

Specific Rulebook

Last update – November 12, 2025

Introduction

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

This document contains the policies, procedures, and additional rules governing the competition at the 1V1 NOW by Xbox Game Pass event for every Player attending it ("**1V1 NOW**"). 1V1 NOW presented by Xbox Game Pass is operated by Ubisoft and BLAST (collectively known as "**The Organizer**").

Participation in 1V1 NOW by Xbox Game Pass is conditioned to the acceptance of the following rules and standards (collectively the "**Rules**"):

- The rules and penalties contained in the present 1V1 NOW by Xbox Game Pass Rulebook, as updated, amended or supplemented from time to time (the "**1V1 NOW by Xbox Game Pass Specific 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 1V1 NOW by Xbox Game Pass Specific Rulebook and not otherwise defined herein shall have the meaning ascribe to such term in the BLAST R6 Global Rulebook. Should any conflicts be found between the two documents, this 1V1 NOW presented by Xbox Game Pass Specific Rulebook shall prevail. 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 defined in **Section 4.1** of the BLAST R6 Global Rulebook. Each Players must read, understand, and agree to these Rules, and particularly the Code of Conduct, before participating in 1V1 NOW.

1. Acceptance and modification of the Rules

1.1. Acknowledgement and acceptance of the Rules

Each Player must read, acknowledge, and accept these tournament rules, and agree to always abide by them to remain eligible to participate in 1V1 NOW. By accepting these tournament rules, the Players consent 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 1V1 NOW or deemed accepted when a Player enter and participate into any tournament or match of 1V1 NOW. Players 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.

1.2. Modification of the Rules and 1V1 NOW format

In order to ensure that 1V1 NOW 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 1V1 NOW, 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 with a reasonable notice before said modified parts of the format are executed upon.

1.3. Notification & Communication

Any modification of these Rules or 1V11V1 NOW format will be communicated or made available to Players 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 1V1 discord server.

2. 1V1 NOW format and processes

1V1 NOW consists of 3 phases: Open Ladder, Close Qualifier, and Playoffs at Six Invitational 2026.

2.1. Open Ladder (Phase 1)

2.1.1. Open Ladder Schedule & Match Format

Open to everyone above 18-years-old, PC only. Each Region, APL/NAL/SAL and EML will have their own ladder:

- Open Ladder will start on: Dec 01st, 2025
- Open Ladder will close on: December 22nd, 2025
- Format will be BO6 Rounds on map Chalet using the playlist 1v1 Duel 6 rounds.

The top 4 Players for each region will move to Phase 2 – Close Qualifier.

2.1.2. Closed Qualifier – Phase 2

4 players in each Region will compete in a Double Elimination bracket online. The best Player will be invited to Six Invitational to compete the phase 3 in the co-main event on the last day of SI Paris 2026.

Format will be BO3 maps in best of 5 rounds. Map veto rules based on the BLAST R6 Global Rulebook will be applied.

2.1.3. Playoffs – Phase 3

4 Players in total, one of each Region (SAL, NAL, EML and APL) will compete on SI Stage, the grand finals.

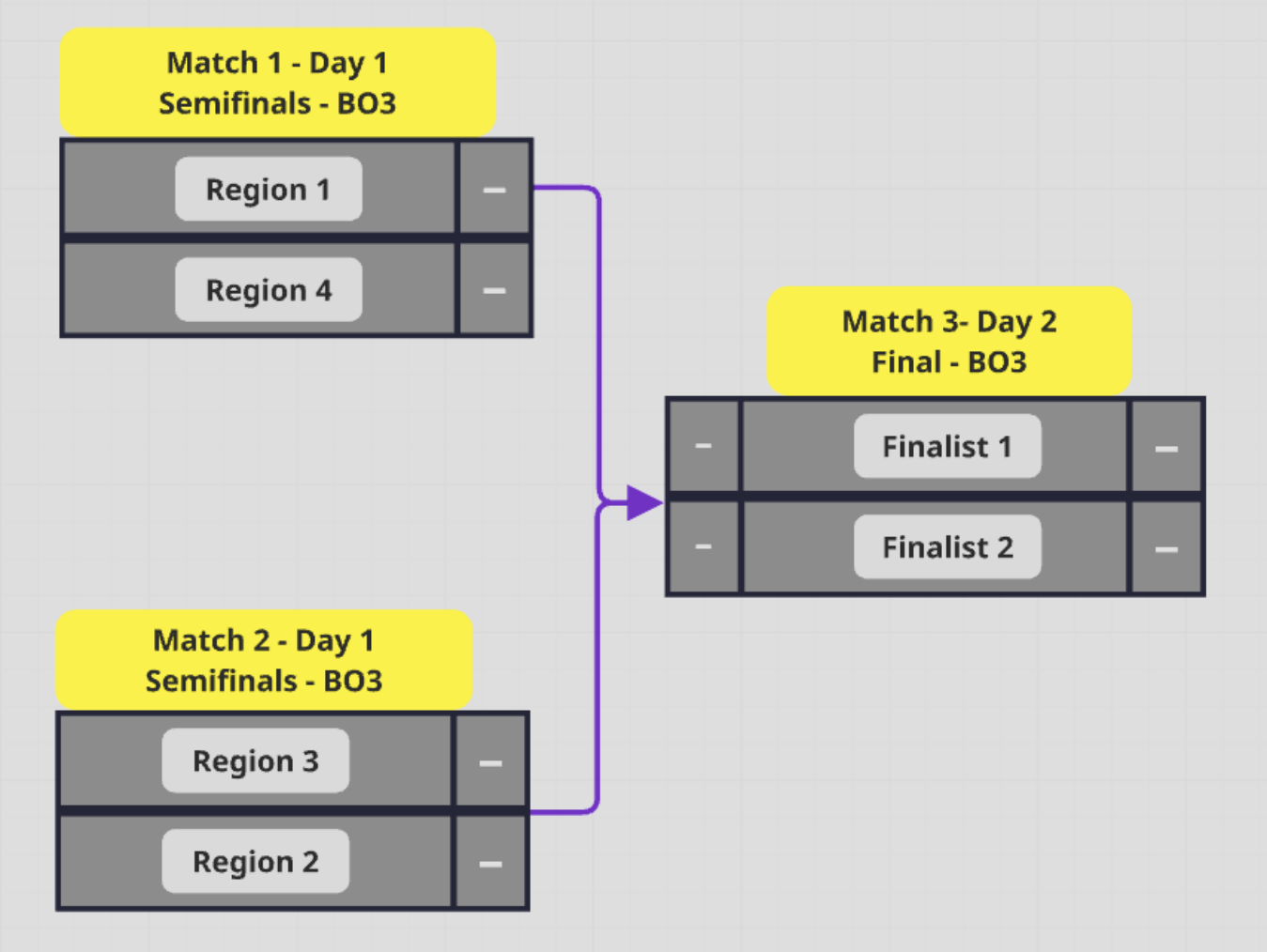
2.1.3.1 Playoffs Schedule & Match Format

The best Players of each region will compete in a Single Elimination bracket in LAN environment on the SI PARIS 26 Stage.

- Feb 14th – Semifinals(During SI LATE SHOW) - Best of 3 maps
- Feb 15th – Grand Final (to replace to SI Show match) - Best of 3 maps

2.1.3.2 Phase 3 – Playoff participation

If a finalist-qualified player fails to appear or is unable to participate in the playoff phase, their position will automatically be assigned to the third-ranked player. The third-ranked player will be determined based on the highest number of rounds won during their respective semi-final match. If both semi-finalists have achieved the same round difference, an offline best-of-three (BO3) tiebreaker match will be scheduled to determine which player advances to the final. This procedure ensures fair competition and maintains the integrity of the playoff bracket. The player that fails to appear in the finals, will not receive any prize pool.



Playoffs Seedings Region 1 to 4 will be determined by a random draw between the 4 regions (SAL, NAL, EML and APL).

2.2 Leaderboard Tie Breaker

Leaderboard tiebreakers will only be initiated under the following conditions:

- A player is tied in total points with another player who holds a qualifying position in the Phase 1 leaderboard.
- All Phase 1 Matchmaking games have been completed.
- Phase 1 leaderboards have been officially concluded and closed.

Tiebreaker Format

Each individual tie will be resolved through a single 1v1 match, unless specified otherwise by Tournament Officials. If multiple ties exist, each tie will be addressed independently.

Tiebreaker Scheduling

Tournament Officials will make reasonable efforts to schedule tiebreaker matches flexibly, taking into account player availability. A Default Tiebreak Date will be communicated in advance and will serve as the designated day for all unresolved tiebreaker matches to be played. Players who cannot attend the Default Tiebreak Date may forfeit their eligibility for the tied position unless an exception is granted at the discretion of Tournament Officials.

2.3. Prizing

The total Prize pool for 1V1 NOW is 5,000 EUR.

Place	Prize (EUR)	Phase
1	2,000	Playoffs
2	1,000	
3-4	1,000	

3. Game Rules for 1V1 NOW

3.1. Map Pool

Phase 1 OPEN - 1V1 NOW by Xbox Game Pass will be played on the 1v1 game:

- CHALET

Phase 2 and Phase 3 – 1V1 NOW by Xbox Game Pass will be played on the 1v1 game:

- CHALET
- CLUBHOUSE
- BORDER

3.2. Game Settings (Match Configuration)

Match configuration is by default the playlist 1v1 Duel 6 Rounds available in the custom lobby creation. During prep phase no reinforcement is allowed. The results procedure on platform its

really important to enter the correct score and have the proof with the screenshot to avoid match score approval being an issue.

3.2.1 Banned Operators & Cosmetics

The following operator will not be available for competitive play during 1V1 NOW: Clash, Osa, Blitz, Montagne, Fuze, Blackbeard (NO SHIELD OPERATORS).

As further clarification of Section 5.1.3.4 of the BLAST R6 Global Rulebook, any unannounced skins accessible by Players in the LAN Build for 1V1 NOW are considered confidential information and subject to the confidentiality obligations set forth in Section 8.2 of the BLAST R6 Global Rulebook.

3.2.2 Usage of bugs or in-game exploits

Tournament Officials may use the Discord server to inform Players of additional game mechanics or usage of bugs and glitches that Players that will not be allowed to use throughout 1V1 NOW (ie. "**Game Rulings**").

Players will be responsible for:

- escalating to Tournament Officials any usage of bugs or in-game exploits witnessed during 1V1 NOW for verifying if such bugs or in-game exploit is allowed within the tournament; and
- constantly and regularly monitoring Tournament Official's communication on the discord server.

3.2.3 Technical equipment restrictions

The Tournament Organizer will provide computers, monitors and noise canceling headsets with a microphone for use during phase 3 of 1V1 NOW.

Besides the equipment provided by Tournament Officials for phase 3, Players will be required to bring any other equipment needed for them to compete in 1V1 NOW, 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 usage of any infringing equipment and issue

Sanction(s) in case it is determined that any equipment and/or device brought to 1V1 NOW may provide an unfair competitive advantage to its user.

Players may use their own external sound card for Phase 3 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. PC users can use controllers if they want.

3.2.4 Prohibited Software

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. The use of ExitLAG It may be allowed to used upon request and validation for each player that requires it by the admins.

4.1. Issues During a match

4.1.1. Technical Timeout

A Technical Pause is a pause in the Match which interrupts the standard proceedings due to an issue which prevents normal play conditions, and which are made by Tournament Officials at their sole discretion due to any reason they deem reasonable.

In addition to the rules set forth in Section 5.1.5 of the BLAST R6 Global Rulebook, the following rules will apply to Technical Timeout during 1V1 NOW:

- Technical Timeout may not necessarily result in a Re-host, but all Re-hosts are considered Technical Pauses.
- Once the action phase starts, Players should raise any technical issue to Tournament Officials. Play will not be paused or halted unless specifically approved by Tournament Officials during the round, until the next pause of opportunity. Players must make all efforts to continue play unless otherwise not possible.
- Conditions for a Technical Pause may include but are not limited to: hardware malfunction, furniture malfunction, food/drink spillage.

- Notwithstanding Section 5.1.5 of the BLAST R6 Global Rulebook, during a Technical Timeout, Players may only speak with their respective Tournament Official for the Match to solve any ongoing issues pertaining to the technical pause.
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4.1.2. Re-host

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

	Procedure for Re-host
Preparation Phase	• Before the start of the Preparation Phase. • Any technical issues including the game and server, Player disconnect, and or authorized software or hardware problems. • Up to the first fifteen (20) seconds of the Preparation Phase. • Any technical issues including the game and server, Player disconnect and or authorized software or hardware problems.
Action Phase	• Up to the first thirty (30) seconds of the Action Phase and if no damage has been taken by any player. • Player Observer-related issues. • Player is unable to control or move the Operator. • Game mechanic issues (E.g. shooting, reloading, movement, gadgets, or equipment).

4.1.3. Critical Failure

Critical Failure is defined as any uncontrollable external event that prevents the Match from being played with no means to remedy such failure available at the time of the Critical Failure. Examples could include server crashes, power outages, power surges, etc.

If a Critical Failure occurs during an in-game round, the in-game will be replayed if the outcome cannot be determined with reasonable certainty when the Critical Failure occurs.

If a Critical Failure occurs during a Match and the outcome can be determined with reasonable certainty, the Tournament Organizer may grant an additional in-game round to a Player's score (i.e. no time left, mid-bomb-defuse, etc.).

4.1.4. Breach of Rules notification during a Match

If a Player considers that the opponent Player is committing a Rule violation during the Match which has not been addressed by Tournament Officials, then the Player claiming that such

breach of Rule occurred shall notify such breach of Rules to Tournament Officials at the end of Map being played. 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.

5. Match Connection

All Players are responsible for their own hardware, network and internet connections and technical equipment to participate in 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 method can result in disqualification or bans. A match will not be rescheduled due to technical problems or missing players. Should a player 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.

5.1 Maximum Latency

The maximum latency is 120ms. If a player repeatedly exceeds this limit, a rehost must first take place before a match of protest may be opened. If a protest is opened, the match will be interrupted and, if the problem is not solved, it 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 of violation.

5.2 Server Location

The default Server Location for EUROPE MENA LEAGUE is EU Central by default. Players may petition the admin to change the server's location. Both players must agree on the location of the new server. For NORTH AMERICA, the default Server Location for NAL is CUS. The default Server Location for the South America League is SBR. The default Server Location for [ASIA PACIFIC LEAGUE] Subregions are OCE for OCE, SEA for Asia and East Asia for APAC North.

5.4 Required Software for Online Play

The following applications are required for participation in all 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. 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. 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.

If a crash occurs in MOSS during a round, the opponent must be informed immediately. The round must then be interrupted and 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 player wins the skipped rounds. Tournament Officials must be notified through official channels if issues Relating to MOSS occur.

6 Support Request:

All the support requests are indirect or non-match related requests, which concern purely informative, administrative, or organizational concerns of the players towards tournament management. A Support request can be submitted via BLAST R6 competitive Discord ticket system.

6.1 Match Protests:

If a player considers that the opponent player 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 shall notify such breach of Rules to Tournament Officials at the end of Map being played.

6.2 Unintended Mechanics:

An unintended mechanic is a condition or action that may allow a Player 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 unfavorable result for a Player.

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 Players 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 Player shall also report issues for review and consideration on R6FIX.

7. Prize Payment

Within fourteen (14) calendar days after the completion of a Designated Payment Activity (DPA), the Tournament Organizer will email the Player requesting an invoice for outstanding prize Payment money. Players 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
- Routing Number
- Beneficiary Address
- Bank Name
- Current Closed 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

8. Regions:

1V1 NOW is composed of 4 Regions. Each region is composed as follows (the "Regions"):

• Europe, Middle East and North Africa League Region (“EML Region”)

The EML Region includes the following countries and territories:

Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Iraq, Ireland, Italy, Israel, Jordan, Kazakhstan, Kingdom of Saudi Arabia, Kosovo, Kuwait, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tunisia, Türkiye, Ukraine, United Kingdom, United Arab Emirates and Vatican City.

• North America League Region (“NAL Region”)

The NAL Region includes the following countries and territories:
Canada, Columbia, Costa Rica, Ecuador, El Salvador, Dominican Republic, Guatemala, Honduras, Mexico, Nicaragua, Panama, Puerto Rico, and the United States of America.

• The South American League Region (“SAL Region”)

The SAL Region includes the following countries and territories:
Argentina, Bolivia, Brazil, Chile, Paraguay, Peru and Uruguay.

• The Asia Pacific League Region (“APL Region”)

The APL Region comprises 3 separate subregions respectively including the following countries and territories:

- The Asia Pacific North subregion (“APAC North Subregion”)

The APAC North Subregion includes the following countries and territories:
Japan and South Korea.

- The Asia Subregion (“Asia Subregion”)

The Asia Subregion includes the following countries and territories:
Bangladesh, Bhutan, Chinese-Taipei, Hong-Kong (China), India, Indonesia, Malaysia, Macau (China), Maldives, Nepal, Pakistan, Philippines, Singapore, Sri Lanka, Thailand, Vietnam.

- The Oceania Subregion (“OCE Subregion”)

The Oceania Subregion includes the following countries and territories:

Australia, New Zealand and Polynesian Nations.