

Wimbledon eChampionships 2026

Rulebook & Terms

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AGREEMENT

These are the Official Rules (“Rules”) for The Wimbledon eChampionships for 2026 (“Wimbledon eChamps” or “Event”), which is hosted by BLAST (“Event Organiser”), on behalf of The All England Lawn Tennis Club (Championships) Limited (“AELTC”).

These Rules are a legal agreement between you (the “Player”, “you” or “your”) as a sole entity, and the Event Organisers for your participation in the Event.

By agreeing to participate in the Event, you acknowledge and agree to abide by these Rules. Your participation signifies your acceptance of these Rules and your commitment to comply with all governing guidelines of the Event.

The Player is subject to all laws of the province, state, and/or country in which the Player resides and is solely responsible for obeying the laws of such jurisdiction. The Player agrees that AELTC and its affiliates shall not be held liable if applicable law restricts or prohibits your participation. AELTC and its affiliates make no representations or warranties, implicit or explicit, as to your legal right to participate in any match or Event nor shall any person affiliated, or claiming affiliation, with AELTC and its affiliates have authority to make any such representations or warranties. AELTC and its affiliates reserve the right to monitor the location from which the Player accesses the Event and to block access from any jurisdiction in which participation is illegal or restricted.

AELTC is the exclusive owner of all commercial, media, broadcast, and intellectual property rights associated with the Event, including but not limited to all content, coverage, and promotional activities related to the Event across all platforms and stages (including Open Qualifiers, Closed Qualifiers, and Live Finals). AELTC reserves the sole right to produce, record, distribute, and license Event content in any form and through any medium globally. This includes, but is not limited to, live broadcasts, replays, highlight reels, social media content, sponsorship activations, in-game branding, and third-party coverage

All Players, broadcasters, or third parties must obtain prior written permission from AELTC (or its authorised representatives) before engaging in any commercial use of the Event name, branding, or related content, including sponsorships, merchandise, or event-specific promotions. American Express Travel Related Services Company, Inc. is not the organiser or administrator of the Event.

EVENT RULES

These Rules are provided for informational purposes only, and the administrators' decisions may vary on a case-by-case basis, at their sole discretion.

DEFINITIONS

EVENT ORGANISER(S)

This phrase refers to the party(ies) responsible for delivering an Event. In this case: BLAST, and AELTC, or any authorised representative thereof. This term may include any member of the broadcast team, production team, event staff, or anyone else otherwise employed or contracted for the purpose of running the Event (including, without limitation, BLAST).

PARTNER(S)

This phrase refers to the Official Partner(s) of the Event.

THE PLAYER

This phrase refers to the individual entering the Event and competing in the Event.

THE FINALISTS

This phrase refers to the individuals that will be participating in the onsite Event in London.

ADMINISTRATOR

This phrase refers to staff hired by Event Organisers to deliver the Event.

MAIN GAME ACCOUNT

This phrase or your "Main" refers to your account with the current highest competitive ranking/rating. If the Player does not currently have a ranked account, the Player must use the account on which the Player has previously achieved the highest ranking. If this is the same for multiple accounts, the account with the most hours spent in-game must be used. The Player must be the primary and sole user of your main account.

PLAYER REQUIREMENTS

To be eligible to enter and participate in this Event operated by Event Organisers, all Players registering (“Event Participants”) must meet the following requirements:

RESIDENCY

- Participants may enter the Event from any country except the following jurisdictions, whose residents are not eligible to participate:
 - Cuba
 - Iran
 - North Korea
 - Syria
 - Crimea Region of Ukraine (including Sevastopol)
 - Donetsk People’s Republic (DNR)
 - Luhansk People’s Republic (LNR) regions of Ukraine
 - Venezuela
 - Russia
 - Belarus
- In order to be eligible to participate in the Live Finals, the Player must:
 - Be able to enter the United Kingdom without requiring a visa; or
 - Be eligible to obtain any required visa or Electronic Travel Authorisation (ETA) in sufficient time to travel to and attend the Live Finals on 27 June 2026.
 - Not be subject to any governmental sanctions or other similar designation or restriction of any nation, including, without limitation, the United Kingdom.
- Any participant who is unable to obtain the necessary permission to enter the United Kingdom in time for the Live Finals may be disqualified and replaced by the next eligible participant.

AGE

- Be aged 18 years or older at the time of registration:
 - **Qualifier 1** - Monday 8th June 2026
 - **Qualifier 2** - Sunday 14th June 2026

ACCOUNTS

- Have a Tennis Clash Account in good standing (not banned or limited in any form).

AVAILABILITY

- Be available to play for the entire Event as scheduled to the best of your ability.
- Be available and eligible to travel (when required as part of the wider Event format.) for the following dates: **25th, 26th, 27th and 28th of June 2026.**

PARTICIPATION

CONFIRMING PARTICIPATION

By confirming your participation in an Event, the Player agrees to:

- participate in the Event to the best of its ability; and
- be available for the duration of the Event to the best of its ability.

Only the owner of a game account may use that account to confirm participation in a Event. That individual must meet all of the user requirements outlined in these Rules.

All games, matches, and administrator communication with administrators must be completed by the individual who confirmed participation. It is against these Rules for an individual to play or communicate on behalf of any other individual unless otherwise instructed by the Event Organisers.

DISQUALIFIED PLAYERS

Disqualified Players forfeit their right to any share of the prize pool, regardless of their position in the Event when disqualification occurs. Disqualification may be done after an Event has been marked as completed if an investigation is ongoing.

The Event Organiser reserves the right to at any point Disqualify any team it deems to have broken any of these Rules, or wider platform rules and Code of Conduct.

GENERAL RULES

PLAYER CONDUCT AND TECHNICAL RESPONSIBILITY

Whilst we understand that this is a competitive Event, where emotions may run high, Players must respect others at all times. Using slurs, harassing language, excessive expletives, posting adult or NSFW content, or otherwise inappropriate behaviour, will not be tolerated and will result in immediate disqualification for the Player(s) responsible for such behaviour.

Both in and out of the game, Players must act in good faith, and conduct themselves with sportsmanship and fair play in mind. This includes any act, past present or future, which may impact upon the brand or reputation of any parties represented in the event by association may result in sanction or immediate disqualification.

The use of any cheating devices/software or abuse of bugs/unintended mechanics in the game is strictly not allowed and will result in immediate disqualification.

If a Player is suspected of breaking these Rules surrounding conduct, a report should be created following the guidance in these Rules.

Any breach of the Code of Conduct occurring outside of the Event context may nonetheless result in immediate disqualification, provided that conclusive evidence is presented to the administrators.

The Event Organiser reserves the right to monitor compliance with these Rules and impose sanctions for violations, in order to preserve the integrity and fair Event within the Event. This section includes, but it is not limited to, the situations described below, in which penalties will be imposed.

Players should hold the highest standard of integrity and sportsmanship, by strictly following these Rules described herein, as well as competing to the best of their ability at all times independently from their respective Event round, adversaries' level of skill or ownership of items.

STANDARDS OF TECHNICAL MAINTENANCE

The Event Organisers are not responsible for hardware or software failures presented during the Event's Online Qualification Stage. As this stage is a "Bring-Your-Own-Device" (BYOD) Event, Players are the sole responsible for guaranteeing the appropriate level of maintenance and compatibility specifications of hardware and software, as well as the adequate internet connectivity necessary to play and perform competitively.

For the Live Finals, each Player will be provided with an Event Sanctioned Device, which will be theirs for use for the duration of the Live Finals. Any technical issues with these devices will be looked at and resolved by the Event Organisers.

COMPETITIVE INTEGRITY

The Player is expected to play within the spirit of the Event and adhere to these Rules at all times during any game or match. Any form of unfair play is prohibited by these Rules.

Examples of unfair play may include, but are not limited to, the following:

- Collusion (as defined below), match fixing or throwing, bribing a referee or match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any match or Event.
- Hacking or otherwise modifying the intended behaviour of the Event game client, including but not limited to making changes to game files.
- Playing or allowing another Player to play on a Tennis Clash account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Tennis Clash in order to gain a competitive advantage.
- Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Tennis Clash game client.
- Using macro keys or similar methods to automate in-game actions.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of Tennis Clash (e.g: services designed to throw or fix a Match or Session).
- Interfering with the operation of the Event, or any website owned or operated by the Event Organisers.
- Making any modification to Tennis Clash that has not been disclosed to and authorised by the Event Organisers.
- Otherwise violating these Rules.

WAGERING

Players shall not (a) conduct or promote betting, wagering, or gambling on the Event or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Event or any portion thereof.

HARASSMENT

Players are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct, including any of the foregoing based on race, colour, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.

CONFIDENTIALITY

A Player may not disclose to any third party any confidential information the Player obtains in connection with the Event, including by posting on social media channels.

ILLEGAL CONDUCT

Players are required to comply with all applicable laws at all times. Any attempt to deliberately damage or undermine the legitimate operation of the Event may be in violation of criminal and civil laws and will result in disqualification from participation in the Event. If an attempt is made, the Event Organisers or their partner(s) reserve the right to seek remedies and damages (including attorneys' fees) to the fullest extent of the law, including criminal prosecution.

REPORTING

Any Player who witnesses or is subjected to Wagering, Harassment or Illegal Conduct should notify the Event administrator. All complaints reported will be promptly investigated and appropriate action will be taken. Retaliation against any Player who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

INELIGIBLE PLAYERS

Employees of BLAST, AELTC, Wildlife Studios, advertising, promotion, fulfilment or other coordinating agencies, individuals providing services to The Organizers through an outsourcer or temporary employment agency during the Event, and their respective immediate family and members and persons living in their same household members of each are not eligible to participate in the Event, win any prizes, or to have any share or interest of any prize.

GAMEPLAY RULES

ONLINE SETTINGS

Matches for the online portion of the Event will be played through the in-game Event Hub. Game settings for the online section of the Event will be played on the default game settings.

LIVE FINALS SETTINGS

GAME SETTINGS FOR SEMI FINALS

Points to win a game: 10

Games per match: 3

GAME SETTINGS FOR GRAND FINAL

Points to win a game: 10

Games per match: 5

USE OF ONE (1) CHARACTER PER GAME

Each Player will only be allowed to use one in-game character per game for a match. Once a character has been selected by a Player for a game, that character will be unavailable for selection for any future games for that match.

PAUSES

Tennis Clash has no pause function within the game, therefore pausing a match is not possible under any circumstance.

If a Player is to close their game, disconnect from the game and/or be unable to play for any reason, that match will be considered as a match loss for that Player. Under special circumstances Event administrators reserve the right, at their discretion, to call for a match replay.

DISCONNECTS

Match disconnects are situations in which the Player is unable to start or continue a match due to disconnection. If a Player disconnects from the lobby or the match, whether the last had started or was about to start, the penalty is a game loss. Additionally, if a Player disconnects, closes the game, or is unable to continue playing for any reason, it will be considered a disconnection and result in a game loss.

The only exception to this rule is the case of massive connection issues between Players and the Event, in which case The Event Organiser reserves the right to postpone the Event phase or the whole event until the connection problem is resolved.

EVENT STRUCTURE

QUALIFIERS

There will be two open-to-the-public Events within the game that will take place:

Qualifier 1:

- **Open Qualifying - Round 1** - 8th June 2026, 5pm UTC - 10th June 2026, 5pm UTC
- **Closed Qualifying - Round 2** - 10th June 2026, 5pm UTC - 12th June 2026, 5pm UTC
- **Closed Qualifying - Final Round** - 12th June 2026, 5pm UTC - 13th June 2026, 5pm UTC

Qualifier 2:

- **Open Qualifying - Round 1** - 14th June 2026, 5pm UTC - 16th June 2026, 5pm UTC
- **Closed Qualifying - Round 2** - 16th June 2026, 5pm UTC - 18th June 2026, 5pm UTC
- **Closed Qualifying - Final Round** - 18th June 2026, 5pm UTC - 19th June 2026, 5pm UTC

Event Entry Fee

The Event has no entry fee, regardless of in-game or real-world currencies.

Event Format

The Event comprises three independent leagues (Rookie, Junior and Challenger) consisting of Players who find themselves at the date of the Event start in one of the levels mentioned below. Players will be allowed to enter the Events related to the leagues they have reached at some point. For example, a Player who has already been in a Challenger League can play in the Rookie, Junior and Challenger Events.

Thus, the distribution of Players between the Event levels will be the following:

Maximum milestone reached by Player	Available Event League
Tour 3, regardless of league	Beginner
Tour 4 and above:	
● Rookie League	Rookie
● Junior League	Junior, Rookie

<ul style="list-style-type: none"> • Challenger League 	Challenger, Junior, Rookie
<ul style="list-style-type: none"> • Master League 	Challenger, Junior, Rookie
<ul style="list-style-type: none"> • Grand Slam League 	Challenger, Junior, Rookie

Each Event League has a level cap applied to the cards used by the Players according to the following:

Event League name	Level cap
Beginner	Up to level 4
Rookie	Up to level 6
Junior	Up to level 9
Challenger	Up to level 12

The level cap determines the maximum level of cards allowed in each Event League; therefore, Players with items with higher levels than their current league's top level will have these reduced to fit the league's level cap.

Event Rounds

The 1st Round is called Qualifying; it lasts 48 hours. Players will be distributed in brackets of approximately 50 participants. After the Qualifying is completed, Players are ranked according to how many points they score in those matches and Tiebreak rules will be applied if necessary. The 40% best-ranked Players qualify to the 2nd Round.

The 2nd Round lasts 48 hours. Qualified Players from each league will be distributed in brackets of approximately 100 participants. After this round is completed, Players are ranked according to how many points they score in those matches and tiebreak rules will be applied if necessary. The 25% best-ranked Players qualify for the Final Round.

The Final Round lasts 24 hours. Qualified Players from each league will be put into a bracket and play amongst themselves. The best-ranked player from the Challenger League, by the end of the round, will qualify for the Grand Final of the Wimbledon eChamps 2026.

Event Matches

Players can play a maximum of 20 matches per Event Round. Upon finishing each match, Players have the option to retry that match once, by paying a value in in-game currency (50 gems). The best result between the original and the retry match will be kept.

Determining Outcome in Tiebreaks

The tiebreak rules are applied in the case two or more Players draw. The criteria here explained are applied in the following order: (i) highest accumulated points difference, based on a subtraction of Player's point minus opponent's points; (ii) highest number of victories (rematches can replace their worst result, but can't increase their number of victories); (iii) highest number of 10-0 or 7-0 victories (rematches can replace their worst result, but can't increase their number of 10-0 or 7-0 wins); (iv) the Player with the lowest amount of matches (less rematches) played will be ranked higher; (v) earliest end of the last match (rematches included).

LIVE FINALS

Dates: 27th June 2026

The 4 Players ("the Finalists") that place highest in the Online Qualifiers stage of the Event will qualify for the Live Finals of the Event. Each Player will be seeded into a Single Elimination Bracket, with the winning Player winning the Event.

PRIZING

Prize of Global Open Qualifiers

Prize of 2nd Round

All Players who play the second round of the Event will receive an in-game prize in accordance with their league. Top 3 winners in each bracket will win higher-value in-game prizes depending on their position.

Prize of Final Round

All Players who play the Final Round of the Event will receive an in-game prize in accordance with their league. Top 3 winners in each bracket will win higher-value in-game prizes depending on their position. The Top 2 of the Final Round in the Challenger League will win the right to take part in the Event Grand Final, on 27th June 2026.

The Top 2 Players from the Final Round will receive flights, accommodation and catering to attend the Live Finals at Wimbledon.

Prize Distribution Condition

Prizes are not transferable and substitutions, cannot be traded, or exchanged (including for cash) by winners. The Event Organiser reserves the right to substitute a prize of equal or greater value if it sees fit.

In the event the winners are not available, eligible or in the case of any other conditions that may prevent receipt of their prize, The Event Organisers, in its sole discretion, timely decide to award the prizes herein described to the runner ups as to guarantee the presence of one winner of the qualifier for the Grand Final.

As a condition of being awarded any prize, winners consent to the collection and processing of personal data from The Event Organiser in order to establish communication and proceed with the delivery of Grand Final tickets, as stated above in Section 7 of these Rules.

Finals Prizing

1st Place - 2x tickets to Centre Court for The Championships, Wimbledon 2026 - Day 1 on 29th June 2026. Including accommodation until Tuesday 30th June and economy class travel for the Player and their guest. Prize approximate valuation breakdown is as follows:

- Flights: £1,000
- Accommodation: £1,200
- Catering: £480
- Tickets: £230

2-4th Place - 2x ground passes to The Championships, Wimbledon 2026 - Day 1 on 29th June 2026. Including accommodation until Tuesday 30th June and economy class travel for the Player and their guest (per Player). Prize approximate valuation breakdown is as follows:

- Flights: £1,000
- Accommodation: £1,200
- Catering: £480
- Ground Passes: £66

ELIGIBILITY CONDITIONS

To be eligible to receive any prize, a Player must (at minimum) meet all of the following conditions:

- Placed in one (or more) of the placements awarded prizes;
- Adhered fully to these Rules and any guidelines of the Event;
- Has not been disqualified, banned, or removed from the Event or Event Platform; and
- Met all of the User Requirements listed in these Rules.

Event Organisers may require additional conditions to be met, at any point, such as (but not limited to) additional identity verification to ensure Event integrity.

Event Organisers may withhold or delay prize distribution: Prizing may be withheld or delayed...

- If there is an ongoing investigation into the results of any relevant Event/match or Player eligibility.
- At the sole discretion of the Event Organisers.

A Player will not be eligible to receive a prize:

- If they are suspected by the Event Organiser of failing to meet one or more of the Eligibility Conditions listed above.
- At the sole discretion of the Event Organiser.

REPORTING & RESOLVING DISPUTES

PROTESTS

A protest can be filed during a match due to situations such as incorrect room configuration, abuse of breaks and other related problems.

CONTENT OF A PROTEST

The protest must contain detailed information about:

- Why the protest was filed,
- How the discrepancy occurred, and
- When the discrepancy occurred.

A protest may be rejected if no appropriate documentation is provided.

MEDIA FILES

The following media files are valid forms of evidence during party reporting and protests:

- Streaming VODs (with clear Player names, date, and Event round)
- Screen Recordings
- Screenshots showing both Players and the result/problem

Media Files submitted as evidence must not be edited, altered, cropped, cut, or changed in any way that may result in the evidence being misconstrued. This includes not cutting video files to miss out context surrounding an incident.

ADMINISTRATIVE DECISION

The administrator will have full decision-making power for any situation not foreseen in this rulebook. Based on the evidence and proof collected in the support and/or protest tickets, penalties will be applied, up to and including disqualification of the Player(s), or suspension from the platform, depending on the severity of the situation.

TIME LIMIT

Protests must open within 10 minutes after the end of a match; otherwise, they cannot be used to change an outcome. Although the process of opening must be started within 10 minutes, an administrator may allow more time for evidence to be collected. An extension of this time limit will not be applicable in every case, and an administrator may choose to allow the Event to progress whilst a protest is still under investigation.

BROADCASTING & STREAMING

Players may choose to stream their POV publicly on a personal channel in the online section of the Event.

We recommend having a stream delay of 90 seconds or more when playing competitively, however, this is the choice of the Player streaming.

Community streams or casting of Event matches are not permitted.

AELTC is the sole owner of the broadcasting rights, including the online and offline stages of any Event, and may decide in their absolute discretion to licence these rights to an Event Organisers or to any third-party broadcaster.

AELTC may decide to include a watch party program. In such a case, AELTC will let the community know by communicating this decision through a public blogpost or a post from its social media channels.

Participation in the watch party program will always be subject to AELTC's approval of the application of the watch party organiser.

EVENT ADMINISTRATION & PENALTIES

ADMINISTRATIVE DECISION

The administrators will have full decision-making power for any situation not foreseen in this rulebook. Based on the evidence and proof collected in the support and/or protest ballots, penalties will be applied, up to and including disqualification of the Player(s), or suspension from the platform, depending on the severity of the situation.

Decisions by the administrators are final.

PENALTIES

Penalties and punitive actions may be given to/ taken against Players at the discretion of the Event Organisers. A Protest / Report must be submitted as described in these Rules. If a Player fails to submit a protest in a reasonable amount of time, or does not follow the correct procedure, the Event Organisers may choose not to investigate. In which case; the decision will not be overturned.

RELEASE AND LIMITATION OF LIABILITY

Each person entering and/or competing in the Event or other activities associated with the Event (such person individually being “you” or “your” or collectively “Persons”) agrees, to the maximum extent permissible by applicable laws, to release, indemnify and hold harmless AELTC, BLAST and WildLife Studios Inc., including their respective parent companies, subsidiaries, affiliates, partners, representatives, agents, successors, assigns, employees, officers and directors (collectively, the “Released Entities”), from any and all liability, for loss, harm, damage, injury, cost or expense whatsoever including without limitation property damage, personal injury and/or death (where not caused by a Released Entity’s negligence), which may occur in connection with, preparation for, or participation in the Event, or possession, acceptance and/or use or misuse of prize or participation in any Event-related activity and for any claims based on publicity rights, defamation, invasion of privacy, copyright infringement, trade mark infringement or any other intellectual property-related cause of action. In no event will the Released Entities be responsible or liable for any damages or losses of any kind, including direct, indirect, incidental, consequential or punitive damages arising out of your access to and use of any websites associated with the Event and/or downloading from and/or printing material downloaded from any websites.

You further agree (by entering, competing, and/or participating in the Event) to release, indemnify, and hold harmless American Express Travel Related Services Company, Inc. (“Amex”) and its parent company, subsidiaries, affiliates, officers, directors, employees, service providers, suppliers, partners, representatives, and agents (collectively, “Released Amex Parties”) from and against any and all claims, actions, losses, damages, injuries, harm, liability, or any costs or expenses whatsoever (“Claims”) against or sustained by Amex in connection with your entering, competing, and/or participating in the Event, including, without limitation any prizes or awards providing in relation to the Event (including, without limitation, your acceptance or use of any prize or award). You understand you are responsible for payment of all taxes associated with acceptance of prize or award. YOU ACKNOWLEDGE AND AGREE IN NO EVENT SHALL THE RELEASED AMEX PARTIES BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECULATIVE, SPECIAL, PUNITIVE, EXEMPLARY, OR CONSEQUENTIAL DAMAGES OF ANY KIND, OR FOR ANY LOST PROFITS OR REVENUES, IN CONNECTION WITH OR ARISING OUT OF THE EVENT OR YOUR ENTERING, COMPETING AND/OR PARTICIPATING IN THE EVENT.

PRIVACY NOTICE

Qualifying Stages

Participation in the qualifying stages of the Event is subject to the privacy policy of Wildlife Studios Inc which is available at <https://wildlifestudios.com/policy-center/privacypolicy/>.

Final Stage

Data Collection

BLAST shall collect the following Player information from WildLife Studios Inc. for participation in the Wimbledon eChamps 2026 LAN Final:

- Email: For communication purposes.
- Username: For identification within the Event.
- Country: To verify geographical eligibility.
- Date of Birth: To verify age eligibility.
- First and Last Name: For identification and prize distribution.

Data Use

Your data will be used for:

- Managing and organising the Event LAN Final.
- Communicating with the Player regarding Event details and updates.
- Distributing prizes to winners.
- Analysing participation statistics throughout the event.

Data Protection and Privacy Compliance

BLAST shall, through the operation of the Event LAN Final, comply with all applicable laws, including Data Protection Legislation*. Upon receiving Player data from WildLife Studios Inc., who are responsible for collecting such data in accordance with applicable data protection laws, BLAST shall assume responsibility for its own lawful processing, handling, and safeguarding of the data in accordance with applicable Data Protection Legislation.

*Data Protection Legislation means all applicable data protection and privacy legislation in force from time to time in the UK including the General Data Protection Regulation ((EU) 2016/679); the Data Protection Act 2018; the Privacy and Electronic Communications Directive 2002/58/EC (as updated by Directive 2009/136/EC) and the Privacy and Electronic Communications Regulations 2003 (SI 2003 No. 2426) as amended; any other directly applicable European Union regulation relating to privacy and all other legislation and regulatory requirements in force from time to time which apply to a party relating to the use of Personal Data and the privacy of electronic communication.

Data Sharing

Your personal data will not be shared with third parties except for:

- AELTC;
- Service providers assisting in Event operations; and
- Legal authorities if required by law.

Data Security

We implement appropriate technical and organisational measures to protect your personal data against unauthorised access, alteration, disclosure, or destruction always using the latest security practices.

Your Rights

Depending on your location, the Player has various rights regarding your personal data. For specific inquiries or requests, please contact our Legal Department at: legalnotices@blast.tv.

Contact Us

If the Player has any questions or concerns about this privacy notice or your personal data, please contact us at legalnotices@blast.tv.