



BLAST Team Communication Use & Storage Policy

Access to and the use of Team Communications during Tournaments is a vital pillar of ensuring integrity and can be used to enhance the product while protecting competitive secrets. BLAST is committed to using this responsibly and protecting it

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We understand and respect that team communications in their entirety will contain sensitive information, which is why we have such strict control and only ever publicly share short clips that have been reviewed by our tournament operations team.

Recording and management

- Team communications are recorded roughly 10 minutes pre match start,
 - It is at this point that players are expected to be on the game server as well as the teamspeak server.
 - This is when we consider the players to be officially part of the match and should behave accordingly.
 - From that point on until the team leaves the server at the end of their match their team communications are recorded by BLAST
- Post each match all Team communications are stored on an secure encrypted server, with access limited to ensure security.

The process below outlines who has access to these communications and how they are used;

Access to Team Communications During Matches;

- The following roles are the only people who have access to the communications live;
 - Translator (When non English or Danish speaking team playing)
 - Graphics editorial
 - Broadcast director
 - Slomo Operator
 - Esports Operations Manager
 - 2 x match officials
- All these staff are covered by strict NDA's within their contracts
- Talent don't have any access to the team communications, either live or recorded

Access to Team Communications Post Matches

- The only people who have access to the encrypted server are the Esports operations manager and the Director of Technology.
- All access to this data is per default blocked for all users. Only users actively allowed will have access to the specific data points
- Any and all breaches of security are reported to ESIC as part of our post season report
- Teams will be able to access a copy of the recording post their own match, no live access by teams is possible

Use of Team Communications During Matches

- Team communications are used for broadcast segments and social media posts (This is known as mic'ed up).
- Before anything is released on broadcast or social media clips they go through an approval process led by the Esports Operations Manager (or if they are not available then the next most senior member of the tournament operations team). **Nothing is broadcast live.**

- The approval process involves the the broadcast team clipping the section they'd like to use, which is then sent to the Esports Operations Manager, should a clip not contravene our guiding principles, set out below, then it's not used in broadcast
- Use of team communications for broadcast and social media is subject to the following guiding principles:
 - No exposure of any competitive strategies / secrets
 - Showcase the players and teams
 - No statements that can create debate or make players look bad.
 - No confidential information
 - No sensitive personal information
- If a clip is used that the teams feel contravenes the above principles then they should contact the Esports Operations Manager immediately

Use of Team Communications Post Matches

- The Tournament Operations Manager (Head official) uses team communications as a matter of course to review the integrity of matches and review our tournament operations
- Files are stored indefinitely, with the security processes outlined above
- Teams are able to request copies of their recorded audio - once sent to the team they become responsible for the secure storage of that data.
- When deemed relevant to an investigation into either player conduct or competitive integrity, the esports operations manager may share sections or whole files with relevant third parties (e.g. ESIC)