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II. Introduction

All players are expected to understand and follow the rules outlined in this document and those inherited. In the event of a disagreement or discrepancy in the rules, tournament officials will make the final ruling on a case-by-case basis.

1. Rule Inheritance

a. These rules are inherited from the 2025 BLAST R6 Global Rulebook
b. The rules outlined in this document are additions, enhancements, or modifications to rules outlined above.

2. Rule Modifications

a. Rules may be changed leading up to the event at the discretion of appointed tournament officials and/or Nerd Street. Players are responsible for keeping up-to-date with the latest rules.
b. In the event a rule modification needs to occur after matches have begun, players will be notified during the event by tournament admins to the best of their ability.

3. Cosmetics

Teams are responsible for making sure that all players are using allowed cosmetics.
Teams will receive one warning for failure to follow cosmetic guidelines. Following instances will result in a round loss.

a. Players can only use the battle dress uniforms and headgears listed below. All other battle dress uniforms and headgear are banned from use in competitive play:
● Operator's default skins
● Pro R6Share teams branded cosmetics
● Six Major branded cosmetics
● Esports Programs cosmetics
b. All weapon skins, weapon charms, and operator background cards are allowed.
c. Drone skins and operator gadget skins are all not allowed. Players can Only use the default drone and default operator gadget

4. Team and Player Names

In the desire to keep demo content and broadcasts respectful, players or teams may be required to change their in-game name if it is found offensive or inappropriate.

a. Players are responsible for changing their name before tournament start
b. No special accommodations will be made on player's behalf
c. Players must keep the same name throughout the tournament unless given approval beforehand.

5. Game Client

a. During the event, no third-party clients are to be used unless otherwise instructed by tournament officials (ESL/MOSS).

6. Spawn Killing

a. Spawn killing results in a kill of an attacker during the first 2 seconds of the action phase is not allowed. Doing so will result in a round loss for the defending team.

7. Account Eligibility

a. No outstanding bans
b. No account sharing
c. All players are required to use their main account so as not to hide their Identity

8. Prohibited Programs

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.
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. Be sure that everyone uninstalls prohibited programs prior to matches starting:

a. TeamViewer
b. Parsec
c. RemotePC
d. LogMeIn
e. Remote Desktop Manager

f. Chrome Remote Desktop
g. Windows VPN
h. NordVPN
i. ProtonVPN
j. OpenVPN
k. Tor Network

9. Approved Unintended Mechanics

a. Using equipment or defusing a bomb through a destructible surface
b. Destroying a hatch with the bomb defuser on it to cause it to fall and deactivate (resulting in a win for the defending team)
c. Smoking through walls
d. Hibana's pellets, Ace's SELMA charges, and Thermite's exothermic charges can be placed anywhere
e. Any bugs found during matches that are reported to admins can be used to deduct points at the admin's discretion, depending on how game-breaking and round-impacting it was

10. Banned Unintended Mechanics

a. Any position that Players can get their operator, drones, or gadgets to, and out of, by passing through any object, wall, or surface, resulting in the operator, drone, or gadget not being seen as they normally should.
b. Any position that Players can get their operator, drone,s or gadgets to, and out of, only through the help of one or multiple of their teammates clustering around them (through 3D models collisions)
c. 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.
d. Standing on a window ledge undetected
e. Blocking window vaulting with a destructible shield
f. Shooting through what is intended to be non-destructible items, including walls, floors, ceilings, and other objects or surfaces.
g. Placing any equipment or gadget in a place where it cannot be destroyed
h. Vaulting on ledges and proning to reach normally inaccessible spots
i. Vaulting onto skylight windows

III. Match Settings and Scheduling

1. Schedule

a. At no point will changes be made to the match schedule to accommodate player schedules, lack of punctuality, or a lack of preparedness.
b. Players are expected to be in their seats, ready to play at the scheduled match time.
c. No match reschedules are allowed
d. During a series, players will be given a five-minute break between maps.

2. Game Ready

It is critical that all scheduled matches are started promptly in order for the event to be completed on time. Teams must be present 60 minutes before their scheduled match time.

a. Teams that fail to start their match within 15 minutes of their scheduled match time will forfeit the map.
b. In a Best of 3, if a team forfeits their first map, the 2nd map must start within 30 minutes of the scheduled start time before a series forfeit is applied.
c. All game and series forfeits are final and will not be overturned.

3. Absent Players and Substitutions

a. Teams must have five eligible players to start a map. Failure to produce five players within fifteen minutes of the scheduled match time will result in a forfeit of the map.
b. Teams are allowed two (2) subs on their roster. Subs can only be used before a game starts.
c. Players who are found to be consistently disruptful to the flow of tournament play, causing delays, and/or hindering tournament progress will be subject to disqualification.

4. Timeouts

a. Tactical Timeout
● Each team may call up to one 45 second tactical timeout per map:
● The coach or team captain must signal to the admin to request

● Coaches may talk to the team during the timeout
b. Technical Timeout
● Each team is allowed one technical pause up to a maximum of 10 minutes.
● The technical issue must be communicated to an admin and to the opposing team.
● During a technical pause, players are not allowed to communicate about the match. The coach is not allowed to talk at all.
● Once 10 minutes have passed, the match will be resumed even if the technical issue has not been resolved.

5. Rehost

Each team can receive up to 1 rehost per map. Rehost rules are specified below, including the conditions in which they will be allowed.

a. Game, software, or hardware issue before the preparation phase starts
b. Player can't move - rehost in the first 30 seconds of the action phase, if no players have taken damage
c. Game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc) - rehost up to the first 30 seconds of the action phase, no damage taken by anyone

6. Server Selection

All matches must be hosted on Central US servers. Max ping allowed is 110ms
a. South Central US servers are the default backup server only if Central US servers are down.
b. In the event that Central and South Central US servers are both unavailable, server selection will be decided by the tournament admin.

7. Game settings

a. Banning
● Number of Bans: 4
● Ban Timer: 20
b. Rounds
● Number of Rounds: 12
● Attacker/Defender Role swap: 6
● Overtime Rounds: 3
● Overtime Score Difference: 2
● Overtime Role Change: 1
● Objective Rotation Parameter: 2
● Objective Type Rotation: Rounds Played

● Pick Phase Timer: 15
c. Health & Damage
● Operator HP: 100
● Friendly Fire Damage: 100
● Friendly Fire in Prep Phase: Off
● Reverse Friendly Fire: Off
● Injured: 20
d. Character Control
● Sprint: On
● Lean: On
e. Death
● Death Duration: 2
● Death Replay: Off
f. Tactical Timeout
● Requests Available per Team: 1
● Allow Requests From: Everyone
● Timeout Duration: 45
g. Bomb Parameters
● Plant Duration: 7
● Defuse Duration: 7
● Fuse Time: 45 seconds
● Defuse Carrier Selection: On
h. Phases
● Preparation Phase Duration: 45
● Action Phase Duration: 180

8. Map Picks and Bans
a. The competitive map pool for the event will be as follows:
● Bank
● Border
● Chalet
● Clubhouse
● Consulate
● Kafe
● Lair
● Nighthaven Labs
● Fortress

b. Best of 1:
● A coin toss will be done. Winner of the coin toss can choose between "Team A" or "Team B".

○ Team A bans map
○ Team B bans map

○ Team A bans map
○ Team B bans map
○ Team A bans map
○ Team B bans map
○ Team A bans map
○ Team B bans map
○ Remaining map is played map
○ Team A picks starting side on the map
○ Team B picks Overtime starting side

c. Best of 3
● A coin toss will be done. The winner of the coin toss can choose between "Team A" or "Team B". New coin toss to determine who gets "side selection" for the decider map.

○ Team A bans map
○ Team B bans map
○ Team A picks map 1
○ Team B picks starting side on map 1
○ Team B picks map 2
○ Team A picks starting side on map 2
○ Team A bans map
○ Team B bans map
○ Team A bans map
○ Team B bans map
○ Remaining map is played
○ New coin flip toss winner selects starting side

● Grand Finals; No coin toss to start (only for the decider side). "Side Selection" is given to the opposite team from the one that selected the Map. Coin toss to determine who gets "Side Selection" for the decider map.
○ Upper Bracket Team Picks Map 1
○ Lower Bracket Teams Bans Map
○ Upper Bracket Team Bans Map
○ Lower Bracket Team Picks Map 2
○Upper Bracket Team Picks Map 3
○ Lower Bracket Teams Bans Map
○ Upper Bracket Team Bans Map
○ Lower Bracket Team Picks Map 4
○ Decider Map
○ Coin flip toss winner selects decider starting side

IV. Settings and Configurations

1. Computer Configurations

a. In the event that the host supplies computers for players to use, said computers are provided as-is.

b. Players may change minimal configuration settings to meet desired tastes (mouse sensitivity, monitor resolution, monitor height, game resolution etc)

c. Any player found attempting to alter the system or hardware outside of user preferences (BIOS, Memory, Overclocking, Registry, etc.) is subject to disqualification without warning.

V. Prizes

The prize money will be given to each player individually unless arrangements are made otherwise.