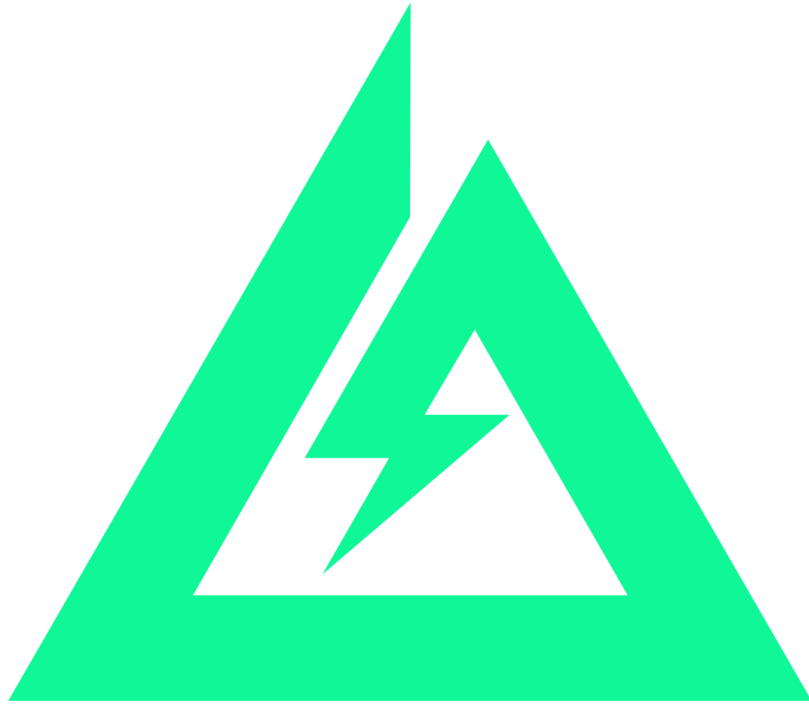




DELTA FORCE RISE SERIES 2026

Season 1

EMEA and AMERICAS

Official Rulebook and Regulation

v. 1.1.5

Release date: 2026, July 23

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1. Introduction

1.1 Acceptance of the Rules

The DELTA FORCE RISE SERIES 2026 - Season 1 (hereinafter Tournament) is an official competition for the PC version of Delta Force, with its own rules and regulations.

The DELTA FORCE RISE SERIES 2026 - Season 1 official rulebook ("Rulebook") and guidelines provided to team representatives valid throughout all activities during the tournament until the end. The DELTA FORCE RISE SERIES 2026 - Season 1 official rulebook based on the regulations and rules described in 2026 [DELTA FORCE: OPERATIONS TOURNAMENT OFFICIAL RULEBOOK](#).

Each participant or team representative, sending the team data and starting to participate in the official matches, confirms that he/she has read, understood, and accepted all rules and regulations stated in this document, as well as Delta Force's [Terms of Service](#) and Delta Force's [Privacy Policy](#). To confirm the consent, upon proceed to the Regular Season, the Team representative undertakes to sign and fill in the "Tournament Participation Agreement" (hereinafter referred to as "TPA") with the necessary team data, such as: players' full real names, nicknames, dates of birth, bank details, as well as to ensure that players agree to these rules and conditions of the "TPA".

1.2 Tournament participants

A Tournament official participant is a team or a player that is participating in DELTA FORCE RISE SERIES 2026 - Season 1. The teams and registered members are accountable for all penalties or rule violations registered members made during the tournament.

One participant cannot be a part of more than one organization at the same time if the other is not recognized by the tournament organizer or allowed by the main referee of the Tournament.

1.3 Regional distribution

The Tournament will be conducted across two regions: AMERICAS (AM) and EMEA (EMEA).

The **AMERICAS Region** includes countries located in North and South America, including overseas territories geographically located within the region.

The **EMEA Region** includes countries located in Europe, the Middle East, and North Africa.

Participation is restricted to countries that are supported by the official game server service areas.

The Tournament Administration reserves the right to determine regional eligibility in cases of uncertainty or dispute.

1.4 Penalties

1.4.1 Definition and rights

Penalties are given to team members and team representatives for any violation of the rules during the tournament.

Penalties may include warnings, minor penalty points, major penalty points, disqualification from a match, or disqualification from the tournament.

Participants will be informed about penalties via email or through the official tournament Discord server and will be given the opportunity to appeal the decision. Communication regarding appeals must be conducted between the license-holder (or their assigned communication manager) and the

Main Referee of the tournament.

The tournament organizer reserves the right to deduct prize earnings, disqualify participants, and publish official statements regarding rule violations.

1.4.2 Warnings

Warnings may be issued for minor or first-time violations that do not significantly impact competitive integrity. Repeated warnings may result in escalation to minor penalty points.

1.4.3 Minor violation

Minor penalty points are given for minor incidents such as failure to provide required team data before a deadline, violations of conduct rules, or abusive language during any phase of the tournament. Each minor penalty point results in a 1% deduction of prize earnings.

1.4.4 Major violation

Major penalty points are given for serious incidents such as ignoring decisions of tournament officials, failing to appear for a match, repeated minor violations, rule-breaking, or ignoring media obligations. Each major penalty point results in a 5% deduction of prize earnings.

1.4.5 Disqualification

Disqualification will occur in cases of severe rule violations, including but not limited to cheating, match-fixing, repeated failure to appear for matches, or intentional damage to the tournament organizer's reputation. Disqualified participants forfeit all prize money for the competition.

1.5 Official matches

The term "Official matches" refers to matches that take place under the banner of the DELTA FORCE RISE SERIES 2026 - Season 1 for any stage of the tournament.

1.6 Broadcast and the rights

Broadcast refers to official Live showing of any match during the tournament on any platform the organizer decides to do so, in any of the tournament stages.

The Tournament organizer has the rights to allow official broadcasts for any person or partners they deem necessary.

Teams cannot refuse to play in a match officially broadcasted by the organizer or partners.

1.7 Tournament organizer

The DELTA FORCE RISE SERIES 2026 - Season 1 is organized by StarLadder.

Name	Role	Contacts
Ahmed "Vixi3r" Nady	Main Referee EMEA	Discord: vixi3r
Abdulhamid "Z3X3RI" Nady	Tournament Manager & Support EMEA	Discord: z3x3ri
Ibrahim "Donlika" Misto	Tournament Manager & Support EMEA	Discord: donkira7
John "MrJay" Maiurro	Main Referee AM	Discord: jay1911
Roberto "Grimmie" Garcia	Tournament Manager & Support AM	Discord: gggrimmie
Nicholas "Basic" Neves	Tournament Manager & Support AM	Discord: nicksbasic
Aleksandr "non1ck" Isaevsky	Head of TO	a.isaevsky@starladder.tv

2. General

2.1 Rules and Regulations changes

StarLadder reserves the right to remove, modify or change the rules without further notice on any stage of the tournament to save the sport integrity of the tournament. Starladder also reserves the right to make decisions on cases not covered by the current rulebook to prevent any breaching on fair competition and sportsmanship.

2.2 Confidentiality

All dialogs between the tournament organizer representatives and players or team representatives, by any communication channels, are deemed strictly confidential. The publication of such material is prohibited without written confirmation from the Starladder Head of TO.

2.3 General responsibilities, agreements

The administration team takes responsibility for hosting all the stages of the tournament and providing information on time via the official discord server of the tournament: [LINK](#). The tournament organizer is not responsible for any information provided on 3rd party websites or resources.

The tournament organizer is not responsible for any agreements between individuals or teams, which can conflict with DELTA FORCE RISE SERIES 2026 - Season 1 rulebook and regulations, and will not allow them to take place.

2.4 Live broadcast

Any Tournament matches can be chosen to be broadcasted by the tournament organizer or partners. Live broadcasts may be organized on multiple platforms.

2.4.1 Rights

All broadcasting rights of DELTA FORCE RISE SERIES 2026 - Season 1 are owned by TiMi. This includes but is not limited to: video streams (e.g. PoV streams), radio streams, live observing, replays, demos, or TV broadcasts.

2.4.2 Protection of the rights

The tournament organizer has the right to protect its own products created during or after the tournament from rebroadcast or unauthorized usage in post-production.

2.4.3 Agreement

Each participant and team member acknowledges that tournament matches may be recorded and broadcast on platforms selected by the Tournament Organizer and Publisher, and that their image, likeness, voice, in-game name, and gameplay may be captured and used as part of such broadcasts and related content. Tournament participants understand that participation in officially scheduled matches includes participation in such recordings and broadcasts as part of normal Tournament operations.

Publisher and Tournament Organizer may also collect and process personal data for the organization, administration, operation, integrity protection (including anti-cheat and eligibility checks), prize payment, regulatory and reporting obligations, and overall execution of the Tournament.

Further information about how personal data is processed, including the rights available to

participants under applicable data protection laws and how to exercise them, is set out in the Publisher's Privacy Policy:

<https://privacy.proximabeta.com/portal/privacyPortal/DeltaForce/?uuid=4797bf38-bac5-4d1d-bd76-0a0bd70a96ed>

and the applicable privacy notice any applicable privacy notice made available during registration.

2.5 Communication

Communication between tournament organizer and team representatives specified in the rules. The official communication resource is email and the Official Discord server of the Tournament, if any other are not previously specified by the organizer in the email sent to players and team representatives.

2.5.1 Communication with the tournament organizer

Any communication with tournament organizer by email, discord or other means are confidential and cannot be publicly shared. All messages and emails sent to the organizer or by the organizer are recognized as official messages and cannot be shared to third parties. The tournament organizer has the right to not to react to messages which were sent by an unofficial source of communication.

2.5.2 Communication with players

Communication with teams will primarily be conducted through the Tournament's Official Discord server. Additional communication may be carried out via the email address provided in the team data document.

Any alternative communication channels may be specified by the Tournament Operator in written correspondence.

2.6 Participation conditions

The following conditions must be met in order to participate in the DELTA FORCE RISE SERIEST 2026 - Season 1.

2.6.1 Age restrictions

All participants of DELTA FORCE RISE SERIES must be at least 16 years of age by their first game day.

2.6.2 Regional Limitations

Teams and players are limited to participating only in one region.

2.6.3 Home region

A player's home region is determined by the country in which they hold permanent residency, in accordance with the regional distribution defined above.

To verify eligibility, players must provide valid documentation, such as a passport, national ID card, or an official document confirming permanent residency status.

Documents such as tourist visas, short-term visas, work visas, student visas, or any other temporary residence permits do not qualify as proof of permanent residency.

If a player holds valid permanent residency in more than one region, they will be considered a representative of the region in which they participated during their first match of the tournament. This designation remains final for the duration of the tournament.

The Tournament Administration reserves the right to review and determine a player's regional eligibility on a case-by-case basis where necessary.

2.6.4 Roster size and Native roster policy

A team must consist of a minimum of three (3) players. In addition, a team may register up to two (2) substitute players.

Regardless of roster size, a team may include a maximum of one (1) foreign player who is not from the team's assigned region (EMEA or AM). All remaining players must have their home region within the respective region.

2.6.6 Roster Changes

Teams are required to compete with the roster they registered for the tournament from its start until its conclusion.

Teams that qualify through the Open Qualifiers are allowed to make limited roster changes before the start of the Regular Season (by the deadline set by the Tournament Administration).

The following changes are permitted:

- Teams may remove players from their roster who were registered for the Open Qualifiers but did not participate in any matches.
- Teams may add a maximum of one (1) player to their roster. A team may register a player who did not qualify for the Regular Season with another team.
- Teams are not allowed to register a player who has qualified for the Regular Season with another team, even if that player was listed as a substitute and did not play any matches.
- After any roster changes, the team must remain compliant with the Native Roster Rule.

All roster changes must be submitted to and approved by the Tournament Administration.

2.6.5 Eligibility confirmation

All participants who qualify for the Regular Season are required to confirm their permanent residence by providing valid supporting documentation to the Tournament Organizer.

The Tournament Organizer reserves the right to request additional verification or documentation at any time if deemed necessary.

2.7 Players details and nicknames

Upon request, players are required to provide all necessary information, including but not limited to: Full Name, ID Photo, In-Game Nickname, In-Game UID, Nationality, Age, Gender, Discord ID, Email, Game Time, Streaming status (if applicable, with link).

Players must submit their nickname during the registration period and may not change it after registration without prior approval from the Tournament Organizer.

Each player's tournament nickname must include a team tag. The team tag must consist of 2–4 uppercase letters and/or numbers, and the full nickname (including the team tag) must not exceed 14 characters. The nickname must be in the following format: "TAG | Nickname", where TAG is the

team's tag and Nickname is the player's nickname.

All nicknames are subject to approval by the Tournament Administration, which reserves the right to reject or require a change of any nickname at its discretion. Nicknames must not include sponsors, product names, commercial terms, or any vulgar or offensive language, and must comply with the Code of Conduct.

2.8 Game accounts

Starting from the Open Qualifier, all players will be provided with accounts information to play on the tournament server. More detailed information in Section 3. Technical Environment.

2.9 Team accounts

2.9.1 Standards

Team representatives will be asked to provide all team data to the organizer, such as but not limited to team logo, team contacts, team information etc.

2.9.2 Team names and logo

Team names and team logos are subject to approval by the Tournament Administration, which reserves the right to reject or require a change of any team name/logo at its discretion. Team name must not include sponsors (If the sponsor is not part of the team's officially or commonly recognized name), product names, commercial terms, or any vulgar or offensive language, and must comply with the Code of Conduct.

2.9.3 Changes in Team data

Any changes in Team accounts must be approved beforehand by StarLadder. In case of late notification before the actual start of the games, the organizer has the right to deny any changes in the Team account.

2.10 Slot holder

2.10.1 Definition

The DELTA FORCE RISE SERIES 2026 - Season 1 slot will be owned by teams who meet the following criteria:

- have been invited directly;
- have qualified through regional qualifications.

2.10.2 Duration

Slots will be given to the owners only for the duration of a single DELTA FORCE RISE SERIES 2026 - Season 1 Tournament.

2.10.3 Team Slot

Each tournament slot is owned by a designated entity or individual.

If a team is represented by a legal entity (organization), the slot is owned and controlled by that legal entity.

If a team is not represented by a legal entity, the slot is owned by the players, with the team captain (or a manager, if designated) acting as their official representative. Furthermore, a team without an organization must retain the majority of its players (2 players for a 3-player roster, or 3 players for a

4- or 5-player roster). If the team cannot reach an agreement and fails to maintain this required number of players, the roster will completely lose the slot.

The slot owner is responsible for all team-related matters, including communication with the Tournament Administration, roster submissions, and compliance with the rulebook.

2.10.4 Team ownership

Each legal entity may hold only one slot per tournament, including all qualifiers.

It is not permitted for multiple teams under the same legal entity to participate in the same tournament or its qualifiers.

If multiple teams associated with the same legal entity are found to be participating, the Tournament Administration reserves the right to disqualify one or more of these teams at any stage of the tournament.

All teams must confirm that they have no conflicting business relationships with other participating teams. This includes, but is not limited to, shared ownership, management, or financial agreements.

If any potential conflict exists, teams must inform the Tournament Administration in advance for review.

2.10.5 Transfer and Withdrawal of Slot

The Tournament Operator reserves the right to withdraw or deny slot ownership if the slot owner violates the rulebook or tournament guidelines.

Slot ownership may also be revoked in cases of rule violations, misconduct, or failure to comply with tournament requirements.

2.11 Invites and slots.

A total of 12 teams will participate in the Regular Season.

The Tournament Operator will invite up to 7 teams directly to the Regular Season. The remaining slots will be filled by teams qualifying through the Open Qualifiers.

The final slot distribution will be announced at a later stage.

2.12 Teams sponsors

Team sponsors who can be identified as racist, pornographic, related to illegal drugs, adult/mature or non-ethical resources, gambling, or virtual currencies are prohibited at RISE SERIES events.

Teams must not display, promote, or otherwise feature any such blacklisted sponsors in broadcasts, on social media, or during offline events.

If a team is uncertain whether a sponsor complies with these restrictions, they must consult the Tournament Administration in advance.

2.13 Prize money

All prize payments will be done 90 days after the event finished (additional 30 days after payment

documents were provided and signed). Teams will be contacted by the organizer and will provide details for the payment.

2.14 Match start

2.14.1 Punctuality

Each team is required to be presented on the server/room/communication channel at least 30 minutes prior to the start of the match according to the schedule provided by the organizer. If the team is late for the scheduled time and didn't notify the organizer, they will receive penalty points.

2.14.2 Not showing up

The team which didn't show up for the match before the scheduled start won't receive any compensation.

2.14.3 Match procedure

The match will start on the scheduled time. Only the match admin can request a match start delay due to unforeseen issues or broadcast activities.

Ten minutes before the scheduled start time of the match, the name and password of the lobby will be listed in the official discord server for participants of the match. Pause between rounds - 10 minutes.

2.14.4 Match results

Results of the match are considered confirmed by all parties if there is no protest submitted right after finishing.

2.15 Match protest

2.15.1 Definition

A protest needs to be filed during a match for things like incorrect server settings, ineligible players on the server or other related issues. After the round, protests will be reviewed by the tournament administration as soon as possible. A protest is the official communication between the parties and the admin. Team representatives are not allowed to share any of the dialog, decisions, people involved in the protests review, etc, without the permission of the organizer.

2.15.2 Deadline for protest

A protest about game or server side can be submitted after the round within 10 minutes after it finishes. A protest about an incorrectly calculated score may be submitted after 12 hours of the match. If the team submitted a protest after the deadline, the organizer has the right to not to react to the protest.

2.15.3 Filling the protest

The protest must contain detailed info about why the protest was created. A protest may be declined if proper documentation is not presented.

2.15.4 Communication during the protest

Communication from the team is only allowed to be made by one representative chosen by the players (team manager or team captain). Teams must confirm that they will act like professionals and will not abuse opponents or referees during dialogs between all parties.

2.15.5 Decision on the protest

Decisions on the protests are final and cannot be arbitrated.

2.16 Media activities

Teams or their representatives are obligated to join remotely for any media activities scheduled by the organizer. Each team will be notified prior to any media activities scheduled for them during the tournament.

Teams are required to provide one player for potential pre- or post-match interviews.

2.17 Conflict of interests

All participants agree and confirm that they don't have any conflict of interest before the start of the first match of the tournament for them. In case a participant is not sure how to consider certain situations he should contact the tournament organizer beforehand and receive confirmation of his eligibility to take part in the tournament.

3. Technical Environment

3.1 Tournament Server and Accounts

All tournament matches are played on a dedicated Tournament Server.

The Tournament Server uses the version [Echo], including all official server content and balance patches released prior to June 10, 2026. All features, maps, values, and system configurations are specifically optimized for competitive play.

The Tournament Server supports multiple language settings. Domestic and international versions are identical. The Tournament Server is fully separate from the official server, and no data is shared or synchronized between them.

Tournament Server for the match will be selected:

For EMEA - Frankfurt.

For AM - Dallas.

3.2 Tournament Server Access

Players must log in to the Launcher using their assigned Tournament Whitelist Account, then select the Delta Force Tournament Server to download and install.

Launcher Installation Guide (Tournament Version): [LINK](#)

3.3 Tournament Accounts

Tournament administration will provide each player with a unified Whitelist Account.

Upon receiving access, players are required to verify that their account is correctly initialized. Any issues must be reported before the start of the match. Initial items and configurations will not be reissued once a match has begun.

3.4 Account Configuration

All tournament accounts are pre-configured as follows:

Character Progression:

- Black Site: Max Level
- Operators: All unlocked

- Character Level: 20

Appearances:

- All weapon appearances available on the tournament server are unlocked (including MandelBrick appearances)
- All melee weapon appearances are unlocked
- Operator appearances are disabled
- Operator name cards, calling cards, and badges are disabled

Inventory:

- Safe Box capacity: 3×3
- Initial stash: 1.5M Tekniq Alloy

4. Match Format

4.1. Match Format

4.1.1 Match Structure

Matches will be played in Operations mode. Each match is played in '7-Round' format, consisting of up to 7 rounds:

- Rounds 1 and 3 are Airdrop rounds.
- Round 2 is MandelBrick+Airdrop round
- Rounds 4, 5, and 6 are MandelBrick rounds.
- Round 7 is Mandelbrick or Mandelbrick+Airdrop round (depending on what map will be played).

Each round is played on a predefined map with specific objectives.

4.1.2 Team Setup

Each match consists of 6 teams competing simultaneously.

4.1.3 Round victory condition

If a team successfully decodes a MandelBrick during a round, that team is declared the winner of the round. The round must continue until its completion, and all remaining squads are ranked based on their total squad points.

4.1.4 Match victory condition

A squad that successfully decodes one (1) MandelBrick reaches match point. A squad that successfully decodes two (2) MandelBricks wins the match, which concludes at the end of the current round.

If a squad secures victory by decoding two MandelBricks, the Match is finished and all remaining squads must complete the ongoing round. Final rankings for the remaining squads (2nd to 6th place) are determined according to the ranking rules.

If no squad wins the match by decoding two MandelBricks after all seven rounds have been completed, squads are ranked according to the ranking rules.

4.1.5 Ranking Rules

Teams are ranked in the Match based on the following criteria:

1. The team with 2 MandelBricks wins the match.
2. Number of MandelBricks decoded across all rounds (higher is better).
3. If two or more teams remain tied after (2), they are ranked by total squad points across all rounds (higher is better).

4. If teams remain tied after (3), they are ranked by total eliminations across all rounds (higher is better).
5. If teams remain tied after (4), teams that achieved their eliminations earlier are ranked higher.
6. If teams remain tied after (5), teams are ranked by exact number of total assets. This tiebreaker may only be applied if both teams have 0 eliminations.

4.1.6 Points System

A squad's total points are calculated as the sum of Kill Points and Asset Points.

Formula:

Total Squad Points = Total Kill Points + Total Asset Points

Each confirmed elimination awards 1 point.

Kill data is verified using the official match record ("Operator Kills").

Note: If a Player knocks down an opponent but is eliminated from the match before that opponent is fully eliminated, the kill will not be added to the Player's score. In other words: points for eliminations are not awarded to players who have already been eliminated from the game.

For every 2,000,000 in total assets, a squad earns 1 point.

Total Assets are rounded down (e.g., 1.9M = 0 points, 3.9M = 1 point, 4.1M = 2 points).

4.1.7 Asset Reporting

Asset values are determined based on the "Fund Transaction History" panel in the post-round lobby. Any actions performed after the round concludes do not affect the final Total Assets calculation.

4.1.8 Death Spectating

If you are eliminated but your teammates remain in the fight, you can spectate your own team.

If your entire squad is eliminated, you may spectate the remaining active squads.

4.2. Round Types and Objectives

4.2.1 Round Distribution and maps

Rounds are divided into two types - Airdrop rounds and MandelBrick rounds. The order and maps are listed below:

Round	Type	Map	Duration
Round 1	Airdrop	Zero Dam	18 mins
Round 2	MandelBrick + Airdrop	Brakkesh	18 mins
Round 3	Airdrop	Tide Prison	18 mins
Round 4	MandelBrick	Space City	18 mins
Round 5	MandelBrick	Space City	18 mins
Round 6	MandelBrick	Space City	18 mins

Round 7	MandelBrick (+Airdrop in case of Brakkesh pick)	Brakkesh / Space City	18 mins
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- Round 7 Map Selection Rules: After Round 6 concludes, the captain of the 6th-place (last-place) squad must submit their map selection to the host/referee.
- If the captain fails to submit the selection within 3 minutes of the round results being announced, the host/referee will conduct a random draw from the available maps.
- Pause break between rounds is 7 mins.

4.2.2 Airdrop Rounds

In Airdrop Rounds, no MandelBricks are present (Zero Dam and Tide Prison maps)

Squads must:

- Compete for loot, survival, and extraction
- Gain advantage through: Eliminations, Resource accumulation, Positioning for future rounds.

Points gained in these rounds contribute to:

- Overall ranking (if needed)
- Economic advantage in later rounds

4.3. MandelBrick System

4.3.1 Overview

The MandelBrick is the core objective of the match.

1 decoded MandelBrick → Match Point

2 decoded MandelBricks → Match Victory

If a squad reaches 2 decoded MandelBricks:

The match ends immediately after the current round concludes.

4.3.2 Objective Flow

To secure a MandelBrick, a squad must:

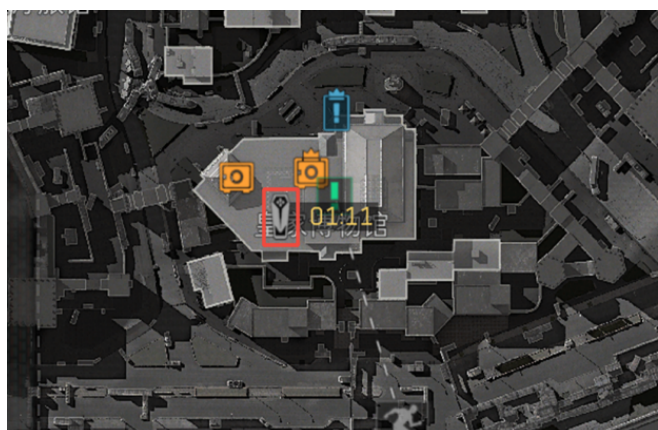
- Pick up the MandelBrick
- Deliver it to a Decoding Station
- Complete the decoding process

4.3.3 Activation Rules

MandelBricks will only become available for pickup after a set period following match start.

Prior to their availability, MandelBricks cannot be interacted with.

They will be visually represented in gray on the map, accompanied by an interaction countdown.



4.3.4 MandelBrick Carry and Reset Rules

Once a MandelBrick is picked up, a 5-minute reset countdown begins.

If the squad holding the MandelBrick fails to place it at a Decoding Station before this countdown expires, the MandelBrick will disappear and later respawn at a designated spawn location.

Dropping a MandelBrick into water will also trigger a reset.

This reset does not affect MandelBrick spawn locations or Decoding Station positions.

The countdown is visible to all squads and is not reset or affected if the MandelBrick is dropped or picked up by another squad.



4.3.5 Decoding Rules

The initial MandelBrick decoding time is 4 minutes, and the decoding time decreases with each interruption.

If the decoding process is interrupted by another squad, the remaining decoding time is reduced by 30 seconds per interruption.

Repeated interruptions result in cumulative reductions; however, the decoding time cannot be reduced below a minimum of 1 minute and 30 seconds.

MandelBrick Decoding Station Interaction Time:

The time required to interrupt an ongoing MandelBrick decoding is 2.5 seconds (3 seconds was in the previous patch).

Interaction is still possible under extreme time pressure.

If a player interacts with a MandelBrick when the remaining decode time is shorter than the station's interaction duration, the interaction will still go through. Example: Squad A is decoding a MandelBrick with only 1s left on the countdown. If a Squad B member interacts with it at that moment, the handover can still be completed. During this overtime interaction, the decode countdown will display 0 until the handover finishes.

If the squad currently decoding the MandelBrick is eliminated during the decoding process, the decoding countdown is paused rather than reset. Other squads may continue decoding the MandelBrick from the paused state, and the pause does not affect any prior decoding time reductions. A decode is considered successful if, upon completion, at least one member of the decoding squad remains alive.

4.3.6 Information & Alerts

Mandel Brick decoding timers:

While an enemy squad is decoding a MandelBrick, other squads can see the remaining decoding time in real time.

While a squad is decoding a MandelBrick, its players will receive an in-game prompt to defend the decoding station.



5. Game Systems and Economy

5.1 Tournament Operator Special Rules

5.1.1 Operator Selection Rules

All unlocked Operators on the Tournament Server are available for selection.

Within a single match, each squad may use a specific Operator a maximum of two (2) times. Once this limit is reached, that Operator becomes unavailable to the squad for the remainder of the match.

Squads can review previously used Operators via the in-game "Switch Match Info" menu.



5.1.2 Round 7 Exception

If a match reaches Round 7, all Operator usage restrictions are reset.

Each Operator is restored to two (2) available uses, and all squads regain full access to the entire Operator pool for Round 7.

5.2 Tournament Items and Value Special Rules

5.2.1 Tournament Server Disabled Systems Rules

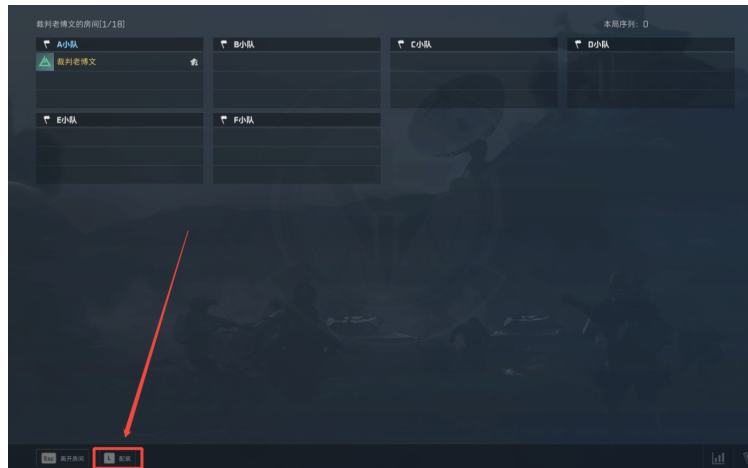
To ensure fair play, the following systems are disabled on the Tournament Server:

- Auction House: Players are not allowed to buy or sell items through the Auction House.

- Black Site Production: Item production at the Black Site is disabled.
- Missions: All mission-related systems are disabled.
- Battle Pass: All Battle Pass-related systems are disabled.
- Events: All in-game events are disabled.

5.2.2 Tournament Server Loadout Entry

Within the room, players can configure their equipment and purchase items via the Loadout entry, as depicted in the image.



5.2.3 Store Equipment/Weapon/Attachment Purchase Range

All weapons and attachments available on the Tournament Server may be purchased through the Loadout interface. Item prices are fixed.

The available purchase range is progressively expanded as the match progresses.

Purchase Availability by Round

- Initial Purchase Range (before Round 1):
 - Ammo up to Level 3 - Unlimited
 - Helmets and Ballistic Vests up to Level 4 - Unlimited
 - Helmet and Ballistic Vest Repair Kits up to Level 5 - Unlimited
 - All weapons and attachments - Unlimited
 - Backpacks, chest rigs, medical items, injectors, and negative status treatment items - Unlimited
- After Round 1 concludes:
 - Ammo Level 4 - Unlimited
- After Round 3 concludes:
 - Ammo Selection Pack Level 5 — Limit: 1 per account
 - Helmet and Ballistic Vest Selection Pack Level 5 - Limit: 1 per account
 - Helmet and Ballistic Vest Repair Kits up to Level 6 - Unlimited

Prohibited Purchases

The following items are restricted and cannot be purchased at any point during the tournament:

- Level 6 Helmets and Ballistic Vests
- AWM Ammo

Additional rules:

- AWM ammo is only obtainable through airdrops.
- AWM ammo cannot be stored in the Safe Box.

5.2.4 Recovery and Healing Items

Recovery and healing items on the Tournament Server are adjusted to support faster-paced gameplay.

Vest and helmet repair kits:

- Usage speed is 25–30% faster than on the official server
- Prices are reduced compared to the official server

Surgical items (DEV Surgical Kit, Green Surgical Kit):

- Usage speed is 30% faster than on the official server

Gold Med Kit and Purple Kit:

- Activation time is reduced by 0.5 seconds
- Single-use healing time is 30% faster

If a squad uses the Operator Toxik, her trait may further reduce the activation time of vest repair, helmet repair, and medical items.

5.2.5 Item Trading Rules

- Item values are synchronized with real-time price data from the live (retail) server.
- Purchase and sell prices with the Black Site merchant are identical, eliminating reselling strategies.

5.2.6 Operator ID Tag

The value of Operator ID Tags increases progressively with each round. Operator ID Tags can be securely stored in the Safe Box. value of Operator ID Tags increases progressively throughout the match.

Operator ID Tag Values	
Round	Operator ID Tag Value
Round 1	0.05M
Round 2	0.05M
Round 3	0.1M
Round 4	0.1M
Round 5	0.15M
Round 6	0.15M
Round 7	0.15M

5.2.7 Keycards

Master Keycard purchase is enabled for each map.

The Master Keycard is priced at 100, has 100 durability, and can open all door locks on the

corresponding map.

Keycards acquired on the map can still be used as usual, and their sell prices are aligned with official server values.

5.2.8 Additional Lv.5 Armor Exchange

After Round 1 ends: Helmet Selection Pack Lv.5 and Vest Selection Pack Lv.5 become available for exchange. Each item is limited to 1 exchange. Each item can be exchanged once using Lucky Wood Sculpture obtained from in-match Boss/Flagship Task drops.

The exchange recipes are:

- Helmet Selection Pack Lv.5: 1x Lucky Wood Sculpture (in-match Flagship Task drop; see map configuration details) + 3x Helmet Exchange Voucher (available for direct purchase in Store, supports one-click refill, 0.1M each).
- Vest Selection Pack Lv.5: 2x Lucky Wood Sculpture (in-match Flagship Task drop; see map configuration details) + 4x Vest Exchange Voucher (available for direct purchase in Store, supports one-click refill, 0.1M each).

5.3 Tournament Salary & Distribution Rules

During tournament matches, each player receives Tekniq Alloy after each round based on their individual performance.

Total rewards are calculated as follows:

Total Tekniq Alloy = Kill Rewards + MandelBrick Decoding Rewards + Fixed Supply + Losing Streak Compensation.

5.3.1 Kill Rewards (Tekniq Alloy)

Players receive Tekniq Alloy based on the number of opposing operators they eliminate during each round.

Rewards are distributed automatically at the end of every round (R1–R7) once a player's result (Extracted / Defeat) is confirmed. Distribution is processed individually and does not depend on other players completing the round.

Kill Rewards (per person/per kill)
0.8M

5.3.2 MandelBrick Rewards (Tekniq Alloy)

MandelBrick rewards are divided into three categories: First Insert, Handover, and Decode.

Rewards are distributed automatically after each MandelBrick round once a player's result (Extracted / Defeat) is confirmed. Distribution is processed individually and does not depend on other players completing the round.

Reward Values by Round			
Round	First Insert (Squad)	Handover (Per Player)	Decode (Per Player)
Round 2	0.1M	0.1M	0.5M
Round 3	0.2M	0.2M	0.7M
Round 4	0.2M	0.2M	0.8M
Round 5	0.2M	0.2M	1.3M
Round 6	0.2M	0.2M	1.3M

Additional Rules

- First Insert: The first squad to insert a MandelBrick in a round receives the reward.
- Handover: Each time control of the MandelBrick changes, the player performing the handover receives a reward (maximum 3 per player per round).
- Decode: Only players who decode or copy the MandelBrick and they must still be active in the match (i.e., not have triggered the results screen).

5.3.3 Fixed Supply (Tekniq Alloy)

Each player receives a fixed amount of Tekniq Alloy after every round.

Rewards are distributed automatically after each round (R1–R7) once a player’s result (Extracted / Defeat) is confirmed. Distribution is processed individually and does not depend on other players completing the round.

Fixed Supply Values	
Round	Tekniq Alloy (Per Player)
After Round 1	0.7M
After Round 2	0.7M
After Round 3	0.7M
After Round 4	0.7M
After Round 5	0.7M
After Round 6	0.7M
After Round 7	0.7M

5.3.4 Losing Streak Compensation (Tekniq Alloy)

Losing Streak Compensation is provided to players who consistently fail to extract.

Rewards are distributed automatically after each round (R1–R7) once a player’s result (Extracted / Defeat) is confirmed. Distribution is processed individually and does not depend on other players completing the round.

The losing streak counter resets upon a successful extraction.

Losing Streak Values	
Losing Streak	Tekniq Alloy (Per Player)
1	0.2M
2	0.3M
3	0.4M
4	0.4M
5	0.4M
6	0.4M
7	0.4M

6. Tournament Map Configuration

6.1 Map pool

The following maps are used in the tournament:

- Zero Dam (Airdrop map only)
- Brakkesh
- Tide Prison
- Space City (MandelBrick map only)

6.2 Loot and Supply Rules

All loot spawn points and container locations follow the official server configuration, unless otherwise specified below.

The following adjustments apply on the Tournament Server:

- Ultra-high-value items do not spawn on any maps, including Heart of Africa, Medical Ventilator, and Tear of the Ocean.
- Easter Egg crates are disabled on all maps.

6.3 Insertion Point Rules

Insertion points on all tournament maps are pre-configured with fixed locations.

Insertion points are categorized by tier, indicated by color:

- Red (T1)
- Yellow (T2)
- Blue (T3)

To ensure balanced gameplay, squads will not spawn at the same tier in consecutive rounds.

For example, if a squad spawns at a Red (T1) insertion point in Round 1, it will only spawn at Yellow (T2) or Blue (T3) insertion points in Round 2, regardless of the selected map.

6.4 Tournament-Exclusive Extraction Points

On certain maps, a special Tournament-Exclusive Extraction Point may become available under specific conditions.

If a squad simultaneously:

- decodes two (2) MandelBricks, and
- successfully clears the map,

A Tournament-Exclusive Extraction Point will then spawn at a designated location on the map. The squad must proceed to this extraction point and extract immediately.

Extraction Locations by Map

- Space City: Core area, near the helicopter extraction point
- Brakkesh: Museum sector, near the statue at the north entrance
- Tide Prison: Outdoor area, at the helicopter landing pad

6.5 Zero Dam - Tournament map

6.5.1 Zero Dam Basic Configuration

- In-Match Duration: 18 minutes
- Map Event: Operation Wall Breaker is guaranteed to spawn.
 - Break Operation spawn is delayed by 2 minutes.
 - Guaranteed drop of items that can exchange Armor Lv.5. (Lucky Wood Sculpture)
 - Special items spawn as scattered points within benchmark mission rooms.
- Map Boss: Guard Captain – Saeed is guaranteed to spawn

6.5.2 Extraction Points

- Pull Points:

The pull is available from the start of the match. This is a single-pull extraction method. The pull waiting time is 4 minutes, and there is no cooldown.

- Paid Extraction Point:

Available 8 minutes into the match. Requires 20,000 Task earnings for extraction and offers 3 seats.

- Conditional Extraction Points:

- Bagless Extraction Point (Dam East Area only):

Available 8 minutes into the match. Players must unequip their backpacks to use this point. Offers 1 seat.

- Dam Crest Extraction Point (Dam West Area only):

Available 8 minutes into the match. Carry weight must be under 30kg. Offers 1 seat.

6.5.3 Zero Dam Insertion Point Configuration

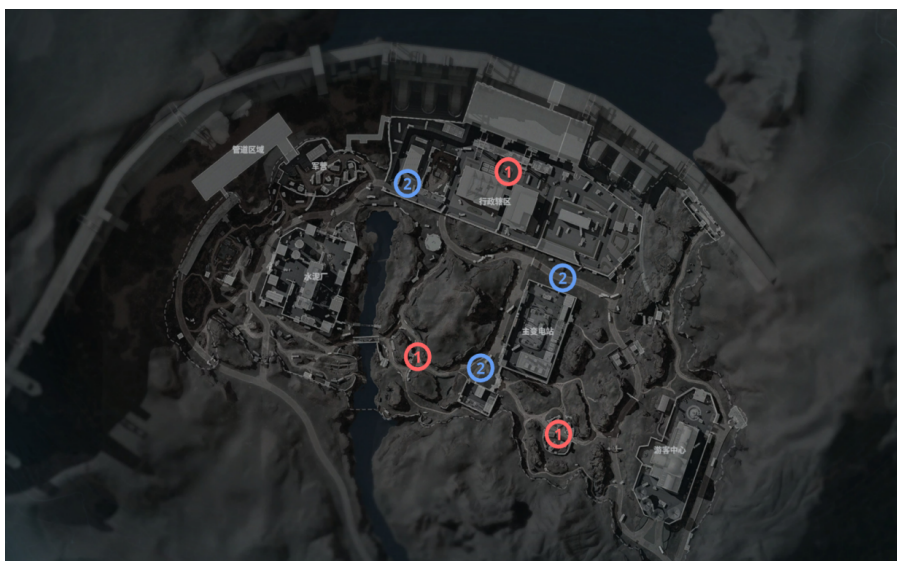


6.5.4 Dam Airdrop Configuration and Mechanics

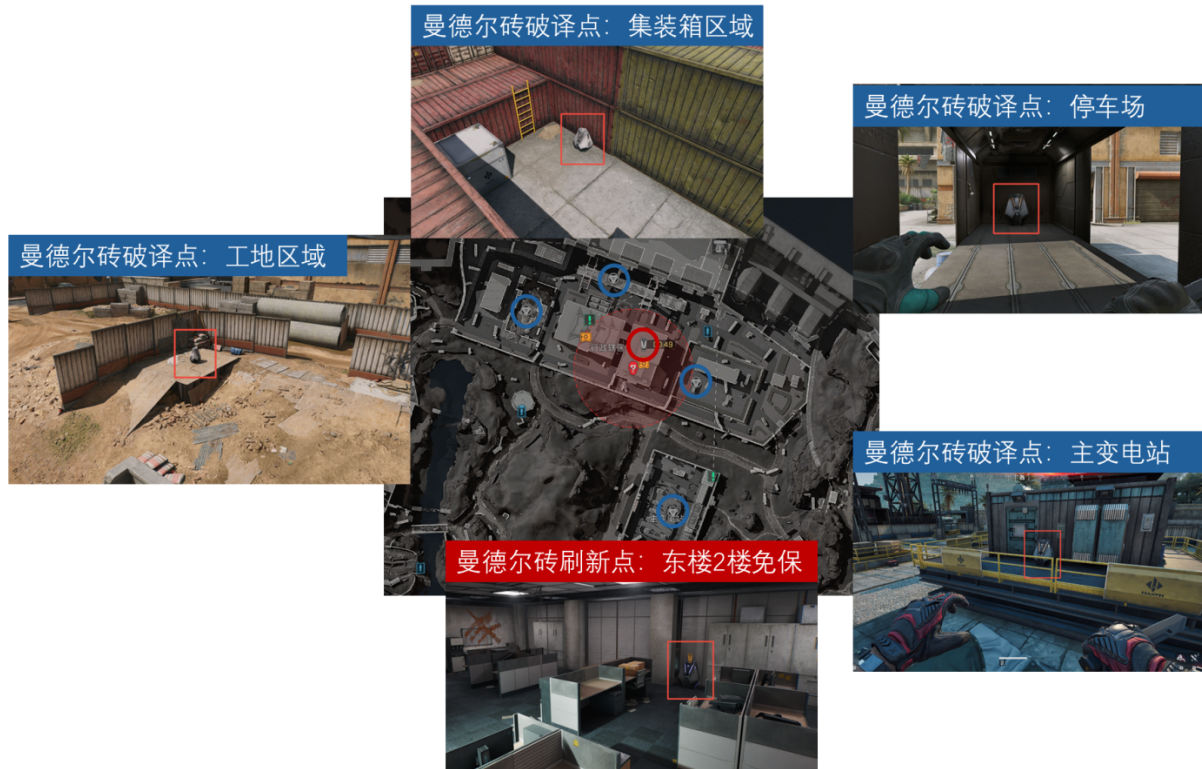
- First Airdrop: Deploys at the 5-minute mark, providing a fully-equipped AWM/M82 Weapon along with 5 rounds of ammo.
- Second Airdrop: Deploys at the 9-minute mark, providing high-value supplies.

Airdrops appear and land within 90 seconds. Players are notified via a global voice broadcast, as well as airdrop alerts and a landing countdown displayed on the map.

The first airdrop location is randomly selected from the designated red positions shown below, while the second airdrop location is randomly selected from the blue positions.



6.5.5 Zero Dam MandelBrick Locations (temporarily disabled)



6.6 Brakkesh - Tournament map

6.6.1 Brakkesh Basic Configuration

- In-Match Duration: 18 minutes
- Map Event: "Operation Asylum" is guaranteed to appear
- Map Boss: Armed Helicopter is guaranteed to spawn.
 - Helicopter guaranteed drop of items that can exchange Armor Lv.5. (Lucky Wood Sculpture)

6.6.2 Extraction Points

- Pull Points:

The pull is available from the start of the match. This is a single-pull extraction method. The pull waiting time is 4 minutes.

- Mission Extraction Point (Operation Asylum – Escort the Doctor):

Available 6 minutes into the match.

- Conditional Extraction Points:

- Bagless Extraction Point:

Available 8 minutes into the match. Players must unequip their backpacks to use this point. Offers 1 seat.

- Tower Top Floor Extraction Point:

Available 8 minutes into the match. Requires the delivery of two Operator Name Cards (designer Easter egg name cards are acceptable). Offers 1 seat.

6.6.3 Brakkesh Insertion Point Configuration

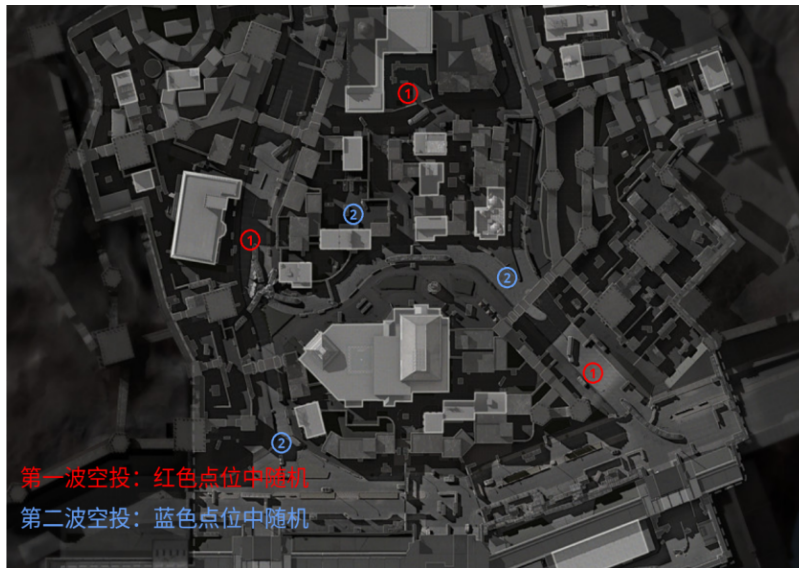


6.6.4 Brakkesh Airdrop Configuration

- First Airdrop: Deploys at the 5-minute mark, providing a fully-equipped AWM/M82 Weapon along with 5 rounds of ammo.
- Second Airdrop: Deploys at the 9-minute mark, providing high-value supplies.

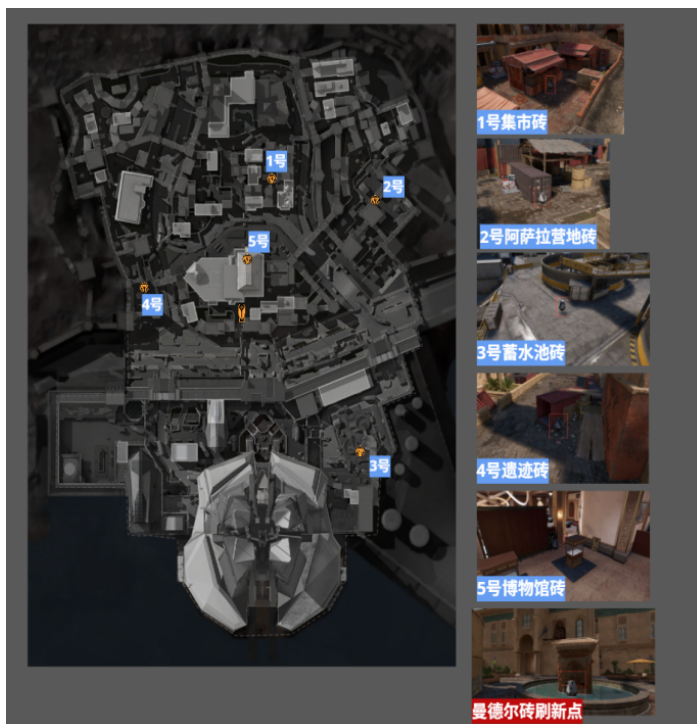
Airdrops appear and land within 90 seconds. Players are notified via a global voice broadcast, as well as airdrop alerts and a landing countdown displayed on the map.

The first airdrop location is randomly selected from the designated red positions shown below, while the second airdrop location is randomly selected from the blue positions.



6.6.5 Brakkesh MandelBrick Configuration

- Brakkesh MandelBrick Activation Delay: 1 minute
- Brakkesh MandelBrick spawn points and decoding locations:
Fixed 1 template with 5 decoding stations total



6.7 Tide Prison - Tournament map

6.7.1 Tide Prison Basic Configuration

- In-Match Duration: 18 minutes
- Map Event: Operation Floodline is guaranteed to spawn (can be picked up 2 minutes into the match, reward: 200,000)
- Map Boss: "Operation Starslayer" and "Operation Ravenhunter" are guaranteed to spawn
 - Map Boss pickup becomes available 5 minutes into the match
 - "Operation Starslayer" and "Operation Ravenhunter" are guaranteed to drop items that can

exchange Armor Lv.5. (Lucky Wood Sculpture)

- Special items spawn as scattered points within benchmark mission rooms.

- Special Operation: "G.T.I. Supply Operation" is guaranteed to spawn (contains fully-equipped AWM weapon + 5 rounds of ammo)

6.7.2 Extraction Points

- Pull Points:

The pull is available from the start of the match. Pull waiting time is 4 minutes (1 minute shorter than the official server).

- Conditional Extraction Points:

- Bagless Extraction Point:

Available 8 minutes into the match. Players must unequip their backpacks to use this point. Offers 1 seat.

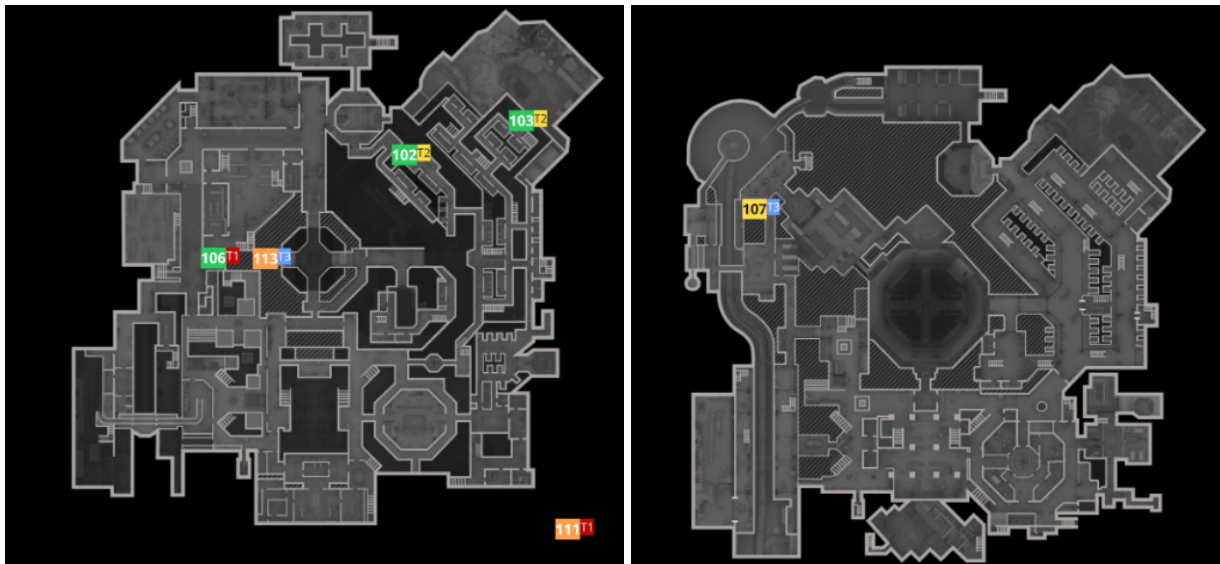
- Regular Extraction Points:

Available 13 minutes into the match. Extraction is completed after waiting 2 minutes. Extraction restrictions are consistent with the official server.

- Operation Floodline:

Available 2 minutes into the match. Tournament server Operation Floodline reward is 200,000 Tekniq Alloy.

6.7.3 Tide Prison Insertion Point Configuration



6.7.4 Tide Prison Airdrop & Supply Operation Configuration

Tide Prison supply airdrops consist of a Special Operation followed by a regular airdrop.

- Special Operation:

In Tide Prison, players can obtain AWM weapons/M82 weapons and ammo by completing the "GTI Supply Operation."

G.T.I. Supply Operation details:

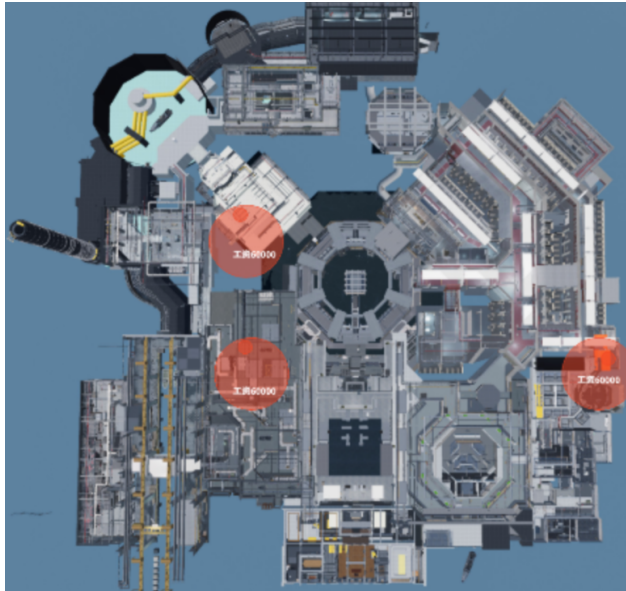
Receive Time: 5 minutes after match start

Supplies: Fully-equipped AWM/M82 weapon and 5 rounds of ammo deployed inside the iron gate

Operation Location: Randomly selected from 1 of the positions shown below, visible at match start

Operation Name: Identified by the keyword "GTI"

Operation Content: G.T.I. Supply Operation, plant C4 to breach iron gates and retrieve the supplies inside



- Standard Airdrop:

Deploy Time: 9 minutes after match start

Supply Output: Produces high-value supplies.

Airdrop Location: Randomly selected from 1 of the positions shown below.

Airdrop Mechanics:

Airdrops appear and land within 90 seconds. Players are notified via a global voice broadcast, as well as airdrop alerts and a landing countdown will be displayed on the map.



6.8 Space City - Tournament map

6.8.1 Space City Basic Configuration

- In-Match Duration: 18 minutes

- Map Event: "Broken Bridge" and "Operation Ascended" are guaranteed to appear
- Map Boss:
50% chance to spawn Security Director – Desmoulins, with equal probability in Core Area and Launch Area
50% chance to spawn Efficiency Director – Hudson, with Guard reinforcements arriving 4 minutes after match start
- All Easter Egg crates are disabled

6.8.2 Extraction Points

- Pull Points:

The pull is available from the start of the match. This location uses a double-pull extraction method. Pull waiting time is 4 minutes (1 minute shorter than the official server's waiting time).

- Mission Extraction Point (Operation Ascended):

Available 9 minutes 20 seconds into the match.

- Conditional Extraction Points:

- Bagless Extraction Point:

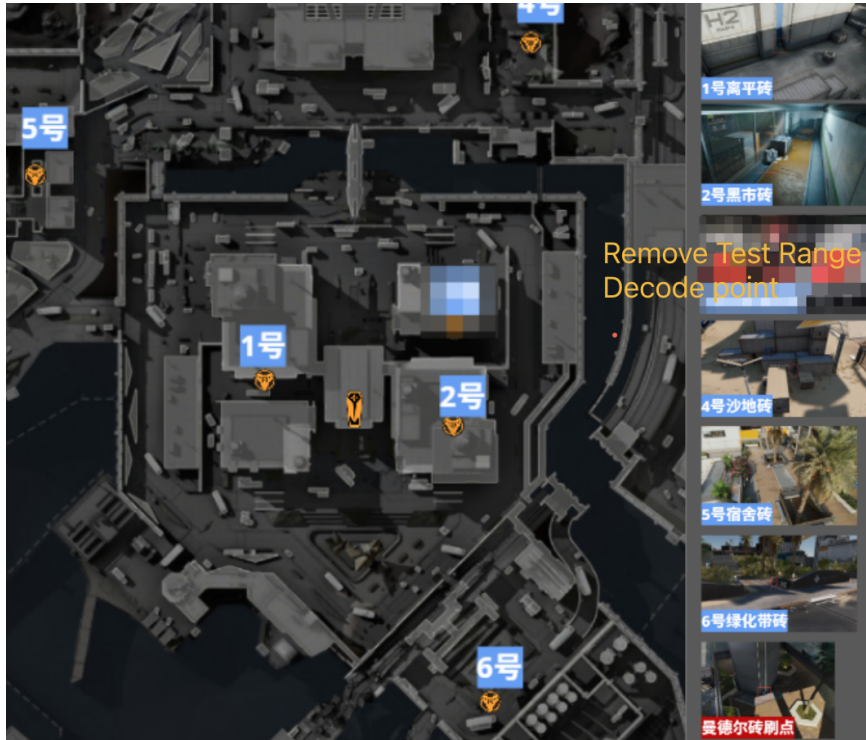
Available 8 minutes into the match. Players must unequip their backpacks to use this point. Offers 1 seat.

6.8.3 Space City Insertion Point Configuration



6.8.4 Space City MandelBrick Configuration

- Space City MandelBrick Activation Delay: 1 minutes
- Space City MandelBrick spawn points and decoding stations:
Fixed 1 template with 6 decoding stations total



7. Tournament structure

The DELTA FORCE RISE SERIES 2026 - Season 1 is divided into 2 stages. The whole Tournament will be played online.

7.1 Open Qualifier

Registration for the Open Qualifiers will open on April 20 and close on May 20 at 23:59 GMT+0. Open Qualifier will be played May 29-31 and June 5-7.

At least five teams from the Open Qualifier of each region will qualify for their respective Regional Rise Series Tournament.

At each stage, teams will be divided into matches (maximum 6 teams per match). The MandelBrick 7-Round Match format will be used.

7.1.1. EMEA Open Qualifier System

The qualifier will consist of 5 stages.

May 29-30 — Stage 1 (start 18:55 CEST)

68 teams will be divided into 12 matches with 5–6 teams in each match.

6 matches will be played on the first day, and 6 matches on the second day.

The 1st place team from each match will advance to Stage 2.

Teams placing 2nd–3rd in each match will advance to Stage 3.

All remaining teams will be eliminated from the qualifier.

May 31 — Stage 2 (start 18:55 CEST)

12 teams will be divided into 2 matches with 6 teams in each match. **One of the matches will be officially broadcasted.**

The 1st place team from each match will qualify for the RISE SERIES, while teams placing 2nd–6th will advance to Stage 4.

June 5 — Stage 3 (start 18:55 CEST)

24 teams will be divided into 4 matches with 6 teams in each match.

The top 2 teams from each match will advance to Stage 4, where they will join the teams advancing from Stage 2.

All remaining teams will be eliminated from the qualifier.

June 6 — Stage 4 (start 18:55 CEST)

18 teams will be divided into 3 matches with 6 teams in each match.

Teams placing 1st–4th from each match will advance to Stage 5.

All remaining teams will be eliminated from the qualifier.

June 7 — Stage 5 (start 13:55 CEST)

12 teams will be divided into 2 matches with 6 teams in each match.

The 1st place team from each match will qualify for the RISE SERIES.

Places 2nd–4th in each match will receive one final chance to qualify in Stage 6.

All remaining teams will be eliminated from the qualifier.

June 7 — Stage 6 (start 18:55 CEST)

The final stage will feature 6 teams competing in 1 match. **The match will be officially broadcasted.**

The 1st place team will secure the final slot in the RISE SERIES.

All remaining teams will be eliminated from the qualifier.

7.1.2. AM Open Qualifier System

The qualifier will consist of 5 stages.

May 29 — Stage 1 (start 16:55 PDT)

38 teams will be divided into 7 matches with 5–6 teams in each match.

The bottom 2 teams from each match will be eliminated from the qualifier. Therefore,

For matches with 6 registered teams, the top 4 teams will advance to Stage 2.

For matches with 5 registered teams, the top 3 teams will advance to Stage 2.

May 30 — Stage 2 (start 16:55 PDT)

24 teams will be divided into 4 matches with 6 teams in each match.

The top 3 teams from each match will advance to Stage 3, while

Teams placing 4th–5th will receive another chance to qualify in Stage 4.

Teams finishing 6th in each match will be eliminated from the qualifier.

May 31 — Stage 3 (start 16:55 PDT)

12 teams will be divided into 2 matches with 6 teams in each match. **One of the matches will be officially broadcasted.**

The 1st place team from each match will qualify for the RISE SERIES, while

teams placing 2nd–6th will advance to Stage 4, where they will join the teams advancing from Stage 2.

June 6 — Stage 4 (start 16:55 PDT)

18 teams will be divided into 3 matches with 6 teams in each match.

Teams placing 1st–4th from each match will advance to Stage 5.

All remaining teams will be eliminated from the qualifier.

June 7 — Stage 5 (start 11:55 PDT)

12 teams will be divided into 2 matches with 6 teams in each match.

The 1st place team from each match will qualify for the RISE SERIES.

Places 2nd–4th in each match will receive one final chance to qualify in Stage 6.

All remaining teams will be eliminated from the qualifier.

June 7 — Stage 6 (start 16:55 PDT)

The final stage will feature 6 teams competing in 1 match. **The match will be officially broadcasted.**

The 1st place team will secure the final slot in the RISE SERIES.

All remaining teams will be eliminated from the qualifier.

7.2 Regular Season

- Group Stage

Twelve qualified or invited teams will be divided into four groups with 3 teams each.

Group Stage format is Double Round Robin - means each group will play with each other group two matches - 12 matches in total (2x A+B, 2x C+D, 2x A+C, etc.).

The Group Stage will be played during 4 weeks, playable days are Friday, Saturday and Sunday.

Match #1 - July 10 - Group A + Group B

Match #2 - July 11 - Group C + Group D

Match #3 - July 12 - Group A + Group C

Match #4 - July 17 - Group B + Group D

Match #5 - July 18 - Group A + Group D

Match #6 - July 19 - Group B + Group C

Match #7 - July 24 - Group C + Group D

Match #8 - July 25 - Group A + Group B

Match #9 - July 26 - Group B + Group D

Match #10 - July 31 - Group A + Group C

Match #11 - August 1 - Group B + Group C (EMEA - Group A + D)

Match #12 - August 2 - Group A + Group D (EMEA - Group B + C)

Group Stage Match Score

During the Group Stage, teams will earn Match Score points in each match. Group Stage Match Score distribution will be as follows:

Placement	Match Score
1st place	8 points
2nd place	6 points
3rd place	4 points
4th place	2 points
5th place	1 point

6th place	0 points
Each decoded MandeBrick	1 point

Match placements are determined according to the Match Ranking Rules (detailed in the section 4.1.5 Ranking Rules).

All teams will be placed in a single overall Group Stage standings table based on the total amount of Match Score earned across all 12 matches. In case of a tie, the following tiebreakers will be applied:

1. Total number of MandelBricks decoded across all matches (higher is better).
2. If two or more teams remain tied after (1), they are ranked by total squad points across all matches (higher is better).
3. If two or more teams remain tied after (2), they are ranked by the total number of Operator eliminations across all matches (higher is better).
4. If teams remain tied after (3), the team that achieved their total Operator eliminations earlier in terms of in-game progression is ranked higher.

Note: To ensure fairness for teams playing in different groups, calendar dates are disregarded. Instead, matches are compared by their chronological sequence for each individual team (e.g., comparing Team A's 6th played match with Team B's 6th played match). Ranking is determined by the specific round number and in-game time within those respective matches.

After all 12 matches played:

- The top two teams from overall Group Stage standings proceed to the Finals.
- Teams placed 3rd-8th proceed to Survivor Day 1.
- Teams placed 9th-10th proceed to Survivor Day2.
- Teams placed 11th-12th eliminated from the Tournament.

- **Survivor Stage**

Consist of 2 matches, 2 days.

Survivor Match #1 - 6 teams (placed 3rd-8th in Group stage) will play one match on August 7.

- The top two teams of the match proceed to the Finals.
- Teams placed 3rd-6th proceed to Survivor Day 2.

Survivor Match #2 - 6 teams (placed 9th-10th in Group stage + placed 3rd-6th in Survivor Match #1) will play one match on August 8.

- The top two teams of the match proceed to the Finals.
- Teams placed 3rd-6th eliminated from the Tournament.

- **Final**

6 teams (The top two teams of Group Stage + the top two teams of Survivor Match #1 + the top two teams of Survivor Match #2) will play one Final match on August 9, which determines final placement of the teams in the Season.

Top-3 Final participants (3 teams) of Season 1 will be directly invited to the Regular Season 2.

8. Open Qualifier special rules.

8.1 Registration and confirmation

The entire registration process for the Open Qualifiers will be conducted exclusively through the

official competition Discord server.

Teams must submit their registration in the designated Discord channel. Following submission, the tournament staff will review the application to ensure it complies with all requirements.

Once the registration has been deemed compliant, the staff will provide the team with the necessary instructions to proceed with the eligibility verification process for their roster, including identity verification and validation of the information outlined in Section 2.7 Players details and nicknames.

Upon successful completion of the eligibility process, the team's registration will be officially approved by the tournament staff.

All players and team managers are required to carefully review the information shared within the designated Discord information channels. Failure to comply with any rules or instructions communicated through these channels may result in penalties or disqualification.

All communication with the tournament staff must take place exclusively via the official Discord server, either through the support channel or the ticketing system. No information or support will be provided through private messages (DMs).

9. Regular Season special rules.

9.1 Webcams

All players are required to use webcams during official online matches. The camera must **clearly show the player's face**.

VDO.Ninja will be used to transmit the video feed to the tournament administration.

Webcams must be set up and tested in advance. At least **15 minutes** before the scheduled match start, players are required to join VDO.Ninja and receive confirmation from a tournament administrator via Discord.

Webcam feeds may be used in the official broadcast (for example, to capture player reactions).

Webcams may be turned off between rounds.

Players are not allowed to smoke during the official match.

9.2 Voice communication

Teams must use the team voice channels on the official Discord server for communication during official matches.

9.3 Streams

All players are required to stream their gameplay on Twitch during official matches, with a 10-minute delay.

9.4 Coaches

Teams are allowed to have a coach. However, they are not allowed to join the lobby during official matches. Coaches are also forbidden from being in the communication channel with the team during official matches, but they are permitted to join and communicate with the team between match rounds.

10. Match Procedures and Conduct

10.1 Starting Lineups

Each squad must submit their starting lineup to the Tournament Administration at least 1 hour before the scheduled match start time.

No substitutions are permitted during matches.

If a lineup is not submitted on time, the Tournament Administration will use the team's most recent starting lineup, or for a team's first match, the starting players listed in the submitted roster.

10.2 Player Responsibilities and Conduct

Players are responsible for ensuring stable technical conditions and are fully accountable for any issues related to their hardware, software, or internet connection.

During matches, players must comply with the following:

- Players may not exit the game during active rounds
- Players may not use spray paint during matches
- Players may not interfere with other squads' gameplay in any form
- Players must maintain professional communication standards appropriate for live broadcast at all times.

If a player exits the game and this results in incorrect asset ranking or match data errors, no compensation will be provided, and the player will bear full responsibility.

After each round concludes, all players must remain in the game room until instructed otherwise.

10.2.1. Conduct Management Responsibilities

Clubs are responsible for ensuring that their players:

- Use the Tournament Server exclusively for official matches and designated training sessions; use of the Tournament Server for entertainment or non-competitive purposes is strictly prohibited
- Do not disclose any competition-related information, including but not limited to in-game room codes, match schedules, or official rulebook documents
- Understand that in the event a player's personal live stream results in a risk of tactical information being disclosed, the player bears full personal responsibility
- Do not display or express any behavior or remarks on personal live streams that insult or target tournament organizers, other teams, or players; violations may result in disciplinary action, up to and including suspension

10.3 Technical Issues and In-Game Anomalies

If a player encounters any in-game anomaly affecting their team or opponents, it must be reported immediately to a referee. The match will continue until further instructions are given.

The main referee will investigate the issue, and after the round concludes, tournament officials may pause the match if necessary.

Following verification, one of the following decisions will be made:

- If no impact on competitive integrity is determined, the match will continue as normal
- If competitive integrity is affected, appropriate actions will be taken based on severity

Any player found intentionally exploiting a bug or anomaly for competitive advantage will be penalized accordingly.

If conditions for a rematch are met, the procedure of Rematch will apply.

10.4 Match Timing and Ready Procedure

A fixed 10-minute break is enforced between rounds. No additional time for loadout adjustments will be provided.

Tournament servers use a mandatory ready system. Unless the match has been officially paused, the next round will begin immediately after the 10-minute break.

10.5 Rematch Rules

A rematch is defined as restarting the current match with all stash assets reverted to their state after the previous match.

The following conditions apply during a rematch:

- Map selection (e.g. Round 3 and Round 7 selections) remains unchanged
- Insertion points are re-randomized
- There are no restrictions on operator selection or brought supplies

Referees will determine whether a rematch is required in the following situations:

- Critical in-game bugs occur (e.g. match fails to start, or server/client crashes affect more than half of all squads)
- More than half of all squads experience technical or network-related issues
- Player violations affect more than half of the squads and compromise match fairness
- Critical issues occur on the broadcast side that significantly impact match integrity or viewing conditions

If none of the above conditions are met, a rematch will not be granted.

Players experiencing issues must reconnect as soon as possible or switch to backup equipment. The match will continue as scheduled.

11. Rule Violations and Fair Play

11.1 General Conduct

All players, team representatives, staff, and management must behave in a respectful and professional manner towards all participants, officials, and organizers throughout the tournament.

Any form of harassment, including but not limited to discrimination based on gender, age, or personal characteristics, is strictly prohibited.

Violations will be penalized in accordance with Section 1.4 Penalties.

All participants are strictly prohibited from partnering with, promoting, or advertising third-party services involved in account boosting or unauthorized virtual currency trading (RMT). Any violation will result in immediate disqualification and forfeiture of any prizes or rewards.

11.2 Unsportsmanlike Conduct

All participants must uphold the principles of fair play and competitive integrity.

The following actions are strictly prohibited:

- Refusing to comply with instructions from the Tournament Administration
- Colluding with other teams or engaging in unfair competitive practices
- Intentionally avoiding combat or failing to compete at a reasonable standard
- Transferring items or resources to other teams
- Using in-game signals (e.g. gunshots, spray paint, or other methods) to communicate with opponents
- Intentionally harming or sabotaging teammates (including refusing to revive them)
- Obstructing teammates' movement, line of sight, or ability to engage in combat

11.3 Cheating and Exploits

Any attempt to gain an unfair advantage is strictly prohibited.

This includes, but is not limited to:

- Use of third-party software, cheats, macros, or unauthorized plugins
- Modification of game files, textures, or sound settings to gain an advantage
- Exploiting bugs, glitches, or unintended game mechanics
- Using abnormal map positions or collision issues to gain vision or eliminate opponents

Players are required to report any discovered bugs or unintended positions. Failure to report or intentional abuse will be considered exploitation.

Character model clipping resulting in damage or elimination is not considered a bug and remains the player's responsibility.

11.4 Account Usage

- Players may not share accounts or use another player's credentials
- Players may not use non-tournament accounts during official matches
- Any unauthorized access or account misuse is prohibited

11.5 Match Manipulation

The following actions are strictly prohibited:

- Match-fixing or manipulating match outcomes
- Intentionally losing or altering gameplay for betting or competitive advantage
- Bribery or offering compensation to influence match results
- Providing inside information that could be used for betting purposes

Any involvement in betting or gambling related to tournament matches is strictly forbidden.

11.6 Negative Gameplay Behavior

The following in-game behaviors are not allowed:

- Intentionally forfeiting matches without valid justification
- Suicide or intentional self-elimination
- Intentionally damaging or eliminating teammates
- Dropping MandelBricks in unreachable areas or at map boundaries
- Attempting to extract while carrying MandelBricks

11.7 Bug Exploitation and Map Restrictions

Any intentional use of bugs or unintended mechanics to gain advantage is prohibited.

This includes:

- Exploiting terrain, collision, or visibility issues
- Using known or newly discovered abnormal positions

The official bug and position rulings document is updated throughout the tournament. All listed restricted positions are strictly forbidden.

Players must report any abnormal positions they encounter. Using such positions, even if not yet listed, may still be considered a violation.

11.8 Forfeit

A forfeit is defined as abandoning a match during play without valid justification.

Players experiencing technical issues must attempt to reconnect or continue playing. Matches will not be paused unless instructed by tournament officials.

11.9 Media and Public Communication

Teams and their representatives are expected to resolve issues with the Tournament Administration before making public statements.

Public actions that intentionally damage the reputation of the tournament, organizer, or partners may result in penalties in accordance with Section 1.4 Penalties.

Annex A - Prize Pool Distribution

The total prize pool for a **single season** within **one region** is \$230,000, including up to \$75,000 allocated for Kill Rewards, and will be distributed as follows:

Place	Prize pool
1st place	\$60,000
2nd place	\$30,000
3rd place	\$15,000
4th place	\$10,000
5th place	\$10,000
6th place	\$10,000
7th place	\$5,000
8th place	\$5,000
9th place	\$2,500
10th place	\$2,500
11th place	\$1,000
12th place	\$1,000
Kill Reward (per kill, awarded to the player's team)*	\$50
FMVP**	\$3 000

*Kill rewards are awarded throughout the entire Regular Season.

**FMVP (Final Most Valuable Player). The calculation formula will be added soon.

Annex B - Changelog

Ver	Date of change	Section	Wording
1.0.1	Apr 21	10.2.1. Conduct Management Responsibilities	Added new section.
1.0.2	May 9	2.4.3 Agreement	Updated the Section.
1.0.2	May 9	4.1.5 Ranking Rules	Added 6th tiebreaker.
1.0.3	May 26	7.1 Open Qualifier 7.1.1 EMEA Open Qualifier System 7.1.2 AM Open Qualifier System	Added Open Qualifiers systems for EMEA and AM regions.
1.0.4	May 28	7.2 Regular Season	Fixed matches order in the schedule, Added Group Stage Match Score rules.
		9.2 Streams	Changed delay from 5 mins to 10.
1.0.5	June 3	7.1.1. EMEA Open Qualifier System 7.1.2 AM Open Qualifier System	Updated 2nd week qualifiers systems, added one more Stage and changed the number of slots to Regional Tournament.
1.1.0	June 16	RISE SERIES	Changed name of the tournament from "Regional Tournament" to "Rise Series" in all parts of the Rulebook.
		2.10.3 Team Slot	Changed slot ownership rules for non-legal entity teams.
		3.1 Tournament Server and Accounts	Tournament version updated to Echo.
		3.4 Account Configuration	Initial stash: increased from 1M to 1.5M Tekniq Alloy
		4.1.6 Points System	Changed wording Total Supply to Total Assets, to avoid misunderstanding; Needed Total Access for 1 point increased from 1M to 2M: For every 2,000,000 in total assets, a squad earns 1 point.
		4.2.1 Round Distribution and maps	Brakkesh map becomes Mandelbrick+Airdrop type in all the time, Round 3 is now Tide Prison only, Round 7 - deleted Tide Prison from pickable options.
		4.3.4 MandelBrick Carry and Reset Rules	Added - Dropping a MandelBrick into water will also trigger a reset.
		4.3.5 Decoding Rules	The time required to interrupt an ongoing MandelBrick decoding has been reduced from 3s to 1s. Added

			explanation of this rule.
		4.3.6 Information & Alerts	Deleted MandelBrick Match Point Alert - from now teams will not get notification if the match point team decodes MandelBrick.
		5.2.3 Store Equipment/Weapon/Attachment Purchase Range	Purchase Availability by Round: Some Categories are now available only after Round 3.
		5.2.7 Keycards	The Master Keycard price changed from 1 to 100 and durability changed from 99 to 100
		5.2.8 Additional Lv.5 Armor Exchange	New rule - added section.
		5.3.3 Fixed Supply (Tekniq Alloy)	Changed Tekniq Alloy Supply (Per Player) to 0.7M after each round (previously were 0.35M after Round 1 and Round 2)
		5.3.4 Losing Streak Compensation (Tekniq Alloy)	Changed Losing stream compensation per Player for Round 2 from 0.2M to 0.3M, for Round 3 from 0.2 to 0.4M.
		6.2 Loot and Supply Rules	Deleted - Item spawn rates in the Wilderness area of the Zero Dam map are increased compared to the official server.
		6.4 Tournament-Exclusive Extraction Points	Deleted - the referees will notify the squad's captain that map clearing has been completed.
		6.5.1 Zero Dam Basic Configuration	Map Event changed
		6.5.4 Dam Airdrop Configuration and Mechanics	Changed First and Second airdrops and their timings.
		6.6.1 Brakkesh Basic Configuration	Map Boss - added: Helicopter guaranteed drop of items that can exchange Armor Lv.5. (Lucky Wood Sculpture)
		6.6.4 Brakkesh Airdrop Configuration	Deleted (No-Brick Rounds) - from now Airdrop on this map appears always; Changed First and Second airdrops and their timings.
		6.7.1 Tide Prison Basic Configuration	Map Boss - added: "Operation Starslayer" and "Operation Ravenhunter" are guaranteed to drop items that can exchange Armor Lv.5. (Lucky Wood Sculpture); Special items spawn as scattered points within benchmark mission rooms.

		6.7.4 Tide Prison Airdrop & Supply Operation Configuration	Special Operation and Standard Airdrop swapped. Updated supplies and timings.
		6.7.5 Tide Prison MandelBrick Configuration	Deleted. This map is for Airdrop rounds only.
		6.8.4 Space City MandelBrick Configuration	Decreased Space City MandelBrick Activation Waiting Time: from 2 to 1 minute
		7.2 Regular Season	Number of invited teams from Season 1 Finals to Season 2 changed from 6 to 3 (Top-3 of S1 Finals)
		9.2 Voice communication	Added rules about communication during the matches.
		9.4 Coaches	Added rules about coaches during the official matches.
1.1.1	June 29	2.7 Players details and nicknames	Added standard to all nicknames
1.1.2	July 9	4.1.6 Points System	Added a note to elimination points calculation that elimination points will not be added to a player eliminated from the match
1.1.3	July 11	4.3.5 Decoding Rules	Changed the time required to interrupt an ongoing MandelBrick decoding to 2.5 seconds.
1.1.4	July 14	7.2 Regular Season Group Stage Match Score	To avoid any misunderstandings, the fourth tiebreaker has been updated to include a concrete example and a detailed explanation of how elimination times are compared.
1.1.5	July 23	10.2 Player Responsibilities and Conduct	Added "Players must maintain professional communication standards appropriate for live broadcast at all times."