



BLAST Competitive Integrity Policy

**Integrity is core to competition, BLAST is committed to
protecting it**

1 October 2020

At BLAST, competitive integrity is one of the core values that we build all our tournaments around. We believe that actively upholding competitive integrity is of the utmost importance for BLAST, the industry and the fans. For this reason we are partnered with the Esports Integrity Commission (ESIC) - an independent, third party authority. As part of this partnership we have fully incorporated their integrity program into our rulebook (details of this can be found here <https://esic.gg/codes/>). With ESIC we are committed to maintaining and improving competitive integrity in an ever changing environment.

We have added several key steps to all of our online tournaments (and qualifier events through partners) to ensure that competitive integrity is kept. These key steps include, but are not limited to:

Pre Event:

- Hiring Experienced Tournament Officials
 - We work with experienced and respected tournament officials from within the industry. This allows us to draw from a wide range of expertises to review and refine our operating procedures to ensure competitive integrity is upheld.
- Team Briefings
 - Each event we hold team briefings with a member of each team. Here we highlight key rules and the importance of integrity. Teams can express any of their concerns.
- Public and transparent rules, with strong penalties
 - BLAST believes a core aspect of integrity is clarity for both players and teams around our punishments and penalties. Players, Teams and fans can find our rulebook publicly available [here](#) which allows for open discussion over rulings.
- High quality partners
 - We work closely with our qualifier partners to make sure they fall within our integrity policy, offering support and guidance wherever needed

During an event:

- Active use of player / coach cameras and voice channels
 - We insist players and coaches are on camera, they are actively monitored at all times. Any instance that requires further investigation, recordings are reviewed in conjunction with various other tools. Initial investigations are conducted in real time with any concerns flagged for further investigation
- Tracking of issues
 - We have officials on teamspeak as well as connected to the server. Any issues seen or heard are reported and assessed by the Tournament Operations manager
- Tournament Servers and Anti cheat
 - We use an industry leading anti cheat software as well as the highest quality CS:GO servers to ensure all games are played at the highest level of competitive integrity
- Stream Delay
 - We are following ESICs recommendation to use a 4 minute delay to reduce any issues of potential "stream sniping" or other attempts to gain an unfair advantage

Post event:

- We review all demos post event
 - We check for multiple potential issues, including the newly revealed coaching bug, for which we have created an automated software reviewing much faster and more reliable than the human eye.
- We record and review player comms via teamspeak recordings
 - Using trusted translators we actively check over all teamspeak communications
- Information sharing and cooperation
 - We provide all evidence and concerns to ESIC. This allows the information to be shared with other TOs allowing for a better industry wide picture. Through ESIC we share all evidence and concerns with other TOs so clear pictures of player behaviour can be seen across the industry

We are always working to improve our systems and as part of this we expect all teams, players and fans to take part in this active role for the betterment of the wider community.