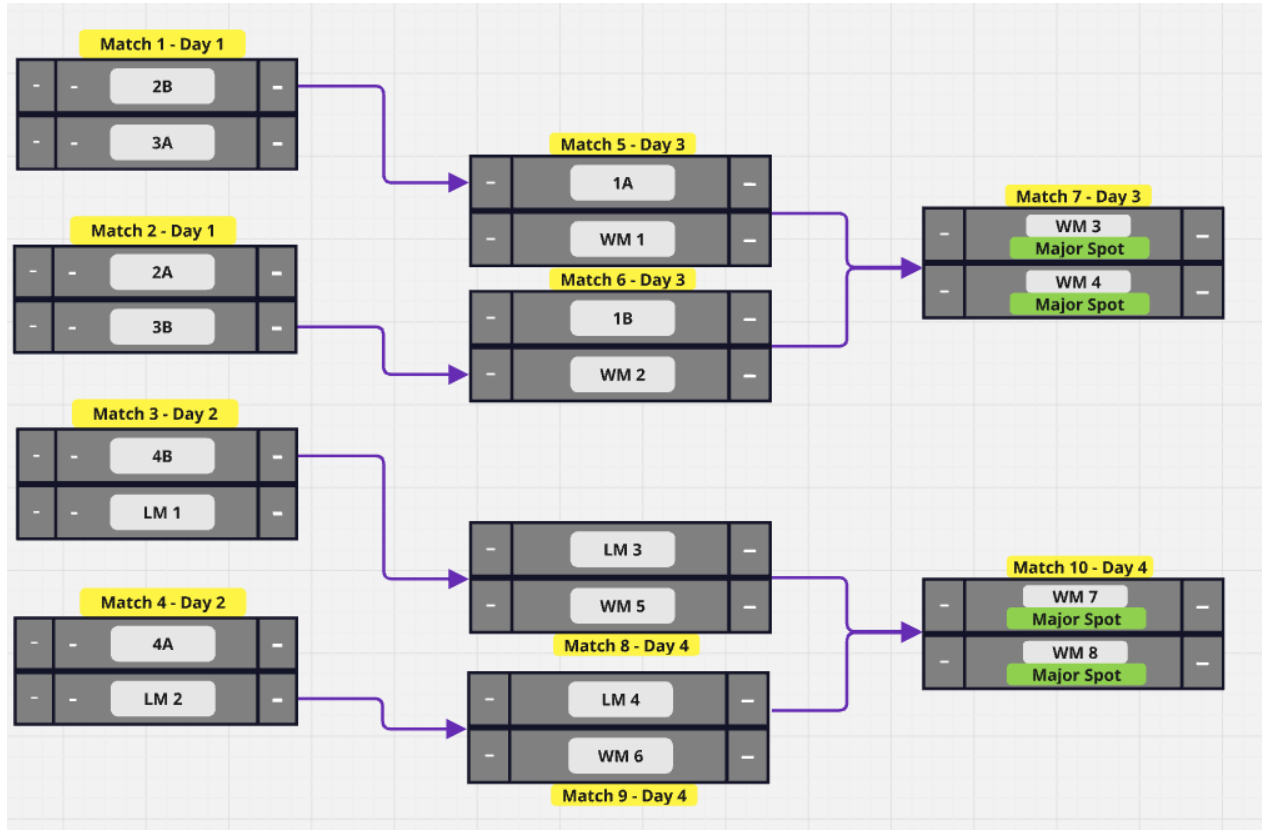
In total, 8 Teams will move to the Playoffs from the Group Phase and seeded in accordance with the Section 2.2.1.2. below, while the 5th place Team in each group will be eliminated.

EML Kickoff Group Stage will be played according to the schedule posted on R6esports website, unless stated otherwise by the Tournament Organizer. Match and Check-in times for Teams will

be communicated by Tournament Officials in due time.

2.2.1.2. Kickoff Playoffs Format

The EML Kickoff Playoffs for the Kickoff will be played under a modified best of three GSL double elimination format, with each Team seeded into the Kickoff Playoffs based on points accrued during the Group Phase of the Kickoff as follows:



EML Playoffs matches for the Kickoff will be played according to the schedule posted on R6esports website, unless stated otherwise by the Tournament Organizer. Match and Check-in times for Teams will be communicated by Tournament Officials in due time.

2.2.2 EML Stage 1 and Stage 2

Each EML Stage consists of two phases, the EML Group Phase and the EML Playoffs.

2.2.2.1 Stages Group Phase Format

The EML Group Phase for each Stage will be played under a Single Round Robin Best of 1 format.

At the conclusion of every EML Group Stage match, points will be awarded to Teams based on the outcome of the match as follows:

| Standing* | Points |
|---------------------|--------|
| Non-Overtime Winner | +3 |
| Overtime Winner | +2 |
| Overtime Loser | +1 |
| Non-Overtime Loser | 0 |

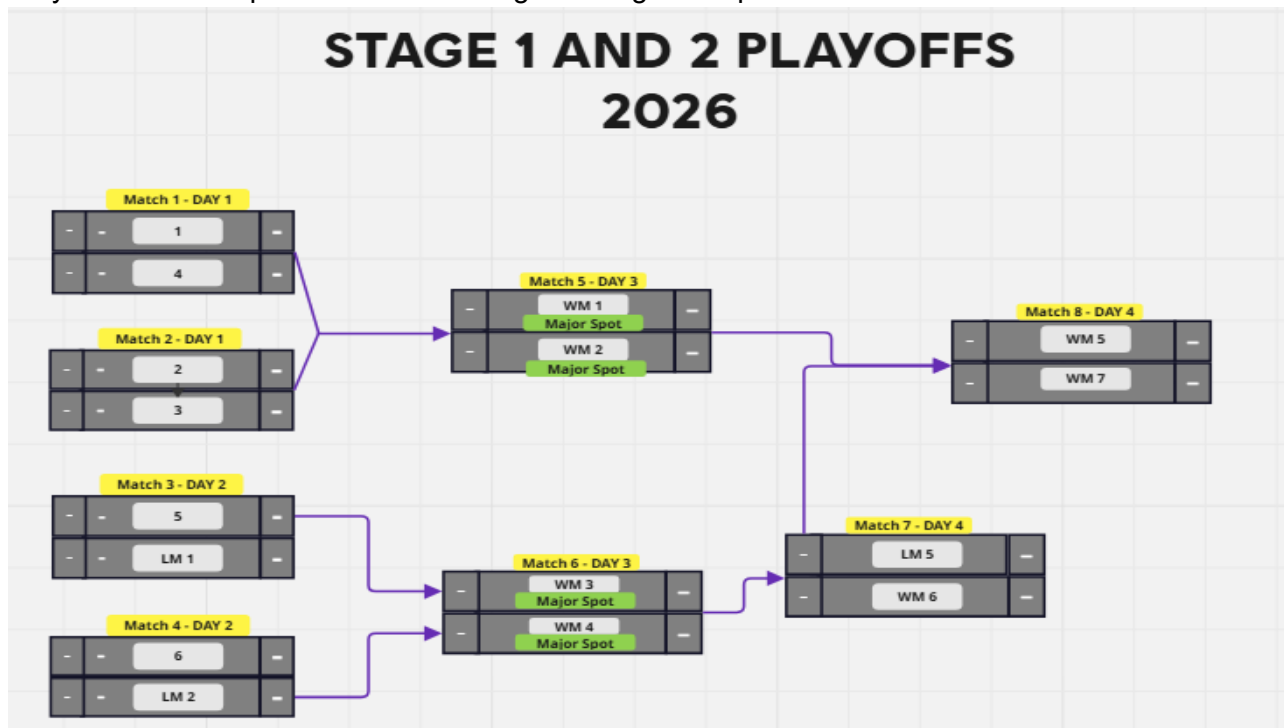
*One map will consist of 12 rounds. The first team to reach 7 rounds won is considered the Winner of the match. If both teams win 6 rounds, resulting in a score of 6-6, overtime consisting of 3 rounds will begin. The first team to win 2 rounds of overtime is considered the Overtime Winner. The other team is considered the Overtime Loser.

In total, 6 Teams will move to the Playoffs from the Group Phase and seeded in accordance with the Section 2.2.2.2. below, while the Teams ranking from 7th to 10th place will be eliminated.

EML Group Stage will be played according to the schedule posted on R6esports website, unless stated otherwise by the Tournament Organizer. Match and Check-in times for Teams will be communicated by Tournament Officials in due time.

2.2.2.2 Stage Playoffs Format

The EML Playoffs for each Stage will be played under a modified best of three GSL double elimination format, with Grand Finals played as best of five, with each Team seeded into the Stage Playoffs based on points accrued during the Stage Group Phase as follows:



EML Playoffs matches for each will be played according to the schedule posted on R6esports

website, unless stated otherwise by the Tournament Organizer. Match and Check-in times for Teams will be communicated by Tournament Officials in due time.

2.3. Qualification to BLAST R6 Global Competitions

Please refer to Section 2.3.1 of the BLAST R6 Global Rulebook for more details regarding qualification of Teams from EML to the BLAST R6 Majors, EWC and the Six Invitational 2027.

2.4. Prize Pool & SI Points Rewards

2.4.1 Prize Pool

Total Prizing for EML is US\$325,000 split as follows:

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9-10 | TOTAL |
|--------------------|----------|----------|----------|----------|----------|----------|----------|---------|---------|-----------|
| EML Kickoff | \$12,000 | \$8,000 | \$5,500 | \$4,500 | \$3,250 | \$3,250 | \$2,250 | \$2,250 | \$2,000 | \$45,000 |
| EML Stage 1 | \$25,000 | \$22,000 | \$19,000 | \$16,000 | \$13,000 | \$11,000 | \$10,000 | \$8,000 | \$8,000 | \$140,000 |
| EML Stage 2 | \$25,000 | \$22,000 | \$19,000 | \$16,000 | \$13,000 | \$11,000 | \$10,000 | \$8,000 | \$8,000 | \$140,000 |

2.4.2 SI Points

As further described in Section 2.4.1. of the BLAST R6 Global Rulebook, top league-points-earning Teams respectively from the EML Kickoff, EML Stage 1 and EML Stage 2 will be awarded the following SI Points:

| SI POINTS DISTRIBUTION | | | | | | | | | | | | | | | | |
|-------------------------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|-------------|-------------|----------------------------|----------------------------|----------------------------|----------------------------|--|
| RANKING | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th | 11th | 12th - 14th | 15th - 16th | 17th - 18th | 19th - 20th | |
| KICK OFF | 240 | 175 | 140 | 115 | 100 | 80 | 60 | 40 | 20 | 0 | | | | | | |
| MAY MAJOR | 1500 | 1200 | 1050 | 1050 | 900 | 900 | 900 | 900 | 650 | 650 | 650 | 500 | 350 | 300 | 250 | |
| STAGE 01 | 420 | 300 | 250 | 200 | 175 | 140 | 100 | 70 | 35 | 0 | | | | | | |
| STAGE 02 | 420 | 300 | 250 | 200 | 175 | 140 | 100 | 70 | 35 | 0 | | | | | | |
| NOVEMBER MAJOR | 1500 | 1200 | 1050 | 1050 | 900 | 900 | 900 | 900 | 650 | 650 | 650 | 500 | 350 | 300 | 250 | |

2.5 Tiebreaker

If two or more Teams have accrued the same number of points at the conclusion of the Kickoff, 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 it.

3. Communication between Teams and Tournament Officials

3.1. Registration of a Point of Contact

In addition to the Team Data indicated in Section 4.9 of the BLAST R6 Global Rulebook, Players, Coach and License Holders (if applicable) shall provide to the Tournament Organizer their email address, mobile number and Discord ID in order to facilitate communication between the Tournament Organizer and the Teams participating in the EML.

Each Team shall clearly identify to the Tournament Organizer the identity of the Point of Contact and License Holder for their Team.

3.2. Method of Communication

3.2.1. Email

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

3.2.2. Discord

Each Team License Holder and Point of Contact will be required to join the EML Discord server using the link provided by Tournament Officials. This Discord server will be the secondary contact forum for all general updates and questions pertaining to EML, including for any matter related to the presence and usage of bugs and glitches on the game.

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

3.2.3. Language of communication

All communications, written and spoken, will be in English

3.2.4. EML Tournament Organizer Contacts

- Ubisoft EML Regional Esports Management Email: esportops@ubisoft.com
- BLAST EML Tournament Organizer Email: rainbowsix@blast.tv
- EML Player Transfers Email: rainbowsix@blast.tv
- BLAST MOSS Review Team Email: br6_leagueops@blast.tv

4. EML Team Composition Requirements

4.1. Player and Team Staff Eligibility

Players and Team Staff will be eligible and remain eligible to compete in EML with their Team as long as they agree to be bound to and abide by the Rules, and in particular comply with the eligibility requirements set forth in Section 3.3 of the BLAST R6 Global Rulebook.

4.2. Additional Residency Requirement

All Players and Coach of Teams part of the EML must have their place of residence in the EML Region (as defined in Section 2.1 of the BLAST R6 Global Rulebook). As set forth in Section 3.3.6 of the BLAST R6 Global Rulebook, the Tournament Organizers may request at any time any supporting document substantiating the compliance of Players and Coach with this residency requirement. Failure to provide a requested proof of residence may result in Sanction(s).

4.3. Player and Coach Transfer restrictions

Teams participating in the EML are subject to Rules applicable to Teams with a License under the Blast R6 Global Rulebook, including but not limited to rules related to Player and/or Coach transfer restrictions (Section 4.6. of the BLAST R6 Global Rulebook).

5. EML Competition Administration & Match Processes

The Competition Administration & Match Process regulates how matches are played in EML. These are the standard procedures and may evolve or change at the direction of the Tournament Organizer based on the needs of EML. Unless otherwise directed, all Teams will adhere to the following processes.

5.1. General Processes

5.1.1. Promotional Activities

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 and Post-Match Interviews, as well as additional content surrounding the EML.

Failure by a Player, Coach or Team to participate or attend in reasonable Promotional/Media Activities will result in a fine applied to the team through a prize pool deduction of 5% Prize Winnings per Promotional Activity missed by an individual player up to a maximum limit of 20%.

In addition, all Players and Team Staff participating in the EML must provide headshots if required on request and by doing so consent to use of imagery in social media, video content and on broadcast as per Section 8.4 of the BLAST R6 Global Rulebook. All teams must provide a suitable logo for broadcast, video content and in social media coverage, which does not use any copyright or offensive imagery.

5.1.2. Player Camera Obligations

Teams, Players and Coaches are required to fulfill Media Activities as laid out in the Global Rulebook. These activities include display of a Player/Team Camera during matches.

Failure by a Player, Coach or Team to participate or provide Player/Team Camera POVs will result in an initial warning, followed by a fine applied to the team through a prize pool deduction of 5% Prize Winnings per Promotional Activity missed by an individual player per instance.

5.1.3. Monitoring of Teams Communication

The Tournament Organizer will provide TeamSpeak servers for all Teams to use as the required voice communication system during matches. If deemed necessary, the Tournament 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 Tournament Organizer are prohibited. Communications will be monitored by the Tournament Organizer during matches and may be recorded, all or in part, for administrative or marketing purposes.

Any and all unauthorized communications with a Team during a match are strictly prohibited.

5.1.4. Mid-Match Communications

Aside from the Tournament Organizer, only the Coach may communicate with the Team during a match.

The Coach may communicate with the Team until the Tournament 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 at following times during a Match:

- For the duration of the break between the end of one map until the start of the next map; and
- During Tactical Pauses; and
- During the operator ban phase before the start of round 1 and before the start of round 7 (but not during the operator ban phase at the start of round 7 or round 10, or during any automated ban phase during overtime), as set forth in Section 5.1.3.3. of the BLAST R6 Global Rulebook.

5.1.5. Other form of communication

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.

5.2. Online Processes

5.2.1. Match Process

Prior to all matches, the Tournament Organizer will establish a match channel in the EML 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 Tournament Officials, at all times.

On a match day, all Teams will connect and check-in with a Tournament Official 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 Tournament Organizer.

At check-in, the Tournament Officials 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 Tournament Officials, invite both Teams into the lobby. The Tournament Officials will coordinate with the Observer to start the match when both the Teams and Production and Broadcasting Staff are prepared.

After the last game of the match, the Tournament Officials 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 Tournament Officials has confirmed they are allowed to do so.

5.2.2. Match Connection

All Teams, Players and Coach are responsible for their own hardware, network and internet connections and technical equipment to participate to 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 bans.

A match will not be rescheduled due to technical problems or missing players. Should a team not be able to compete with the roster registered for the tournament, the match will be considered a forfeit and the win will be awarded to the opponent team.

5.2.3. Maximum Latency

The maximum latency is 120ms. If a player repeatedly exceeds this limit, a rehost must first take place before a match protest may be opened. If a protest is opened, the match will be interrupted and, if the problem is not solved, must be played to the end with the remaining players. For a protest to be valid, at least 3 screenshots over the period of 2 rounds must be submitted showing the latency violation.

5.2.4. Server Location

The default Server Location for EML is EU Central by default.

Teams may petition the admin to change the server location. Both teams must agree on the location of the new server.

5.2.5. Game version for online play

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

5.2.6. Anti-Cheat Software MOSS

5.2.6.1. MOSS description

The following applications are required for participation in EML online matches: Monitor System Status (MOSS) (downloadable here: [MOSS Download](#)).

Any activity that restricts, prohibits or alters the use of the aforementioned software is expressly forbidden.

5.2.6.2. Process for uploading MOSS File

At the end of a match played online, all Players must submit their individual MOSS files to the Tournament Organizer via a provided method from the Tournament Organizer. 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.

5.2.6.3. Incomplete or altered MOSS Files

If a MOSS file does not contain all the necessary contents for completeness, it is considered invalid and will not be evaluated. A complete MOSS file includes the following files:

- Correct parameters: Rainbow Six Siege
- Screenshots of all connected and listed screens
- Logfile.log

A submitted moss file may not contain more than 30% of black images. Otherwise, the MOSS file is considered invalid and will not be evaluated. So-called "black images" are considered "black images" as soon as at least one screen of the screenshot is black.

If a demonstrably edited or invalid MOSS file is submitted, it will not be scored and will be deemed not to have been submitted.

5.2.6.4. Unreliability of MOSS

If a crash occurs in MOSS during a round, the opponent must be informed immediately. The round must then be interrupted and is repeated from the moment of the crash. If the crash is only noticed after more than two rounds, the round is repeated from the current round and the opposing team wins the skipped rounds. Tournament Officials must be notified through official channels if issues relating to MOSS occur.

5.2.6.5. MOSS file Data Collection and Privacy Compliance

MOSS files and any Personal Data collected from players, including in-game screenshots and log files, will be handled in compliance with applicable data protection laws in the Region. The following terms apply in conjunction with Section 8.3 of the BLAST R6 Global Rulebook:

- Consent: Players must provide explicit, informed consent for the collection, storage, and processing of MOSS files and their personal data contained in it. By accepting this EML Rulebook and participating in EML, players agree to the use of their data as described in this and Section 8.3 of the BLAST R6 Global Rulebook.
- Purpose Limitation: The data collected will be used solely for tournament-related purposes, including ensuring tournament integrity, anti-cheat enforcement, and match integrity reviews. The data will not be used for any commercial purposes or shared beyond those required to uphold tournament operations.
- Access to Data: Only UBISOFT/BLAST and the Tournament Officials of the Tournament Organizer will have access to MOSS files and player information contained in it. These parties will handle the data securely and in accordance with applicable data protection law and regulations.
- Data Minimization: Only the data necessary for ensuring fair play and compliance with the Rules will be collected. Unnecessary or excessive data will not be processed or stored.
- Access and Deletion Rights: Players have the right to access any personal data collected about them and may request its deletion after the conclusion of the tournament, in line with applicable data protection laws and regulations. Requests for data access or deletion can

be made by contacting br6_data@blast.tv.

- **Data Retention:** MOSS files and personal data contained in it will be stored only for the duration required to ensure tournament integrity and anti-cheat compliance. Once no longer needed, the data will be securely deleted, in accordance with "storage limitation" principle set forth by applicable law and regulations.
- **Point of Contact:** Players may contact br6_data@blast.tv or UBISOFT's Data Protection Officer for any concerns related to their data rights or the processing of their personal information, as outlined in the Ubisoft Privacy Policy.

5.3. LAN Match Process

5.3.1. Match Start Times

The Organizer may amend and/or re-order the previously communicated Match start time at its discretion. Teams shall adhere at all times to the time specified by the Tournament Organizer to attend their scheduled Matches.

Unless communicated otherwise, all Matches will be using an accelerated schedule meaning that Teams' call time may be earlier than scheduled and communicated to Teams.

If a Team does not attend a given Match at the starting time communicated by the Tournament Organizer, meaning that one (1) or more of its Players are not in the Game Lobby ready to begin the Match at the starting time communicated by the Tournament Organizer, then the following Sanction(s) may be issued by the Organizer:

- Five (5) minutes late: Warning
- Ten (10) minutes late: Tactical Time-out Removal
- Fifteen (15) minutes late: US\$5,000 Fine
- Twenty (20) minutes late: US\$7,500 Fine
- Thirty (30) minutes late: Match Forfeit

Any of the aforementioned fines will be applied as per Section 6.1 of the BLAST R6 Global Rulebook.

5.3.2. Pre-Match availability

All Players must be ready to play at least forty-five (45) minutes before the scheduled Match time of their Team. Matches are scheduled to be played back-to-back. Teams will be informed if and when a Match is expected to finish early, leading to an adjustment of the schedule for the day and leading to their next Match likely to have to be played earlier than initially scheduled.

The Map Selection Process must commence once the previous Match-up starts or at least one (1) hour before the scheduled start time. At one (1) hour before the scheduled Match starting time, Tournament Officials will confirm the eligibility of each Team's Roster. Both Teams must complete the Map Selection Process up to forty-five (45) minutes before the scheduled Match.

Players must be ready in the Game Lobby at least ten (10) minutes before the Match starting time.

5.3.3. Match availability

Players and their Coach must remain at all time within the Competition Area during their Match unless specifically approved to leave by Tournament Officials. This includes during Tactical Pauses and Technical Timeouts.

Teams must wear provided Noise-Canceling hardware at all times until the Map or Match has concluded, unless otherwise approved by Tournament Officials.

5.3.4. Post Map Break

When teams are expected to play two or more maps consecutively, they will be given a 5-minute break between the end of the previous Map and the beginning of the next Map. If teams do not return by the time 5 minutes have passed, they may be issued a penalty determined at the Tournament Organizer's discretion.

5.3.5. Technical Equipment restrictions in Match Area

The Tournament Organizer will provide computers, monitors and noise canceling headsets with a microphone for use during EML tournaments that are played LAN.

Besides the aforementioned equipment provided by Tournament Officials, Players will be required to bring any other equipment needed for them to compete in EML tournaments that are played LAN, and in particular:

- Keyboard, Mouse,
- Mousepad,
- In-Ear headphones with long enough cables

PS2 to USB adapters are not permitted in the tournament.

All Player's equipment is subject to inspection and approval by Tournament Officials. The Tournament Organizer reserves the right to deny and issue Sanction(s) in case it is determined that any equipment and/or device brought to EML LAN tournaments provide an unfair competitive advantage to its user.

Participants may use their own external sound card if 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.

In a further clarification to the technical equipment restrictions set forth in Section 5.5.2 of the BLAST R6 Global Rulebook, 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.

5.4. 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.

5.4.1. Technical Pause

The process set forth in Section 5.1.6.1 of the Global Rulebook shall apply for Technical Pauses in EML.

5.4.2. Rehost

5.4.2.1. Conditions for Rehost

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; orAt any time during the Action phase:<ul style="list-style-type: none">In case of Player Observer-related issues; and/orPlayer is unable to control or move the OperatorGame 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.

5.4.2.2. Requesting a Rehost

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 Tournament Official:

- If confirmed, Tournament Officials will contact the Observer to drop and rehost the game.
- If not confirmed, Tournament Officials 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.

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.

5.4.2.3. Re-host continuation

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.

5.5. Support Request:

Support requests are indirect or non-match related requests, which concern purely informative, administrative, or organisational concerns of the Teams towards the tournament management. A support request can be submitted via the support ticket system integrated on the EML Discord server. Support requests that are not submitted via the ticket system are invalid and cannot be used as a reference. This rule also includes personal or “direct” messages to Tournament Officials.

5.6. Match Protests

If a Team considers that the opponent Team is committing a Rule violation during the Match which has not been addressed by Tournament Officials, then the Team claiming that such breach of Rule occurred shall notify such breach of Rules to Tournament Officials at the end of Map being played. Team and its Players are not permitted to interrupt the flow of the Match to notify a breach of the Rules and may be themselves exposed to Sanction(s) if doing so.

6. Game Rules for EML

6.1. Banned Operators or other 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.

The following Operators are banned from competitive play in EML: None

6.2. 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 terms include, but not limited to, exploit, glitch, bug, gimmick, and hack. At times, unintended mechanics may create an unfavourable result for a Player or Team.

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 Section 5.1.3.6 of the BLAST R6 Global Rulebook.

A non-exhaustive list of known unintended mechanics that have been approved or banned for use in BLAST R6, together with the process for Teams to escalate to Tournament Officials any usage of bug or in-game exploits not included in the list, may be found in Section 5.1.3.6 of the

BLAST R6 Global Rulebook. Any Team or Player shall also report issues for review and consideration on [R6FIX](#).

As the list of unknown or non-addressed unintended mechanics increases past this list, the Tournament 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 the Tournament Organizer approval before implementing their use, understanding that there is time needed to review and provide feedback on such items. The Tournament Organizer will determine if the use of unintended mechanics influences the outcome of a match and award or penalize activities accordingly.

6.3. 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 and subject any Player using such hardware or software to Sanction(s). The same applies to actions that give a player or team an advantage in any way. This applies in particular to the exploitation of bugs and glitches.

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

7. Prize Payment

7.1. Prize Payment Process

Within fourteen (14) calendar days after the completion of a Designated Payment Activity (DPA), the Tournament Organizer will email the Team requesting an invoice for outstanding prize payment money earned by their Team.

Teams will reply to the Tournament 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
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- Routing Number
- Beneficiary Address
- Bank Name
- Current Regional League
- League Placement

Upon receipt of a validated invoice by the Tournament Organizer, the payment will be processed as follows:

- Term of payment: Net 90
- Method of payment: Wire transfer

7.2. Designated Payment Activity

For EML, there are three (03) 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 competitions of EML set forth in Section 2.

DPA Standard Schedule:

- **Kickoff:** upon the complete of the Kickoff on April 17th
- **Stage 1:** upon the completion of Stage 1 on July 14th
- **Stage 2:** upon the completion of Stage 2 on October 13th (TBC)

8. Other applicable Rules:

Please see the following Sections of the [BLAST R6 Global Rulebook](#) for important information regarding other operational aspects of EML:

- **Player and/or Coach transfers for Teams with a License** (Section 4.6)
 - **Player Substitution** (Section 4.8)
 - **Match Settings** (Section 5.1.2)
 - **Map Pool** (Section 5.1.3.1)
 - **Map Bans** (Section 5.1.3.2)
 - **Operator Ban System** (Section 5.1.3.3)
 - **Operator, gadgets, equipment or attachments permitted** (Section 5.1.3.4.)
 - **Cosmetics** (Section 5.1.3.5)
 - **Usage of bugs or in-game exploits** (Section 5.1.3.6)
 - **Tactical Timeouts** (Section 5.1.4)
 - **Technical Pause** (Section 5.1.6.1)
 - **Good sportsmanship Rules** (Section 5.2)
 - **Tie breaker rules** (Section 5.4)
 - **Promotional activities obligations and LAN restrictions** (Section 5.5).
 - **Sanction(s) & Penalties** (Section 6)
 - **Prize Pool Payment Process** (Section 7)
 - **Confidentiality (Section 8.2)**
 - **Sponsorships & Product Placements restrictions** (Section 8.6)
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