



BLAST SLAM

RULEBOOK

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1. DEFINITIONS AND INTERPRETATION

- 1.1. The capitalised terms used in this Rulebook shall, unless otherwise specified herein, have the meanings set out in Appendix 1.
- 1.2. Any phrase introduced by the terms “including”, “include”, “in particular”, “for example” or any similar expression shall be construed as illustrative and shall not limit the sense of the words preceding those terms.
- 1.3. Words and expressions importing natural persons include any individual, body corporate, unincorporated body, government, government department, agency and any municipal, local, statutory or other authority.
- 1.4. Headings are for ease of reference only and do not affect the meaning of this Rulebook.
- 1.5. The singular includes the plural and vice versa, and words importing a gender includes other genders.
- 1.6. A reference to a clause, paragraph or schedule is a reference to a clause or paragraph of or schedule to this Rulebook and a reference to this Rulebook includes any schedules.
- 1.7. Unless specifically stated, each provision of the Rulebook applies equally to online events as LAN events.

2. THE RULEBOOK

- 2.1. Purpose: The Rulebook (which for the purposes hereof includes all schedules and appendices) is for the benefit of all Tournament stakeholders, including the Teams, the Participants, BLAST and Tournament Partners. The purpose of the Rulebook is to protect and maintain the integrity and competitive balance of the Tournament, and to set out the minimum standards to be expected of all Teams and Participants.
- 2.2. Acceptance of the Rulebook: The Rulebook shall apply to, and be binding upon, the Teams and all Participants. By participating in the Tournament, all Teams and Participants expressly and unconditionally agree to comply with, and be bound by, the Rulebook and the terms of the Team's TPA insofar as the same relates to the applicable Teams and Participants.
- 2.3. Amendments of the Rulebook: The Rulebook and any other rules or regulations imposed by BLAST in relation to the Tournament may be amended by BLAST from time to time and any such amendments shall be binding upon the Teams and Participants.
- 2.4. Application of the Rulebook: Subject to the ESIC Codes and the application thereof, Tournament Officials will always, to the extent permitted by the Rulebook and the situations presented, resolve any issues and conflicts in a fair, reasonable and proportionate way. If the Rulebook does not cover a specific incident or sequence of events, Tournament Officials reserve the right to rule as they see fit taking into account sportsmanship, integrity, the spirit of the Tournament and applying the principles of reasonableness and proportionality. If necessary, the Tournament Director may take a decision at his/her sole discretion.
- 2.5. Validity: If any provision of the Rulebook is deemed void or unenforceable in whole or in part, this shall not affect the validity of the remainder of the Rulebook. If a provision of the Rulebook is found to be void or unenforceable, the provision shall apply with the minimum modification

necessary to make it valid and enforceable.

- 2.6. Conflict: To the extent that there is a conflict between the terms of the Rulebook and any of the terms contained in the TPA, then save as set out herein at Clause 2.6 the terms of the TPA shall prevail. In respect of any appeals process to a Sanction imposed by BLAST pursuant to the terms of this Rulebook, the terms of Appendix 4: Penalty Points Clause 1 of this Rulebook shall prevail over the TPA.

3. TOURNAMENT OFFICIALS

- 3.1. Tournament Officials: BLAST shall notify the relevant Teams of the Tournament Officials appointed for each Match.
- 3.2. Responsibilities: The Tournament Officials are responsible for making decisions and judgement calls on Match play and Tournament related issues which take place immediately before, during and immediately following a Match. These responsibilities include, but are not limited to:
- 3.2.1. starting and closing the Match;
 - 3.2.2. monitoring the Playing Area;
 - 3.2.3. monitoring the Participants' behaviour;
 - 3.2.4. issuing appropriate in-Match Sanctions; and
 - 3.2.5. making decisions on Match related issues.
- 3.3. Independence: Tournament Officials shall, at all times, conduct themselves in an appropriate, professional and impartial manner, as befitting the Tournament and BLAST. For the avoidance of doubt, Tournament Officials shall show no prejudice towards any Team or Participant.
- 3.4. Decision Making: Subject to the application of the ESIC Codes (where applicable) and/or in certain limited circumstances the application of the terms of the TPA, the decisions made and Sanctions applied by Tournament Officials during a Match or otherwise during a Tournament Stage are final and binding on all Teams and Participants unless otherwise provided for herein. Only those decisions that are not Non-Appealable Decisions can be appealed, and the process for such appeal(s) is set out in Appendix 4: Penalty Points Clause 1.
- 3.5. Payments to Tournament Officials: Without limitation to the ESIC Codes, no Team, Participant, or any other person acting on their, or its behalf, shall make, or offer to make, any payment whatsoever to a Tournament Official, whether in cash or in kind, and whether by way of fee, allowance or reimbursement of expenses, except as may from time to time be approved or determined by BLAST.

4. TOURNAMENT FORMAT

- 4.1. Format: The rules and regulations governing all aspects of the Tournament's format and qualification mechanisms are set out in the Tournament Mechanics & Qualifications Regulations at Appendix 3.

5. BEHAVIOUR AND STANDARDS

- 5.1. Punctuality: Participants are expected to attend all Tournament commitments (including but not limited to team briefings, Matches, signing sessions, fan meets, pre-/post-match interviews and other PR responsibilities) at the specified time prior to their beginning. Delayed start of any such engagements may result in warnings and/or Sanctions including, in the case of a Match, default loss.
- 5.2. Respect: All Participants must comply with the Code of Conduct and are required to treat Tournament Officials, other Participants, BLAST staff, Tournament Partners, members of the press and fans with the utmost respect. This extends to all equipment and hardware provided by BLAST/the venue and any damage or breakage of the aforesaid items may lead to warnings and/or Sanctions.
- 5.3. Communication: Participants must use respectful language when communicating with Tournament Officials, other Players, Team Personnel, BLAST staff, Tournament Partners, members of the press and fans. Use of vulgar and/or inappropriate language may result in warnings and/or Sanctions.
- 5.4. Confidentiality: The Teams and Participants acknowledge that by participating in the Tournament they may have access to certain confidential information, including but not limited to Roster changes, Team news, results of Matches (which shall be considered confidential up until such time as such results are made publicly available by BLAST), information disclosed or covered at Tournament Council Meetings, communications regarding the Tournament disclosed to Teams and/or Participants in circumstances imparting confidence and correspondence between Participants and/or Tournament Officials. The Teams and Participants undertake to hold in confidence all confidential information, and not to disclose such information to third parties and to use such information only for the purposes of participating in the Tournament. In addition, the Teams and Participants acknowledge that in connection with the Tournament, they may have access to BLAST's and/or other third parties' (and/or their respective parents', subsidiaries', affiliates' and/or business partners') confidential information including, but not limited to, business and other non-public information. The Teams and Participants shall not disclose any such confidential information to any third party unless so authorised by BLAST (except as required by law).
- 5.5. Non-Disparagement: The Teams and Participants shall not at any time make any comments, statements or remarks by whatever means (including online) or engage in any conduct which damages or adversely impacts the goodwill, image, commercial interests or reputation of BLAST, the Tournament and/or any Tournament Partner or other Team and shall not engage in any conduct which brings the Tournament, the Team or the Participants into public disrepute or scandal.
- 5.6. Penalty Points: Where a Participant breaches this Rulebook and/or acts in a manner which BLAST reasonably determines to be detrimental to the integrity or public image of the Tournament, BLAST, any Team or Tournament Partner, BLAST may, in addition to the other Sanctions available to it (including but not limited to those in Appendix 4: Penalty Points Clause 1 below (which include financial penalties and fines) impose Penalty Points on that Participant in accordance with Appendix 4, which may result in a suspension from playing in BLAST Matches or Tournaments. Further details of the Penalty Points system are provided in Appendix 4: Penalty Points.

6. TEAM MATTERS & ROSTER

- 6.1. Team Name: Each Team will be referred to in the Tournament as they are commonly known and shall not include any title sponsor.
- 6.2. Team Kit & Sponsors: Unless advised otherwise by BLAST, Participants must wear Team Kits during all Matches, and during pre-match and post-match interviews organised by or for BLAST. Each Team shall provide to BLAST Team Kit details for the relevant, upcoming Tournament Stage. Teams and Participants may include sponsors' logos/marks on their clothing and peripherals, save that sponsors from the Blacklisted Categories are strictly prohibited. Furthermore:
 - 6.2.1. No non-Team branded jackets or coats may be worn on stage or in the Playing Area (including being stored on the back of chairs or under the table).
 - 6.2.2. Players and Team Coaches must wear full Team apparel on stage and in the Playing Area at all times.
 - 6.2.3. Players and Team Coaches must wear Team specific trousers (or dark long trousers) and proper shoes on stage and in the Playing Area at all times.
 - 6.2.4. If an item of clothing (such as headwear) is deemed to provide an unfair advantage, the Participant may be required to remove it.
 - 6.2.5. If a Team changes any of its sponsors during a season, BLAST shall be under no obligation to update or edit any content or other marketing or advertising materials in relation to the Team or the Team's involvement in the Tournament to take account of such sponsor change.
- 6.3. Third Party Online Matches: In exceptional circumstances, and subject to BLAST's prior approval on a case by case basis, Teams and Participants may participate in Third Party Online League Matches during the Tournament, provided that:
 - 6.3.1. Such Third Party Online League Matches do not conflict with the Teams and Participants' obligations towards the Tournament including but not limited to competing in Matches and media/press obligations; and
 - 6.3.2. Teams and Participants shall not, and shall procure that no third party tournament organisers shall not, schedule two BLAST Teams to play a Third Party Online League Match while such Teams are attending the Tournament. Attendance at the Tournament is considered from arrival day until departure day unless specified otherwise.
- 6.4. Broadcasting: Each Participant acknowledges and agrees that BLAST has the right to photograph, record, publish, broadcast, stream, disseminate, telecast, transmit, air, distribute, or otherwise exploit, in any manner whatsoever and in any and all media whether now known or hereinafter invented, all or any part of the Tournament and any services provided by, or image, representation or voice communications of, a Participant or a Team howsoever arising in respect of or connected to the Tournament (including but not limited to the products of such services).
- 6.5. Eligibility:
 - 6.5.1. The Team's roster shall consist of up to five (5) starting Players and a Coach. 2 Substitutes are allowed and Coaches may be used as an extra substitute if required.

6.5.2. A Team's roster must be submitted to BLAST at least fifteen (15) days prior to the applicable Tournament Stage (the "Submitted Roster"). BLAST shall have the right to impose Sanctions (including but not limited to financial sanctions) against any Team which does not submit their Submitted Roster within the deadlines above (or any Participant if a Participant causes a Team to miss the deadlines above). Only the Players included on the Submitted Roster are eligible to compete at the applicable Tournament Stage unless otherwise agreed by BLAST in advance. Further, in the event that:

6.5.2.1. Should a team make a change less than fifteen (15) days prior to the arrival day of that tournament the team may incur a fine based on the additional operational costs.

6.5.2.2. Should a team wish to make changes after Qualifying through Closed Qualifiers they may change up to two (2) players. If a team does not have a coach during Closed Qualifiers they will be allowed to submit a Coach for the Main Event.

6.5.2.3. BLAST Reserves the right to change the Roster submission date

6.5.2.4. A Player or Team Coach may not be included on a Submitted Roster (and therefore may not participate in the Tournament) if:

6.5.2.4.1. they are under the age of sixteen (16).

6.5.2.4.2. they are serving a ban imposed by BLAST and/or ESIC and/or any other applicable authority recognised by BLAST and/or ESIC;

6.5.2.4.3. they have been Valve Anti-Cheat (VAC) banned during the two (2) years prior to the first match date of the applicable Tournament Stage;

6.5.2.4.4. they have a direct or indirect financial interest (whether through the holding of shares or otherwise) in any other professional esports team (excluding the Team they represent) participating in any BLAST Slam event.

6.5.3. BLAST does not place any restrictions on teams entering qualifiers run by 3rd parties.

In order for teams that win a 3rd party qualifier to accept the invite to the BLAST tournament then the team will need to have one of the following in place;

6.5.3.1.1. An organisation representing the players that BLAST can contract with and pay, which is registered in a jurisdiction where international transfers can be processed without restrictions.

6.5.3.1.2. A team leader or team representative who can represent the team that BLAST can contract with and pay in a jurisdiction where international bank transfers can be processed without restrictions. If within 180 day post event an international bank where transfers can be processed without restrictions hasn't been provided by the team then the team will forfeit any prize money & team payments it earned from competing in the event

6.5.4. By participating in the Tournament, all Participants warrant and represent that they

are eligible to do so in accordance with the Rulebook and the TPA (and any other rules or regulations connected thereto).

- 6.6. Team Coach: A Team may submit one (1) Team Coach who is eligible to stand behind and communicate with the Players in the Playing Area during the Draft Phase, as soon as the Draft Phase has ended the coach must leave the playing area.
- 6.7. Emergency Replacements: In some cases it may be necessary for a Team to apply for an emergency replacement after the submission of the Submitted Roster due to issues such as but not limited to illness, injury, travel disruption or unexpected events. Any Emergency Substitution request based on illness or injury must be accompanied by a doctor's note. Replacements cannot be a Participant who is active on another pro roster which is participating in the Tournament. The acceptance or rejection of an emergency replacement will be decided by BLAST on a case by case basis in its sole discretion.

7. TEAM REPLACEMENT

- 7.1. In the case of a team not being able to field an eligible roster a replacement team will be invited at the discretion of BLAST

8. SCHEDULING

- 8.1. Match Schedule: BLAST shall use reasonable endeavours to provide the Match Schedule to all Teams at least one (1) week prior to the applicable Tournament Stage. BLAST shall have the absolute right to amend and/or re-order the Match Schedule at any time.
- 8.2. Match Start Times:
 - 8.2.1. As set out in the Appendix 3: Tournament Mechanics & Qualifications Regulations, and notwithstanding any other provisions of the Rulebook, BLAST has the absolute right to amend and/or re-order the Match start time listed on the Match Schedule.
 - 8.2.2. A Match start must, so far as possible, adhere to the time specified in the Match Schedule. In the event that the Match start time has been rearranged, the new Match start time shall be published by BLAST. Should a Team require a delay of more than five (5) minutes, a request must be made to the Tournament Operations Manager.
- 8.3. Duration of Matches: the form, format and duration of Matches are set out in the Tournament Mechanics & Qualifications Regulations at Appendix 3.
- 8.4. Setup/Warm-up:
 - 8.4.1.1. In the case of a LAN match:
 - 8.4.1.1.1. Teams will be provided with at least thirty (30) minutes of setup and warm-up time prior to their first Match of each day. After the Team's first Match of each day there is no more set up/warm-up time allocated as Matches will follow on from each other in quick succession.
 - 8.4.1.1.2. Unless a Player or Team Coach is required for other official duties (such as an arena walk-in or interview) all Players and Team Coaches must be positioned at their desk and Match Ready to play at least ten

(10) minutes prior to the start of each Match.

8.4.1.2. In the case of an Online match:

8.4.1.2.1. Players are required to test their game, equipment, internet connection and webcam thirty (30) minutes before their match. When the Draft Phase of the previous Match ends a Tournament Official will remind the Teams to warm up and test their game, equipment, internet connection and Teamspeak. If any Team has any issue(s) related to the game, equipment or internet connection, they must report the issue(s) a minimum of fifteen (15) minutes before the official start time of the Match to a Tournament Official. After this time period if no issue(s) have been raised to a Tournament Official BLAST will consider the Players game and internet connection ready for the Match.

8.4.1.2.1.1. A Tournament Official will inform the teams on discord when they need to start testing their game, equipment, internet connection and team speak.

8.4.1.2.2. Players and Team Coaches are required to be Match Ready a minimum of ten (10) minutes before the official start time of the Match. For the purposes of this Rulebook, "Match Ready" means all Players have joined the game lobby, TeamSpeak server (unmuted) and with player cameras turned on in the correct software.

8.5. Abandoned Matches: If the Tournament Operations Manager deems it necessary to abandon a Match for any reason then, irrespective of the status of the Match, the result and score of that Match may be determined by the Tournament Operations Manager, in their absolute discretion. The Tournament Operations Manager may also order the Match to be replayed, in which case the Match will take place on a date, and with a start time, determined by BLAST.

8.6. Late Arrival or Failure to Arrive: BLAST takes breaches of Match scheduling very seriously. In the case of a Late Show or a No Show, BLAST is, therefore, entitled to impose Sanctions on any offending Team (who are vicariously liable for the actions of Participants hereunder) and/or Participant, which will take immediate effect. Furthermore:

8.6.1. Except in the case of a Force Majeure, a Team will be deemed to have committed a "Late Show" if, after five (5) minutes before the scheduled Match start time, all five (5) starting Players are not present at the Playing Area and/or is not present in the Lobby and Match Ready

8.6.2. Sanctions may be imposed on Participants and/or Teams at the discretion of BLAST and based on the length (in minutes) of the Late Show.

8.6.3. Draft Phase Penalty may be imposed on Participants and/or Teams at the discretion of BLAST and based on the length (in minutes) of the Late Show.

8.6.4. A Team will be deemed to have committed a "No Show" (and, subject to BLAST's discretion to rule otherwise, shall automatically forfeit the Match) if, after fifteen (15) minutes following the scheduled Match start time, all five (5) starting Players are not present at the Playing Area and/or is not present in the Lobby and Match Ready

8.7. Forfeit: A team is not allowed to forfeit a match for any reason. If a team decides to forfeit a match, the team will forfeit the rest of the tournament and any prize money and team earnings.

9. TECHNICAL SPECIFICATIONS

- 9.1. Technical Specifications: All matters relating to the Game's technical specifications are set out in the Technical Specifications & Regulations at Appendix 2.

10. PLAYING AREA

- 10.1. For the case of an LAN Match:

- 10.1.1. Access: Teams are allowed a total of eight (8) persons in the Playing Area during pre-match setup. From five (5) minutes prior to Match start, only the six (6) Participants in the Match (five Players and one Team Coach) are allowed in the Playing Area. After the Draft Phase has finished only the five (5) players are allowed in the Playing Area.

10.1.1.1. Tournament Officials may ask non-Participants (e.g. content staff) to leave the Playing Area from thirty (30) minutes prior to the Match starting. Any exceptions to this to be agreed with the Tournament Operations Manager.

10.1.1.2. Any Person(s) refusing to leave the Playing Area when instructed, will not be allowed to enter the Playing Area for a period time communicated by BLAST.

- 10.1.2. Documents: Team(s)/Player(s) may take physical documents such as paper, binders and notepads into the Playing Area for tactical purposes.

- 10.1.3. Food and Drink:

10.1.3.1. All food must be placed under the table and out of sight.

10.1.3.2. Only water or drinks provided by BLAST/Tournament Partners may be placed on the tables. If a Player(s) wishes to drink anything else they must obtain a bottle or cup from BLAST.

10.1.3.3. BLAST reserves the right to remove any food or drink from the Playing Area if it deems appropriate.

- 10.2. For the case of an Online Match:

- 10.2.1. Access: Teams are allowed a total of eight (8) persons in the Playing Area during pre-match setup. From five (5) minutes prior to Match start, only the six (6) Participants in the Match (five Players and one Team Coach) are allowed in the Playing Area. After the Draft Phase has finished only the five (5) players are allowed in the Playing Area.

- 10.2.2. Documents: Team(s)/Player(s) may take physical documents such as paper, binders and notepads into the Playing Area for tactical purposes.

- 10.2.3. Food and Drink:

10.2.3.1. All food must be placed out of sight.

10.2.3.2. Players must not have any branded drinks within the Playing Area and drinks should not be on display.

10.2.3.3. BLAST reserves the right to ask for the removal of any food or drink from the Playing Area if it deems appropriate.

10.2.4. Electronic and USB devices:

10.2.4.1. Other than gaming peripherals, no Participant may bring an electronic or USB device (including mobile phones, smart watches, tablets, pagers and laptops) into the Playing Area at any point during the Tournament, unless approved by the Tournament Operations Manager on a case by case basis.

10.2.4.2. If a Player requires a mobile phone to login to Steam then the Player may bring a mobile phone into the Playing Area solely for that purpose and the mobile phone must then be immediately handed to Tournament Officials.

10.2.5. Marketing: Save for official sponsors on Admitted Team clothing and peripherals, and/or as directed by BLAST, Admitted Teams and Participants shall not be permitted to have third party brands within view during an Online Match, and shall not promote or market (or seek to promote or market) any third party brands, including without limitation by directly or indirectly suggesting, or creating, a commercial connection or association between the third party (and its products, services or brand) and BLAST or the Tournament. Any exceptions to this to be agreed with the Tournament Operations Manager.

10.2.6. Cameras: BLAST reserves the right to require players to be on webcams for broadcast and/or tournament integrity reasons.

10.2.6.1. A Players webcam must show the players face clearly with space to see some of the environment behind the player and with no filters or effects applied.

11. DURING THE MATCH

11.1. Leaving the Playing Area: Players must not leave the Playing Area at any time during the five (5) minutes prior to or during a Match without the express permission of the Tournament Officials.

11.2. Abandoning a map: Players are not allowed to abandon a map. Only in circumstances where Tournament Officials have given permission is it allowed to leave a game.

11.3. Internet/Communication:

11.3.1. For the case of a LAN Match:

11.3.1.1. The Internet is limited to the players during a match. Five (5) Minutes before the Draft Phase, only Steam, Dota 2, Teamspeak and peripheral software is allowed to be running. Steam friends must also be set to offline and "Display Steam messages as whispers" under "Social" settings must be unchecked/disabled.

11.3.1.2. Players are not allowed to communicate with anyone but the players in their team during a match. The players can communicate with their coach during the Draft Phase but must end all communication as soon as the strategy phase ends and the game loads into the map.

11.3.2. For the case of an Online Match:

- 11.3.2.1. The Internet is limited to the players during a match. The players are not allowed to watch or listen to any live streams or gain any information during a match from any apps, programs, chats or outside sources other than their teammates involved in the match.
 - 11.3.2.2. Players are not allowed to communicate with anyone but the players in their team. The players can communicate with their coach during the Draft Phase but must end all communication as soon as the strategy phase ends and the game loads into the map.
- 11.4. Chat: Game related chat is permitted, for example asking the health points of an opponent or answering a question by the Tournament Officials. Players shall not advertise or seek to advertise any company, products, sponsors or services.
- 11.5. Line of Communication: During an online Tournament the official line of communication between Team(s) and Tournament Officials will be the BLAST Discord. Invites to said Discord will be sent one (1) week prior to the Match.
- 11.6. Technical Pause:
 - 11.6.1. Technical pauses may be called at any time and will come into effect immediately. The Player who has an issue must immediately notify a Tournament Official.
 - 11.6.2. Pauses can be called using the in-game pause function. The default key being F9.
 - 11.6.3. The misuse of a Technical Pause for a non-technical Issue will result in the game being un-paused.
 - 11.6.4. In case of an Online Match
 - 11.6.4.1. Teams are limited to ten (10) minutes total of technical pauses per Map.
 - 11.6.4.1.1. Teams are allowed to donate a portion of their technical time to their opponent during the match.
 - 11.6.4.2. If an issue cannot be resolved within the allotted ten (10) minutes, Team(s) can request additional time from the Tournament Operations Team. This additional time will be given at the discretion of the Tournament Operations Manager.
- 11.7. Match Interruptions:
 - 11.7.1. Any match interruption shall be immediately reported to the Tournament Operations Manager by the Team and any Participant also affected.
 - 11.7.2. All decisions made by the Tournament Operations Manager in respect of Match interruption are final and non-appealable.
- 11.8. Server Crashes: If a server crashes in the middle of a map where we are unable to reconnect to the server to resume the map, the following steps will take place:
 - 11.8.1. Attempt to load the gamestate save and continue the map if the gamestate save is considered a fair starting point by all parties.
 - 11.8.2. A remake of the map with the same coinflip result but a new Draft Phase.
- 11.9. Accidental Hero Pick Post Draft Phase: If a player accidentally picks the wrong hero during the post Draft Phase hero selection the player must commit to their hero selection.

- 11.10. Scripts: All scripts and macros are prohibited. If a Player is unsure on the validity of a script, they should contact the Tournament Officials before usage.
- 11.11. Custom Data: Players shall not use any form of custom game file that may be used to manipulate any portion of the game or computer.
- 11.12. Unfair Advantage/Cheating: Without in any way limiting the terms of the Code of Conduct or the powers of ESIC, trying to gain any unfair advance during a Match, cheating, or in any way bringing into question the authenticity and/or integrity of a Match or the Tournament (in whole or in part) is strictly prohibited hereunder and will be a punishable offence under Clause 14.3 (in addition to any investigations and/or sanction imposed by ESIC).
- 11.13. Bugs and Glitches:
- 11.13.1. Use of bugs or glitches is strictly prohibited and any use of the same will be punished depending on the severity of the case. A bug or glitch is defined by being able to do certain things that are not intended by the developer. A bug or glitch includes but is not limited to:
 - 11.13.1.1. moving through clipped areas where movement is not intended by the design of the Map or accessing parts of the map not intended by the developer ("Out of Bounds")
 - 11.13.1.2. gaining vision or information on the map by means not intended by the developer
 - 11.13.1.3. interacting with enemy items in ways not intended to gain information
 - 11.13.1.4. levelling abilities outside of usual means. i.e. levelling an ultimate ability before 6
 - 11.13.1.5. intentionally crashing the game server
 - 11.13.1.6. Gaining resources (Such as, but not limited to, Gold, Madstone, Health, Mana) due to a bug or in way not intended by the developer
- 11.14. Permitted bugs and/or glitches: If any Team/Player has a question regarding what they believe might be a permitted bug or glitch, they should ask the Tournament Officials.
- 11.15. New bug and/or glitches: If a Team has found a new bug or glitch but is unsure of its validity within the Rulebook, they should contact the Tournament Officials before usage to check whether such a position complies with the Rulebook.
- 11.16. Nicknames: Players must use the nicknames provided on their team sheet which must match the Players' typically used alias including any modifications (e.g. capitalisation/special characters).
- 11.16.1. Provided nicknames must include the chosen tag after their name. BLAST reserves the right to request players to change incorrect tags.
 - 11.16.2. Player names must not be offensive.
 - 11.16.2.1. BLAST has full discretion if a name is considered offensive
- 11.17. Dota Team: Teams are expected to have their Players in an associated and appropriately named team, with the correct logo attached.
- 11.18. Item & Effigy Tags: Players may not use items or effigies which display text that is vulgar in

nature, promote companies/sponsors/partners/services or which violate the spirit of the game (e.g. taunts an opponent).

12. AFTER THE MATCH

- 12.1. Complaint Procedure: If a Team wishes to file a complaint regarding the result of a Match then they have up to fifteen (15) minutes following the completion of such Match to put forward their case as to why the result should not stand. The Team must provide as much evidence as possible to support their case and the case must be put forward to the Tournament or Teams Operations Manager. If no case has been made within fifteen (15) minutes after the Match finishes, the result will stand. Where such complaint relates to a Participant potentially breaching the ESIC Codes, the complaint must be made to the Match Official. BLAST shall consider any complaints in good faith and determine a fair and reasonable course of action, taking into account the merits (if any) of the complaint.
- 12.2. For the avoidance of doubt, no complaints may be made against the decisions of the Tournament Officials during the Match, such decisions being final and non-appealable.

13. MEDIA OBLIGATIONS

- 13.1. Media Obligations: All Teams and Participants are required to fulfil their media duties and promotional obligations as more particularly described in the TPA. It is each Team's and Participant's responsibility to familiarise themselves with their media/promotional obligations set out in the TPA and comply with the same and failure by a Team or Participant to complete some or all of their media/promotional obligations may result in a warning and/or Sanction being imposed by BLAST, including without limitation the imposition of Penalty Points in accordance with Appendix 4.

14. INTEGRITY

- 14.1. Code of Conduct: Each Team and Participant shall comply with, and be bound by, the [ESIC Code of Conduct](#), as amended from time to time (the "Code of Conduct") which is hereby incorporated into this Rulebook by reference. It is each Team and Participant's duty to familiarise themselves with the Code of Conduct and, by participating in the Tournament, each Team and Participant accepts ESIC's jurisdiction with respect to the matters covered by the Code of Conduct.
- 14.2. Betting, Corruption, Inside Information: Each Team and Participant shall comply with, and be bound by, the [ESIC Anti-Corruption Code](#), as amended from time to time (the "Anti-Corruption Code") which is hereby incorporated into this Rulebook by reference. It is each Team and Participant's duty to familiarise themselves with the Anti-Corruption Code and, by participating in the Tournament, each Team and Participant accepts ESIC's jurisdiction with respect to the matters covered by the Anti-Corruption Code.
- 14.3. Alcohol and Doping: Each Team and Participant shall comply with, and be bound by, the [ESIC Anti-Doping Policy](#), as amended from time to time (the "Anti-Doping Policy") which is hereby incorporated into this Rulebook by reference. It is each Team and Participant's duty to familiarise themselves with the Anti-Doping Policy and, by participating in the Tournament, each Team and Participant accepts ESIC's jurisdiction with respect to the matters covered by the Anti-Doping Policy.
- 14.4. The Code of Conduct, the Anti-Corruption Code and the Anti-Doping Policy shall together be

referred to as the “ESIC Codes” and can be viewed here: <https://esic.gg/codes/>. The ESIC Codes’ “Definitions” and “Disciplinary Procedure” are also incorporated into this Rulebook by reference both of which can be found here: <https://esic.gg/codes/>.

15. DISCIPLINARY PROCEDURES AND LIABILITY

- 15.1. General: It is the responsibility of every Team and every Participant to comply with this Rulebook (including without limitation the ESIC Codes).
- 15.2. ESIC Codes: To the extent that a Team(s) or Participant(s) is in breach of the ESIC Codes, the “Disciplinary Procedures” (as defined in the ESIC Codes) shall apply. This shall not prevent BLAST from taking its own disciplinary or other action against the Team(s) or Participant(s).
- 15.3. BLAST Sanctions: To the extent that a Team(s) or Participant(s) is in breach of this Rulebook (or any other rules, policies or contractual obligations imposed by BLAST including but not limited to the TPA), BLAST shall have the right to impose a range of Sanctions against the offending Team(s)/Participant(s), acting in its sole discretion. BLAST shall impose Sanctions which it believes to be reasonable and proportionate in the circumstances and the severity and nature of the Sanction will be determined by BLAST on a case by case basis. BLAST shall have the right (but not the obligation) to publish its findings and the Sanctions imposed. For the avoidance of doubt, the jurisdiction of ESIC in relation to the ESIC Codes shall not affect or otherwise prevent BLAST from imposing Sanctions against Team(s)/Participant(s) where such Team(s)/Participant(s) are in breach of the Rulebook, and/or any other contractual provisions including but not limited to the TPA and/or the terms of the ESIC Codes.
- 15.4. Jurisdiction and Appeals: Save in respect of any Non-Appealable Decisions (which are final and non-appealable), Teams and Participants shall have the right to appeal all decisions or Sanctions imposed by BLAST under this Rulebook in accordance with the remainder of this Clause 14.4:
 - 15.4.1. The appeals procedure set out in the ESIC Codes shall apply where: (i) the ESIC Disciplinary Procedure has been initiated (including but not limited to a BLAST-imposed Sanction in relation to a Level 1 or Level 2 offence as provided for in the Code of Conduct); and/or (ii) an appealable decision has been made, or an appealable Sanction has been imposed, pursuant to Appendix 4 of this Rulebook (the Penalty Points System); and/or (iii) an appealable decision has been made, or an appealable Sanction has been imposed, pursuant to this Rulebook which relates to in-Match or in-Tournament matters (including without limitation the imposition of fines and/or deductions in prize money);
 - 15.4.2. For any matters which do not fall within the scope of Clause 14.4.1, the Teams and Participants shall have the right to appeal such decision within ten (10) working days of BLAST handing down its Sanction. Such appeal shall be made to a sole arbitrator appointed in accordance with the Arbitration Rules of Sport Resolutions (UK). A party shall be at liberty to apply to the sole arbitrator for an extension of the timeframes stated for the lodging of an appeal and the decision of the arbitrator shall be binding in this regard. The appeal shall be governed by the Arbitration Act 1996 and Sport Resolutions (UK)’s Appeal Arbitration Rules, which Rules are deemed to be incorporated by reference to this Clause. The decision of the sole arbitrator shall be final and binding on all concerned. Each party shall bear its own costs of any appeal subject to any finding to the contrary by the appointed sole arbitrator.

- 15.4.3. To the extent that there is a conflict or ambiguity between which of Sports Resolutions or ESIC shall have jurisdiction to hear an appeal, the BLAST shall determine which entity should, in the first instance, be the correct entity to hear the appeal.
- 15.4.4. Any decisions and/or Sanctions imposed by BLAST under this Rulebook shall remain in effect and binding upon the Teams and Participants pending the outcome of any appeal, unless the Chairman of the ESIC Panel or the Sport Resolutions sole arbitrator orders otherwise.
- 15.5. Governing Law: This Rulebook and any dispute or claim arising out of or in connection with it or its subject matter or formation (including non-contractual disputes or claims) shall be governed by and construed in accordance with the laws of England and Wales.
- 15.6. Liability: Participation in the Tournament constitutes an agreement by the Teams and Participants that they will not hold liable, or make any claim, against BLAST or any of its parents, subsidiaries, affiliates and each of its respective successors, assigns, agents, employees, servants, or authorised representatives (including any Tournament Official, administrator or representative):
 - 15.6.1. for any losses, costs, charges, damages, compensation or expenses arising out of or in connection with any kind of injury or illness suffered by any Participant, spectator or other third party;
 - 15.6.2. for any damage to property of any kind;
 - 15.6.3. for any loss of or damage to goodwill;
 - 15.6.4. for any other indirect or consequential loss or for loss of profit incurred; and/or
 - 15.6.5. for any loss of any description from or in relation to the result of any Match, arising out of, or due to any decision or action that BLAST may take (or fail to take) under the Rulebook, of whatsoever nature (including but not limited in relation to a Sanction).
- 15.7. Nothing in the Rulebook limits any liability which cannot legally be limited, including liability for death or personal injury caused by negligence, or fraud or fraudulent misrepresentation.

16. PRIZE MONEY & PARTICIPATION FEE

- 16.1. General: Teams will be sent a Purchase Order for their Prize Money and Participation Fee within a week of the Tournaments conclusion. All prize money and participation fee's will be paid to the Teams within thirty (30) days of receiving an appropriate invoice from the Team.
- 16.2. Withholding: BLAST reserves the right to withhold payment of prize money if there are ongoing disciplinary matters. Further, (i) in the event that a Participant is fined (or given any other financial Sanction) in accordance with this Rulebook, then BLAST shall have the right to deduct any such financial Sanctions from the Prize Pool (as defined in the TPA); and (ii) in the event that a Team is fined (or given any other financial penalty) in accordance with this Rulebook or the TPA, then BLAST shall have the right to deduct any such financial sanctions from the Team's Share of the TPP (as defined in the TPA).
- 16.3. USD: All prize money is in United States Dollars.

APPENDIX 1: DEFINITIONS

Affiliate Member Team shall have the meaning set out in Clause 1.1 of Appendix 3;

Anti-Corruption Code shall have the meaning set out in Clause 13.2;

Anti-Doping Policy shall have the meaning set out in Clause 13.3;

Applicable Leaderboard Tournaments shall have the meaning set out in Schedule 2 of Appendix 3;

Blacklisted Categories shall mean firearms/firearm accessories, pornography, tobacco products (excluding vaping), prescription drugs (excluding CBD), counterfeit goods, political campaigns, religious or political positions, and third party esports tournaments, leagues or event organisers;

BLAST shall mean BLAST ApS of Hauser Plads 1, 3 sal, 1127 Copenhagen K, Denmark. VAT: DK38074466;

Code of Conduct shall have the meaning set out in Clause 13.1;

Disciplinary Procedure shall have the meaning set out in Clause 14.2;

Draft Phase shall mean the section of the game in which teams pick and ban heroes;

ESIC shall mean the Esports Integrity Commission;

ESIC Codes shall have the meaning set out in Clause 13.4;

Extraordinary Penalty Points Sanction shall have the meaning set out in Clause 11(a) of Appendix 4;

Force Majeure shall mean events beyond the party's reasonable control, including but not limited to, war and other hostilities; rebellion, terrorism and civil war; riots and strikes, but only strikes by persons other than the effected party's personnel and contractors; explosive materials and radioactive contamination; and natural catastrophes such earthquakes, hurricanes, typhoons and volcanic activity;

Game shall mean the instance in which two teams play to determine a winner as part of a match;

Group shall have the meaning set out in Clause 1.2.4 of Appendix 3;

Leaderboard Team shall have the meaning set out in Schedule 2 of Appendix 3;

Lobby shall mean the in-game private match Lobby

Map shall mean the in-game arena in which the players interact with;

Match shall mean a best of 1, best of 3 or best of 5 maps where appropriate;

Match Ready shall have the meaning set out in Clause 7.4.1.2;

Match Schedule shall mean a separate document setting out the Tournament Match schedule for the applicable Tournament Stage (but which shall not be Team specific);

Non Appealable Decisions shall mean (i) any decisions or Sanctions of the Tournament Officials made during a Match; (ii) any decisions relating to Penalty Points which the Participant has accepted in accordance with Clause 11 of Appendix 4; and/or (ii) any decisions relating to three (3) or fewer Penalty Points, in accordance with Clause 17 of Appendix 4.

Out of Bounds shall mean being in or outside the map which is not intended by the developers;

Participant shall have the meaning prescribed to it in the ESIC Codes, and for the avoidance of doubt it shall include all Players, Team Personnel, Team owners and any other individual participating in Tournament;

Penalty Points shall mean any penalty points imposed on a Participant by BLAST in accordance with the Penalty Points System set out in Appendix 4;

Penalty Points Guide shall have the meaning set out in Clause 7 of Appendix 4;

Penalty Points Notice shall have the meaning set out in Clause 11(a) of Appendix 4;

Penalty Points System shall mean the penalty points system set out in Appendix 4;

Players shall mean the professional Dota 2 players competing in the Tournament;

Player Manager shall mean the player managers appointed by BLAST from time to time, including the Team Operations manager;

Playing Area shall mean the area in which the Players compete as part of the Tournament;

Practice Room shall mean the room provided by BLAST from practice while at the event;

Rulebook shall mean this BLAST Dota Slam Rulebook along with all appendices, schedules and annexures;

Sanction(s) shall mean any sanction or penalty (whether financial in nature or not), fine, Penalty Points or other disciplinary action (including but not limited to the imposition of, suspensions, disqualifications and bans,

restrictions or handicaps) taken by BLAST or any BLAST Tournament Official or the Tournament Operations Manager as a result of any breach by a Team and/or a Participant as provided for in the Rulebook and/or the TPA, as applicable

Seed shall mean the preliminary rank given to the Teams for the purposes of the tournament draw;

Teams shall mean the professional esports teams competing in the Tournament;

Team Coach shall mean the Teams' appointed head coach from time to time;

Team Kit shall mean the official uniform worn by Players and Team Personnel which must be worn during the entirety of each Match, and during pre or post-Match interviews or engagements

Team Personnel shall mean the Teams' Players, Team Coach, the Team's owners and all other Team employees and contractors;

Technical Specifications & Regulations shall mean the Technical Specifications & Regulations set out at Appendix 2.

Third Party Online League Matches shall mean any online professional Dota 2 league match operated by a third party league;

Tournament shall mean the professional esports tournament, currently known as the "BLAST Slam", that is owned and operated by BLAST;

Tournament Mechanics & Qualifications regulations shall mean the Tournament Mechanics & Qualifications Regulations set out at Appendix 3;

Tournament Officials shall mean the Tournament officials appointed by BLAST from time to time, including the Tournament Operations Manager;

Tournament Operations Manager shall mean the Tournament Operations Manager appointed by BLAST from time to time;

Tournament Partners the commercial partners, suppliers and sponsors of the Tournament as a whole or regional and/or category specific partners from time to time;

Tournament Section shall mean, the subsection of the tournament format e.g. upper/lower bracket, round robin/gauntlet etc.

TPA shall mean the Teams' Team Participation Agreement with BLAST;

Valve shall mean Valve Corporation;

APPENDIX 2: TECHNICAL SPECIFICATIONS & REGULATIONS

1. MATCH SETTINGS

1.1. A BLAST Tournament Official will manually create a lobby, each team will be given the lobby password from a Tournament Official.

1.1.1. Game Name: BLAST SLAM - Team X vs Team Y

1.1.2. Game Mode: Games will be played in Captain's Mode. If needed remakes will be made in All Pick.

1.1.3. Each team will start with two-hundred and ten (210) seconds of Captain's time. If no penalties have been given.

1.1.4. Lobby Password: Will be provided before the match

1.1.5. Server: Best performing server will be chosen by Tournament Officials

1.1.5.1. In the case of an Online Match, the Teams will be informed of the default server in advance

1.1.6. Lobby Visibility: Public

1.1.7. Enable Cheats: OFF

1.1.8. Immortal Draft: OFF

1.1.9. Selection Priority:

1.1.9.1. Group Stage: the selection priority will be pre-determined before the match with a veto system. Each team will be asked which teams they prefer to have priority selection against. Tournament Management will start from Seed 1 and down to give priority selection.

1.1.9.1.1. A top 6 seed can only have priority selection against 6 teams and only 5 teams may have priority selection against them. The remaining 6 teams can only have priority selection against 5 teams and only 6 teams may have priority selection against them.

1.1.9.1.2. Seed 1 selects which 6 teams they want selection priority against

1.1.9.1.3. Seed 2 selects which 6 teams they want selection priority against

1.1.9.1.4. Seed 3 selects which 6 teams they want selection priority against

1.1.9.1.5. Seed 4 selects which 6 teams they want selection priority

- against
 - 1.1.9.1.6. Seed 5 selects which 6 teams they want selection priority against
 - 1.1.9.1.7. Seed 6 selects which 6 teams they want selection priority against
 - 1.1.9.1.8. Seed 7 selects which 5 teams they want selection priority against
 - 1.1.9.1.9. Seed 8 selects which 5 teams they want selection priority against
 - 1.1.9.1.10. Seed 9 selects which 5 teams they want selection priority against
 - 1.1.9.1.11. Seed 10 selects which 5 teams they want selection priority against
 - 1.1.9.1.12. Seed 11 selects which 5 teams they want selection priority against
 - 1.1.9.1.13. Seed 12 selects which 5 teams they want selection priority against
- 1.1.9.2. Last Chance & Playoff stage: the selection priority will be determined by “Automatic (coin toss)” feature
 - 1.1.9.2.1. Teams will use the in-game “Automatic (coin toss)” feature before game 1. The winner has a free choice of Radiant/Dire or First Pick/Second Pick. The other team makes a selection from the remaining choice.
 - 1.1.9.2.2. The order of priority inverts for game 2 in a Bo3 or 2 Game Series, and for games 2, 3 and 4 in a Bo5
 - 1.1.9.2.3. The final game of an odd numbered series will feature a second coin toss.
- 1.1.10. Penalty - Radiant/Dire: No Penalty
 - 1.1.10.1. Unless a Draft Phase penalty has been issued by the Tournament Operations Manager
- 1.1.11. League: BLAST Tournament Ticket
- 1.1.12. Spectators: Enabled
- 1.1.13. Dota TV Delay: 15 Minutes
- 1.1.14. Pausing: Unlimited
- 1.1.15. Series: The match series will be set according to the match schedule

- 1.1.16. Bot Settings: OFF
- 1.2. Seeding: Team(s) will be seeded pre-tournament as laid out in Appendix 3. The Teams(s) original seeding will remain the same for the first period of the tournament (eg. round robin, upper bracket). After each tournament section has been completed Team(s) will be re-seeded based on previous results.
 - 1.2.1.1. During the BLAST Slam, teams will only be re-seeded after the round robin has been completed. Seeding will be based on finishing position in the round robin.
- 1.3. Restricted Heroes: The Tournament will use the current patches hero pool available in Captain's Mode. Any hero that is not working as intended by the developer may be restricted by the Tournament Operations Manager.
- 1.4. Restricted Items: The Tournament will use the current live patches items. The Tournament Operations Manager reserves the right to restrict items that are not working as intended by the developer.
- 1.5. Restricted Cosmetics: The Tournament Operations Manager reserves the right to restrict cosmetics that are deemed unfair and/or the cause of bugs and/or glitches.

2. Tiebreakers

- 2.1. Bo1 Tiebreakers:
 - 2.1.1. For tiebreakers the following systems in order of importance will be used:
 - 2.1.1.1. NeustadtI
 - 2.1.1.2. Head to head
 - 2.1.1.3. Initial higher seed

3. SOFTWARE AND SETTINGS

- 3.1. General: Players are allowed to configure certain aspects of their PC, software and game client or monitor settings to suit their preferences. These include but are not limited to:
 - 3.1.1. Digital Vibrance
 - 3.1.2. Brightness, Gamma, Contrast
 - 3.1.3. 3D Settings through Nvidia Control Panel key
 - 3.1.4. Sound/Audio
 - 3.1.5. Mouse acceleration, pointer precision, sensitivity
 - 3.1.6. Keyboard
- 3.2. Overlays:
 - 3.2.1. Players shall not use any form of overlay that provides information on top of the game client. This includes but is not limited to tools such as Nvidia SLI Display, RivaTuner, Teamspeak/Overwolf.
 - 3.2.2. Steam overlays such as fps and the main steam overlay are permitted.

3.3. Configurations and Drivers:

- 3.3.1.1. Players will only be allowed to use drivers from the official manufacturer's website.
- 3.3.1.2. If needed, players must use the following email address to submit configurations and driver requests: dota@blast.tv
- 3.3.1.3. No other software or configurations will be allowed once the Tournament begins.

3.4. Teamspeak: BLAST will provide a Teamspeak server with passworded channels for each Team(s), this also includes a private staff channel for staff not included in the match. All Team(s)/Participant(s) are required to connect and have this Teamspeak server as their only source of voice communication for the duration of all Matches while at the Tournament. BLAST reserves the right to record all Team(s) communications during the Tournament. Players must use their correct alias when joining the server.

- 3.4.1. All recorded Team(s) communications will abide to the BLAST Team Communication Use and Storage Policy

4. **HARDWARE**

4.1. Provided by Player: Players will be expected to bring the following hardware (and any spares) with them for the duration of the Tournament.

- 4.1.1. Mouse
- 4.1.2. Keyboard
- 4.1.3. in-ears (Required during Main Event)
- 4.1.4. Mousepad
- 4.1.5. Headset (Required during Group Stage)

4.2. Failure to bring Hardware: Tournament officials may be asked to provide missing hardware for LAN tournaments only. This request may be denied based on availability of such hardware, and it is not expected that players will be able to rely on these as back up. Any hardware provided will be done so at costs, these costs will be recuperated through a deduction in tournament prize money.

4.3. Provided by BLAST during Main Event::

- 4.3.1. Players must use the PC, monitor, headset, table and chair provided by BLAST. If there are any issues with the hardware provided by BLAST, Player(s) should immediately inform the Tournament Officials.
- 4.3.2. The PC, monitor, headset and table will be the same model for all Tournament Play Areas.
- 4.3.3. BLAST will use the following or equivalent hardware for the Playing Area and practice rooms:
 - 4.3.3.1. Ryzen 7 9800X3D or equivalent
 - 4.3.3.2. RTX 5080 or equivalent
 - 4.3.3.3. Monitor: 360 hz, 1ms response time or equivalent
 - 4.3.3.3.1. BLAST reserves the right to make changes to the hardware setup.

APPENDIX 3: TOURNAMENT MECHANICS & QUALIFICATIONS REGULATIONS

2025 SEASON CALENDAR

Slam II	
Roster Lock	23rd of January 18:00 CET
BLAST.tv Announces Rosters Publicly	24th of January at by 18:00 CET
Seeding & Groups	28th of January by 18:00 CET
Media Day Schedule Circulated	3rd of February
Media Day	3rd of February
Tournament Dates	4th of February - 9th of February
Slam III	
Roster Lock	22nd of April 18:00 CET
BLAST.tv Announces Rosters Publicly	23rd of April by 18:00 CET
Seeding & Groups	29th of April by 18:00 CET
Media Day Schedule Circulated	5th of May
Media Day	5th of May
Tournament Dates	6th of May - 11th of May
Slam IV	
Qualifier Dates	22nd of September - 28th of September
Roster Lock	2nd of October 18:00 CET
BLAST.tv Announces Rosters Publicly	3rd of October by 18:00 CET
Seeding	8th of October by 18:00 CET
Media Day Schedule Circulated	5th of November
Media Day	5th of November
Tournament Dates	Groupstage & Playin: 14th of October - 19th October LAN Playoffs: 7th of November - 9th of November
Slam V	
Qualifier Dates	6th of October - 12th of October
Roster Lock	10th of November 18:00 CET
BLAST.tv Announces Rosters Publicly	11th of November by 18:00 CET
Seeding	18th of November by 18:00 CET
Media Day Schedule Circulated	3rd of December
Media Day	3rd of December
Tournament Dates	Groupstage & Playin: 25th of November - 30th of November LAN Playoffs: 5th of December - 7th of December

1. Dota Slam - Closed Qualifiers

- 1.1 Participating Teams: Europe, SEA and China will have a Closed Qualifier Event. Eight (8) Teams will Participate in each Closed Qualifier. Four (4) Teams invited directly and four (4) additional Teams from open qualifiers.
- 1.2 Closed Qualifier Format:
 - 1.2.1 Playing Time: Closed Qualifiers will be played over three (3) days.
 - 1.2.2 Matches: Best-Of-Three (Bo3)
 - 1.2.3 Format: This will be played as an eight (8) Team double elimination tournament, with the semi-final winners from Europe and Grand Final winner of SEA and China qualifying for Dota Slam
- 1.3 Seeding: The four (4) invited Teams shall independently rank the other Member Teams (excluding themselves) from #1 – #3, with #1 being the best. The Teams must base their rankings on genuinely held beliefs and, if requested by BLAST, must provide sufficient reasoning for their submitted rankings. Each Member Team shall keep all information relating to its seeding vote confidential (which includes the submission itself as well as any decision making, thoughts or other pre-vote elements) and it shall not consult or discuss its seeding votes with any other team, person or entity other than BLAST. Each Team must act reasonably and in good faith in respect of all matters concerning seeding. To the extent that BLAST has reason to believe any Team is, or seeks to, manipulate the seeding (either alone or in conjunction with other Teams and/or at the request of a third party or howsoever arising) BLAST shall be entitled to investigate its concerns and where applicable apply sanctions. For the avoidance of doubt the ESIC Anti-Corruption Code applies to all matters concerning seeding.
- 1.4 BLAST will calculate the average ranking of each Member Team in order to work out their seeding. BLAST reserves the right to remove any significantly deviating rankings from the calculation. The seeding provided by BLAST as a result of the above process shall be binding on all Member Teams and shall not be subject to appeal.
 - 1.4.1 The 2 teams from Open Qualifier 1 will be given the seed five (5) and six (6)
 - 1.4.2 The 2 teams from Open Qualifier 2 will be given the seed seven (7) and eight (8)
- 1.5 Match Format:
 - 1.5.1 Quarter Finals:
 - (a) Match 1
 - (b) Match 2
 - (c) Match 3
 - (d) Match 4

- 1.5.2 Upper Bracket Semi Finals:
 - (a) Match 5 (Winner Match 1 vs Winner Match 2)
 - (b) Match 6 (Winner Match 3 vs Winner Match 4)
- 1.5.3 Lower Bracket Round 1:
 - (a) Match 7 (Loser Match 1 vs Loser Match 2)
 - (b) Match 8 (Loser Match 3 vs Loser Match 4)
- 1.5.4 Lower Bracket Round 2:
 - (a) Match 9 (Winner Match 7 vs Loser Match 5)
 - (b) Match 10 (Winner Match 9 vs Loser Match 6)
- 1.5.5 Upper Bracket Final:
 - (a) Match 11 (Winner Match 5 vs Winner Match 6)
- 1.5.6 Lower Bracket Final:
 - (a) Match 12 (Winner Match 10 vs Loser Match 11)
- 1.5.7 Grand Final:
 - (a) Match 13 (Winner Match 11 vs Winner Match 12)
- 1.5.8 Closed Qualifier Prize Pool: There will be no prize pool for Closed Qualifiers.

2. Dota Slam - Main Event

- 2.1 Participating Teams: Dota Slam is made up of twelve (12) teams, these teams come from invitations of eight (8) teams directly and 4 teams from Closed Qualifiers.
 - 2.1.1 2 Teams from European Closed Qualifier, 1 Team from SEA Closed Qualifier, 1 Team from China Closed Qualifier.
- 2.2 DOTA Slam Seeding:
 - 2.2.1 The Teams shall independently rank the other Member Teams (excluding themselves) from #1 – #11, with #1 being the best. The Teams must base their rankings on genuinely held beliefs and, if requested by BLAST, must provide sufficient reasoning for their submitted rankings. Each Member Team shall keep all information relating to its seeding vote confidential (which includes the submission itself as well as any decision making, thoughts or other pre-vote elements) and it shall not consult or discuss its seeding votes with any other team, person or entity other than BLAST. Each Team must act reasonably and in good faith in respect of all matters concerning seeding. To the extent that BLAST has reason to believe any Team is, or seeks to, manipulate the seeding (either alone or in conjunction with other Teams and/or at the request of a third party or howsoever arising) BLAST shall be entitled to investigate its concerns and where applicable apply sanctions. For the avoidance of doubt the ESIC Anti-Corruption Code applies to all matters concerning seeding.
 - 2.2.2 BLAST will calculate the average ranking of each Member Team in order to work out their seeding. BLAST reserves the right to remove any significantly deviating rankings from the calculation. The seeding provided by BLAST as a result of the

above process shall be binding on all Member Teams and shall not be subject to appeal.

2.2.3 There will be One (1) group. The group shall consist of twelve (12) teams.

2.3 Format:

2.3.1 Playing Time: BLAST Slam is played out over eight (8) days. The event is split into two stages, An Online Groupstage and Play-in stage of twelve (12) teams with an initial Bo1 Round-Robin single group stage followed by a Bo3 Last Chance Play-in and Bo3 LAN Play-In which determines the teams placement into the second stage which is a LAN Playoff stage of six (6) team single-elimination Bo3 playoff with two (2) Quarter Final matches, two (2) Semi Final matches and one (1) Grand Final

2.3.2 The initial Bo1 online group stage matches are held over five (5) days

2.3.3 The online Last Chance Playoff and Play In are held over one (1) day

2.3.4 The LAN Playoffs are held over (3) days

2.3.5 Group Matches:

(a) Day 1 - Stream A

- (i) Group Match 1
- (ii) Group Match 3
- (iii) Group Match 5
- (iv) Group Match 7
- (v) Group Match 9
- (vi) Group Match 11
- (vii) Group Match 13

(b) Day 1 - Stream B

- (i) Group Match 2
- (ii) Group Match 4
- (iii) Group Match 6
- (iv) Group Match 8
- (v) Group Match 10
- (vi) Group Match 12
- (vii) Group Match 14

(c) Day 2 - Stream A

- (i) Group Match 15
- (ii) Group Match 17
- (iii) Group Match 19
- (iv) Group Match 21
- (v) Group Match 23
- (vi) Group Match 25
- (vii) Group Match 27

(d) Day 2 - Stream B

- (i) Group Match 16
- (ii) Group Match 18
- (iii) Group Match 20
- (iv) Group Match 22
- (v) Group Match 24
- (vi) Group Match 26
- (vii) Group Match 28

(e) Day 3 - Stream A

- (i) Group Match 29
- (ii) Group Match 31
- (iii) Group Match 33
- (iv) Group Match 35
- (v) Group Match 37
- (vi) Group Match 39
- (vii) Group Match 41

(f) Day 3 - Stream B

- (i) Group Match 30
- (ii) Group Match 32
- (iii) Group Match 34
- (iv) Group Match 36
- (v) Group Match 38

(vi) Group Match 40

(vii) Group Match 42

(g) Day 4 - Stream A

(i) Group Match 43

(ii) Group Match 45

(iii) Group Match 47

(iv) Group Match 49

(v) Group Match 51

(vi) Group Match 53

(h) Day 4 - Stream B

(i) Group Match 43

(ii) Group Match 45

(iii) Group Match 47

(iv) Group Match 49

(v) Group Match 51

(vi) Group Match 53

(i) Day 5 - Stream A

(i) Group Match 55

(ii) Group Match 57

(iii) Group Match 59

(iv) Group Match 61

(v) Group Match 63

(vi) Group Match 65

(j) Day 5 - Stream B

(i) Group Match 56

(ii) Group Match 58

(iii) Group Match 60

(iv) Group Match 62

(v) Group Match 64

(vi) Group Match 66

2.3.6 Last Chance Playoff: All Matches Bo3

- (a) Last Chance Playoff 1 - Group Placement 12th vs Group Placement 9th
- (b) Last Chance Playoff 2 - Group Placement 11th vs Group Placement 10th

2.3.7 LAN Play In: All Matches Bo3

- (a) LAN Play In 1 - Group Placement 5th vs Group Placement 8th
- (b) LAN Play In 2 - Group Placement 6th vs Group Placement 7th
- (c) LAN Play In 3 - Group Placement 3rd vs Winner of Last Chance Playoff 2
- (d) LAN Play In 4 - Group Placement 4th vs Winner of Last Chance Playoff 1

2.3.8 LAN Playoffs: All Matches Bo3 except Grand Finals Bo5

- (a) Quarter Final 1 - LAN Play in 1 Winner vs LAN Play in 4 Winner
- (b) Quarter Final 2 - LAN Play in 2 Winner vs LAN Play in 3 Winner
- (c) Semi Final 1 - Group Seed 1 vs Quarter Final 1 Winner
- (d) Semi Final 2 - Group Seed 2 vs Quarter Final 2 Winner
- (e) Grand Final - Semi Final 1 Winner vs Semi Final 2 Winner

2.4 Prize Pool: The \$1,000,000 USD prize pool for each Tournament will be divided and distributed as follows:

Placement	Prize Money, \$	Team Earnings, \$
1st	\$300,000	\$100,000
2nd	\$150,000	\$50,000
3rd / 4th	\$60,000	\$20,000
5th / 6th	\$35,000	\$15,000
7th / 8th	\$30,000	\$7,500
9th / 10th	\$25,000	\$5,000
11th/12th	\$10,000	\$2,500
TOTAL	\$750,000	\$250,000

APPENDIX 4: PENALTY POINTS SYSTEM

Purpose

1. BLAST's Penalty Points System has been adopted as part of a wider effort to maintain and enhance the public image and integrity of the BLAST Tournaments. The points system, which involves the threat of suspension to Participants, is intended to act as an effective deterrent against improper behaviour and conduct on the part of its Participants and BLAST envisages that it will play a central role in bringing about a positive change in behaviour and standards.
2. The system will also assist in providing insight and clarity to Participants, and a transparent procedure under which matters of improper conduct can be dealt with fairly, reasonably and proportionately. The application of the Penalty Points System is not, however, an exhaustive option and BLAST reserves the right to impose a number of sanctions dependent on the offence in question (including but not limited to fines).

Scope & Application

3. This Penalty Points System shall apply to, and be binding upon, all Participants. By participating in the Tournament, all Participants expressly and unconditionally agree to comply with, and be bound by, the terms of this Appendix 4.
4. The implantation of the Penalty Points System shall be used in conjunction with any financial or other Sanction imposed by BLAST pursuant to rule 14.3 of the Rulebook, which may be imposed by BLAST in addition to any Penalty Points imposed hereunder and/or any sanctions imposed by ESIC (as applicable).

PENALTY POINTS

5. To the extent that a Participant is in breach of the Rulebook (or any other rules, policies or contractual obligations imposed by BLAST including but not limited to the TPA), BLAST shall, amongst other things, have the right to impose Penalty Points against individual Participants, acting in its sole discretion. The imposition of any Penalty Points shall be made in accordance with the procedure set out in Clause 11 of this Appendix 4.
6. The standard of proof in all cases brought under this Appendix 4 shall be whether BLAST is satisfied, on the balance of probabilities, and taking into account all of the evidence before it, that the alleged offence has been committed by the Participant.
7. In exercising its discretion and determining the appropriate number of Penalty Points to impose, BLAST shall have regard to (i) the non-precedential and non-exhaustive guidance table set out at the end of this Appendix 4 (the "Penalty Points Guide"); (ii) any factors which it deems relevant to the mitigation or aggravation of the relevant offence; and (iii) all the evidence in front of it, including any answers provided by the Participant as part of the investigation.
8. The Penalty Points Guide shall act as a reference point only and BLAST shall not be bound by the parameters set out in the Penalty Points Guide. Where examples of certain conduct

have been provided in the Penalty Points Guide, such examples should be read as a non-exhaustive list.

9. Should a Participant transfer to another Team, any points already on the Participant's record shall not be affected and shall remain on their record for the full twelve (12) month period
10. BLAST shall keep an accurate and up-to-date record of all Penalty Points imposed upon Participants, which may be made available on BLAST's website from time to time.

PROCEDURE

11. Where BLAST becomes aware of a potential offence, BLAST shall, where applicable, carry out an initial investigation into the alleged offence and may ask for the input of the Participant or any other individual(s) connected to the alleged offence. BLAST may draw an adverse inference if the Participant refuses, without compelling justification, to answer any relevant questions within the timeframes communicated by BLAST. Following the initial investigation by BLAST (if applicable), the following procedure shall be followed:
 - 11.1. If BLAST determines that an offence has been committed and Penalty Points are appropriate, BLAST shall provide the Participant with a "Penalty Points Notice" setting out (i) the details of the offence; (ii) the number of Penalty Points which BLAST intends to impose on the Participant; and (iii) any other information which BLAST deems relevant in the circumstances. It is intended that BLAST shall provide this Penalty Points Notice within seven (7) days of the end of the applicable Tournament Stage. There may, however, be exceptional circumstances where the imposition of Penalty Points is immediate, including but not limited to serious in-Match or in-Tournament matters, and otherwise where BLAST reasonably determines that immediate action is required ("Extraordinary Penalty Points Sanction"). In such circumstances, the Extraordinary Penalty Points Sanction shall be applied immediately whether communicated orally or in writing and shall remain in place for the remainder of the Tournament Stage unless otherwise stated by BLAST. If the Extraordinary Penalty Points Sanction is communicated orally BLAST shall provide the written Penalty Points Notice as soon as reasonably practicable. Following the end of the applicable Tournament Stage in which the Extraordinary Penalty Points Sanction has been imposed the Participant and/or Team on the Participant's behalf shall have the right to appeal such Extraordinary Penalty Points Sanction in accordance with the dispute resolution procedure set out in Clause 14.4.1 of the Rulebook.
 - 11.2. On receipt of the Penalty Points Notice, the Participant shall inform BLAST within forty eight (48) hours whether it either: (i) admits the offence and accepts the Penalty Points set out in the Penalty Points Notice; or (ii) denies the offence and does not accept the Penalty Points set out in the Penalty Points Notice. If the Participant does not inform BLAST of its decision within forty eight (48) hours, the Participant shall be deemed to have admitted the offence and accepted the Penalty Points. If the Participant denies the offence and does not accept the Penalty Points, the Participant shall (at the same time as informing BLAST of its decision to challenge the Penalty Points) provide written submissions setting out why it denies the offence and/or challenges the Penalty Points.

- 11.3. If the Participant accepts the Penalty Points under Clause 11(b) of this Appendix 4, then (i) the Penalty Points set out in the Penalty Points Notice shall automatically be imposed on the Participant; and (ii) the Participant automatically waives any right of appeal in respect of such Penalty Points.
- 11.4. Where the Participant challenges the Penalty Points and provides written submissions under Clause 11(b) of this Appendix 4, BLAST shall consider such written submissions in good faith and shall thereafter provide its final decision on the Penalty Points to be imposed. Such decision shall be final and can only be appealed by the Participant in accordance with Clauses 17 and 18 of this Appendix 4.

SUSPENSIONS

- 12. One Match Ban: Where a Participant accumulates a total of six (6) Penalty Points during any successive twelve (12) month period, the Participant shall receive an automatic one (1) Match ban. The Participant's ban shall apply in respect of the Participant's next available Match in the Tournament.
- 13. Tournament Stage Ban: Where a Participant accumulates a total of twelve (12) Penalty Points during any successive twelve (12) month period, the Participant shall receive an automatic one (1) Tournament Stage ban (a "Tournament Stage Ban"). The Participant's Tournament Stage Ban shall apply in respect of the Participant's next full Tournament Stage or, if the Participant is currently participating in a Tournament Stage, the remainder of the current Tournament Stage and the first three (3) Matches of the next Tournament Stage.
- 14. Elapsing of Penalty Points: each Penalty Point imposed shall automatically elapse and be cleared and shall no longer be applied against a Participant once:
 - 14.1. a period of twelve (12) months has elapsed since the date on which the Penalty Point(s) was awarded; or
 - 14.2. a Participant has served a Tournament Stage Ban in which case the first twelve (12) Penalty Points shall be deemed cleared but any balance of Penalty Points shall remain on the Participant's record held by BLAST
- 15. Where a Participant's ban is due to apply in respect of a Match or a Tournament Stage which is subsequently cancelled, postponed or otherwise abandoned, the Participant's ban shall roll-over to the next applicable Match or Tournament Stage.
- 16. Any bans imposed on Participants under this Appendix 4 shall be recognised and respected by the Teams. The Teams shall take all steps necessary to enforce and give effect to such bans. For the avoidance of doubt, any Match Suspensions imposed by BLAST shall apply only in respect of BLAST Tournaments.

APPEALS

17. Subject to Clause 11 of this Appendix 4 and the remainder of this Clause 17, Participants shall have the right to appeal any Penalty Points imposed by BLAST under this Appendix 4 in accordance with the appeals and dispute resolution procedure set out in Clause 14.4.1 of the Rulebook. Notwithstanding the foregoing, Participants shall have no right of appeal in respect of a decision by BLAST to impose three (3) or fewer Penalty Points.
18. Any Penalty Points which are the subject of an appeal shall remain in effect and be binding upon the Participant pending the outcome of any appeal, unless the Chairman of the ESIC Panel orders otherwise.

PENALTY POINTS GUIDE

FOR INFORMATION PURPOSES ONLY AND NON-BINDING

Offence Type	Min Penalty 1 st Offence	Max Penalty 1 st Offence	Max Penalty Repeat Offence
Non-Match Play Conduct			
Misconduct Minor (e.g. unprofessional attitude, not listening to BLAST staff instructions, lateness for call times etc.)	Warning	1 point	Unlimited
Misconduct Major (e.g. harassing BLAST staff, actively causing negative PR around the event/season, threatening/assaulting other plays, staff, fans etc.)	3 points	Unlimited	Unlimited
Failure to participate in content / media obligations or fan interactions	1 point	3 points	Unlimited
Failure to attend required meetings (Team Briefings etc.)	Warning	1 point	Unlimited
Early end of game socials (including tweets that could ruin score for fans and betting purposes)	Warning	1 point	Unlimited
Match Play Conduct			
Unapproved removal of a headset during a match	Warning	1 point	3 points
Exploitation of a bug	Warning	3 points	Unlimited
Misconduct Minor (e.g. unprofessional attitude, not listening to BLAST staff instructions, lateness for call times etc.)	Warning	1 point	3 points
Misconduct Major (e.g. harassing BLAST staff, threatening/assaulting other players, staff, fans, damage to BLAST owned equipment, attempting to bribe staff, etc.)	3 points	Unlimited	Unlimited