



# **RAINBOW 6 CIRCUIT**

## **Rulebook**

### **Season 2022**

(Last Updated - April 2022)

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## Introduction

### Integrity – Innovation – Discipline

These are the core values of the Rainbow Six Circuit defined in Section 2 of this rulebook (“**Rainbow Six Circuit**”). Through these values, UBISOFT’s wish is to operate Tom Clancy’s Rainbow Six: Siege at the forefront of the esports industry, providing an environment for players and organizations alike to thrive. Through high standards only can we build an inclusive and fair ecosystem where discipline, hard-work and results are rewarded.

It is the responsibility of each individual or organization participating in the Rainbow Six Circuit to uphold these values, whether they are from UBISOFT, a competing organization, a production entity or independent on-screen talents.

This rulebook applies within the context of UBISOFT’s Rainbow Six Circuit and to any of its affiliated tournaments. This rulebook aims at providing and codifying a structured and consistent set of global rules and standards enforceable across all levels of competition for everyone and every organisation partaking in the Rainbow Six Circuit, and in particular the Teams (the term “**Team**” refers to the legal entity which is granted a license to compete in the Rainbow Six Circuit). Participation in any competitions part of the Rainbow 6 Circuit is conditioned to the acceptance of the following rules and standards (collectively the “**Rules**”):

- The rules and penalties contained in the present Rulebook, as updated, amended or supplemented from time to time (the “**Rulebook**”); and
- The Specific Rules issued by each Tournament Organizer for each competition part of the Rainbow 6 Circuit, which will be provided or made available in advance by the applicable Tournament Organizer (the “**Specific Rules**”); and
- The UBISOFT “[Code of Conduct: The way we play](#)” establishing a set of core guidelines that all players, partners, and employees must follow when participating in activities associated with UBISOFT’s products or services, both online and offline (the “**Code of Conduct**”)
- The [Rainbow Six: Siege Code of Conduct](#) setting forth the acceptable behavior of each and any player playing the game Tom Clancy’s Rainbow Six: Siege (the “**Rainbow Six: Siege Code of Conduct**”)
- The Penalty Index referencing and providing a range of Sanction(s) for any violation of the Rules, the Specific Rules, the Code of Conduct or the Rainbow Six: Siege Code of Conduct (the “**Penalty Index**”). Any Sanction(s) issued through the Penalty Index will be without prejudice to any other sanction which UBISOFT may decide to issue in case of a breach of the Rainbow Six: Siege Code of Conduct or [Ubisoft Terms of Use](#) (“**Ubisoft Terms of Use**”).
- The privacy notice provided for in **Section 8.3** titled “**Privacy**” of the Rulebook, shall also be read carefully in order to participate in the Rainbow Six Circuit. If any questions arise regarding the way Ubisoft processes Personal Data as part of the Rainbow 6 Circuit, please contact UBISOFT’s Data Protection Officer: [here](#)

Any capitalized term in this Rulebook which is not listed above shall have the meaning ascribed to these

terms in the Rulebook.

## **1. Acceptance and modification of the Rules**

### **1.1 Acknowledgement and Acceptance of the Rules**

#### **1.1.1 Teams, Team Staff and Players**

Each License Holder, Player and Team Staff must read, acknowledge and accept these Rules, and agree to abide by them at all times in order to remain eligible to participate in the Rainbow Six Circuit. A definition of the term License Holder, Player and Team Staff may be found in Section 4.1 of this Rulebook. By accepting these Rules, each of them consents to the Penalty Index and to UBISOFT's and/or the Tournament Organizer's authority to issue sanction or sanctions, preliminary conservative measures and/or definitive sanctions ("**Sanction(s)**") in accordance with the Penalty Index, without prejudice to any other sanction issued under the Rainbow Six: Siege Code of Conduct and UBISOFT's Terms of Use. The Rules may be accepted either through the registration process of a Rainbow Six Circuit competition or deemed accepted when a Player or its Team enter and participate into any match of the Rainbow Six Circuit. Players and their Team may not participate if they do not agree to be bound to these Rules or otherwise do not meet the eligibility requirements set forth in the Rules.

#### **1.1.2 Tournament Organizers**

Any and each Tournament Organizer contracted by Ubisoft for the operation of a competition part of the Rainbow Six Circuit is responsible for abiding to these Rules and may issue Specific Rules when permitted under this Rulebook.

The term "**Tournament Organizer**" refers to the entity that organizes and produces the broadcast of a competition part of the Rainbow Six Circuit via:

- Its "**Administrative Staff**", which refers to the Tournament Organizer's staff in charge of enforcing the Rules applicable to the Rainbow Six Circuit, as well as the Specific Rules of the competition taking place. Administrative staff also serves as a point of contact for Teams regarding any question related to the Rainbow Six Circuit or the competition, and to report any breach to the Rules.
- Its "**Production and Broadcasting Staff**" which refers to the staff employed or contracted to operate, broadcast or livestream the Rainbow Six Circuit or any associated content.

For some competitions of the Rainbow Six Circuit, the Tournament Organizer is UBISOFT.

### **1.2 Modification of the Rules.**

#### **1.2.1 Modification of the Rules and Rainbow Six Circuit format.**

In order to ensure that the Rainbow Six Circuit is operated in accordance with the values conveyed by the [Principles of Esports Engagement](#) set forth by the Entertainment Software Association which Ubisoft is a part of, or for the protection of any interest that UBISOFT considers material in order to preserve the values, legitimacy and integrity of the Rainbow Six Circuit, or in order to comply with any applicable law, UBISOFT may amend or supplement these Rules with or without prior notice. UBISOFT may also change the format of the Rainbow Six Circuit defined in Section 2, including the promotion/relegation mechanism, with a reasonable notice before the end of the Season. The Tournament Organizer may modify the

Specific Rules in accordance with the same principles, subject to UBISOFT's prior review and approval of such modifications in each instance.

A full list of the modifications of the Rulebook to date is included in Annex D.

### **1.2.2 Notification.**

Any modification of the Rules or the Rainbow Six Circuit format will be communicated or made available to the Teams either through the update of a revised version of the Rules, through a public blog post linking to a revised version of the Rules, or by sending an email directly to the Point of Contact designed by each Team.

By default, the License Holder is the official Point of Contact of a team, i.e. the only person able to execute official communications for the Team regarding the prerogatives attached to the License (the "**Point of Contact**"). The License Holder may appoint another staff member of the Team as Point of Contact. The Point of Contact of a Team shall be limited to one person representing the Team,

Any change in the Specific Rules will be notified by the Tournament Organizer to the Teams in the manner described in said Specific Rules.

## **2. Rainbow Six Circuit definition**

The Rainbow Six Circuit is a combination of multiple levels of competition (Global, Regional and Local, as further described in Section 2.3), run across multiple regions of the world, and establishing the official competitive scene of Rainbow Six: Siege. All these levels may feed into another through qualification and relegation mechanisms.

### **2.1 Regions**

Regions of the Rainbow Six Circuit are composed as follows (the "**Regions**"):

#### **Europe ("EU Region"):**

The EU Region includes the following countries:

Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom and Vatican City.

#### **Asia Pacific ("APAC Region"):**

The APAC Region is divided into the two following regional divisions respectively including the following countries/sub-regions:

- APAC North Division: Japan, South Korea.
- APAC South Division: Chinese-Taipei, Thailand, Indonesia, Philippines, Malaysia, Singapore, Australia, New Zealand, Polynesian Nations, Bangladesh, India, Nepal, Pakistan, Sri Lanka, Bhutan, and Maldives.

### North America (“NA Region”):

The NA Region includes the following countries:

- Canada and United States of America

### Latin America (“LATAM Region”):

The LATAM region is divided into the three following regional divisions, respectively including the following countries:

- Brazil Division: Brazil
- Mexico Division: Mexico
- LATAM South Division: Argentina, Chile, Peru, Uruguay, Paraguay and Bolivia

## **2.2 Duration**

The Rainbow Six circuit will unfold throughout a whole year called a “season” (the “**Season**”). Each Season begins in March and ends after the end of next year’s Off-Season Transfer Window.

A Season is composed three stages (individually a “**Stage**” and collectively “**Stages**”), each of them culminating in a Major.

	<b>Season 2021</b>
<b>Stage 1</b>	From March to May
<b>Stage 2</b>	From June to August
<b>Stage 3</b>	From September to November

## **2.3 Levels of Competition**

The Rainbow Six Circuit includes a variety of Rainbow Six competitions, organized by UBISOFT and/or Tournament Organizers contracted by UBISOFT, and which will take place either at the global, regional or local level, as further described below.

### **2.3.1 Global Competitions**

**The Six Invitational.** The Six Invitational takes place once a year and closes the annual Season of the Rainbow Six Circuit, crowning the world champion for that Season. Qualification to the Six Invitational is determined either:

- Through the Global Point System which is a global ranking assessing all Regional League (defined in **Section 2.4**) Teams’ performance during a Season of Rainbow Six Circuit. Sixteen Teams will qualify through the Global Point System; or
- Through one of the four final qualifying tournaments held in each Region each Season after the end of the last Stage. Four Teams will qualify through these final qualifiers.

**Majors.** The Majors are global tournaments (usually offline) occurring three times a year and establishing regular champions in the Rainbow Six Circuit. Qualification for each Major is determined through the



Teams' standing in its respective Regional League at the end of each Stage. Each Region will qualify four Teams to each Major, for a total of sixteen Teams competing globally.

**2.3.2 Regional competitions**

**Regional Leagues.** The Regional Leagues are league-based competitions taking place in each region part of the Rainbow Six Circuit across a regular Season of nine months (the “**Regional League**”). Each Regional League operates independently from one another and may have its own format of competition (see **Section 2.5**)

- At the end of each Stage, the standings of each Team in their respective Regional League determines which Teams will qualify, or compete to qualify, for the four regional slots available for the upcoming Major.

**2.3.3 Local competitions**

**Local Competitions.** Local Competitions are online and/or offline competitions taking place in each Region.

Local Competitions are established based upon each individual Region’s ecosystem, as further described in **Section 2.5** below.

**2.4. Global Point System**

The Rainbow Six Circuit Global Point System (“**Global Point System**”) provides a global ranking of all Teams competing in the Regional Leagues in order to determine the sixteen Teams that will qualify to the Six Invitational at the end of each Season.

**2.4.1 Point Distribution**

On the final Playday of each Stage (the term “**Playday**” referring to the days where a competition of any kind has official matches being played), UBISOFT will distribute 1560 points in each **Regional League** to its best eight Teams. The eight best Teams of each Region are determined differently from one Region to another, as further described in the **Regional & Local league formats** in **Section 2.5**. The four best Teams from each Region will be qualified to the upcoming **Major** where they will be eligible for additional points in the Global Point System.

The following table lists the number of points awarded to Teams based of their performances at the end of each Stage, in Regional Leagues, and at each Major:

Ranking	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup> – 12 <sup>th</sup>	13 <sup>th</sup> – 16 <sup>th</sup>
<b>Regional League</b>	225 + qualif. To Major	225 + qualif. To Major	225 + qualif. To Major	225 + qualif. To Major	225	180	140	115	-	-
<b>Major</b>	375	300	230	230	165	165	165	165	105	50

## **2.4.2 Qualification to the Six Invitational**

At the end of the last Stage of each Season, the Global Point System will freeze and the sixteen Teams with the most points will automatically be qualified for the Six Invitational regardless of their Region of origin.

## **2.4.3 Tiebreaker rules**

The following tiebreaker rules shall apply to resolve ties in the event that multiple teams have the same number of points in the Global Point System at the conclusion of the last Stage of a Season, in order to determine the Teams qualifying for the Six Invitational.

### **2.4.3.1 Application of the Tiebreaker rules**

These tiebreaker rules act sequentially. If there is a set of tied Teams, and a rule is able to break at least part of the tie, this rule is applied and we move-on to the next rule to break the remaining tied teams. (ie: if there are three teams tied and the first rule is able to break the set of three tied Teams into one singleton and a pair of two Teams who remain tied then the tie is broken for the singleton Team and the other two Teams proceed to the next tiebreaker rule in order to break their tie if needed, and so on).

### **2.4.3.2 Head-to-head record**

If two or more Teams have the same number of points in the Global Point System, the first tiebreaker is head-to-head records. To calculate the head-to-head tiebreaker, the Teams who are tied are listed, then total number of wins, ties, and losses that each Team has against the other Teams involved in the tie is calculated. The Team who has the best win-rate amongst the set of tied Teams qualifies.

### **2.4.3.3 Total Major Points**

If head-to-head was not able to resolve all ties, then the total Major points (the sum of the points obtained by a team at the current season's Majors) will be calculated for each Team. The Team with the highest total Major points wins the tie.

### **2.4.3.4 Percentage of matches won in Regional League**

If none of the previous rules were able to resolve the ties, the percentage of matches a team has won in Regional League will be considered. The Team with the highest percentage will win the tie.

### **2.4.3.5 Percentage of maps won in Regional League**

If none of the previous rules were able to resolve the ties, the percentage of maps a Team has won in Regional League will be considered. The Team with the highest percentage will win the tie.

### **2.4.3.6 Percentage of rounds won in Regional League**

If none of the previous rules were able to resolve the ties, the percentage of rounds a Team has won in Regional League will be considered. The Team with the highest percentage will win the tie.

### **2.4.3.7 Tiebreaker Match**

If none of the previous rules were able to resolve the ties, an additional tiebreaker match will be scheduled between the tied Teams at a moment decided by the Tournament Organizer. The Team that

wins the tiebreaker match will qualify.

## 2.5 Regional Structures

### 2.5.1 EU Region

#### 2.5.1.1 EU Regional competition

**European League.** At the top of the Regional competition level in the EU Region is the European League with ten Teams competing each Season.

After the last European League match of each Stage, the top four Teams in the current standings of the European League are automatically qualified to the Major happening at the end of the ongoing Stage.

**European Challengers.** At a second Regional competition level in Europe are the European Challengers with sixteen Teams competing each Season.

#### 2.5.1.2 EU Local competition: national esports programs

At the **Local competition** level of competition in the EU Region are the seven following esports programs:

Competition	Number of Teams per Season
Northern Premier League	10
6 French League	8
PG Nationals (Italy)	8
Spain Nationals	8
GSA League	8
V4 Masters	8
Benelux League	8

By September for every Season, each of these esports programs will determine its top performing team.

**Progression.** The eight top teams from those programs (1 from each program, 2 from Northern Premier League) will earn a spot in the European Challengers for the next season, while the Teams who placed third to sixteenth in the European Challengers the previous season, will drop out of it. The remaining slots in European Challengers will be filled by six teams qualified through the European Challengers Open Qualifiers.

#### 2.5.1.3 Specific Rules for the EU Region

The competition formats and Specific Rules for the European League, the European Challengers and each EU Local competition are detailed in their Specific Rules, as listed [here](#).

### 2.5.2 APAC Region

#### 2.5.2.1 APAC Regional competition

At the top of the Regional competition level in the APAC Region are the **APAC North Division** and **APAC South Division**

- The **APAC North Division** – eight Teams

- The **APAC South Division** – eight Teams

At the end of each Stage, the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> placed teams of the APAC North and APAC South Divisions are qualified for the APAC Playoffs.

The APAC Playoffs will then qualify its top 4 Teams to the Major.

### **2.5.2.2 APAC Local competition**

#### **2.5.2.2.1 APAC North**

At a Local competition level in APAC North are the following esports programs:

- Japan Nationals – ten Teams
- South Korea Nationals – eight Teams

#### **2.5.2.2.2 APAC South**

At a Local competition level in APAC South are the following esports programs:

- Oceanic nationals – eight Teams
- South Asian Nationals – open competition
- The Southeast Asia Nationals – twelve Teams
  - Featuring teams from Thailand, Chinese Taipei, Philippines, Indonesia, Singapore, and Myanmar

### **2.5.2.3 Specific Rules for the APAC Region**

The competition formats of the APAC North and South Divisions, Japan nationals, South Korea nationals, Oceanic nationals, South Asian Nationals and Southeast Asia Nationals are detailed in their Specific Rules.

## **2.5.3 NA Region**

### **2.5.3.1 NA Regional competition**

**North American League.** The Regional competition level in the NA Region is the **North American League** featuring 10 Teams from the USA and Canada.

After the last North American League match of each Stage, the top four Teams from the North American League are automatically qualified for the next Major.

**Promotion/relegation.** After the 3<sup>rd</sup> Stage of every Season, the first placed team of the North American Challenger League will play the last placed team of the North American League in a promotion/relegation match. The winning Team will earn a spot. In the North American League for the upcoming Season, while the losing Team will be relegated respectively to the North American Challenger League.

### **2.5.3.2 NA Local competition**

**North American Challenger League.** The Local competition level in the NA Region is the **North American Challenger League** featuring, at the start of the season, 12 Teams from the USA and Canada.

**Promotion/relegation.** After the 3<sup>rd</sup> Stage of every Season, the first placed team of the North American Challenger League will play the last placed team of the North American League in a promotion/relegation match. The winning Team will earn a spot. In the North American League for the upcoming Season, while the losing Team will be relegated respectively to the North American Challenger League.

### **2.5.3.3 Specific Rules for the NA Region**

The competition format of the North American League, the North American Challenger League are detailed in their Specific Rules, as listed [here](#).

## **2.5.4 LATAM Region**

### **2.5.4.1. LATAM Regional competition**

**Latin American League.** At the top of the Regional competition level in LATAM is the **Latin American League**. The Latin American League is split in three divisions:

- Brazil Division – ten Teams
- Mexico Division – eight Teams
- LATAM South Division – eight Teams

After the last match of each Stage, the top four Teams in the Brazil Division, the top two Teams in the Mexico Division and the top two Teams in the LATAM South Division are invited to compete in the LATAM Stage Finals. The top four Teams of the LATAM Stage Finals will qualify to the Major.

After the last Major of every Season, the top four Teams from the Brazil Division will qualify to the **Brazil Division Finals** to determine the Brazil champion for the Season.

After the last Major of every Season, the top four Teams from the Mexico Division will qualify to the **Mexico Division Finals** to determine the Mexico champion for the Season.

After the last Major of every season, the top four Teams from the LATAM South Division will qualify to the **LATAM South Finals** to determine the LATAM South champion for the Season.

### **2.5.4.2 LATAM Local competition**

At the Local competition level in the LATAM Region is the LATAM Challenger League, split similarly to the three divisions of the Latin American League. Teams from Brazil, LATAM North and LATAM South Division will respectively compete in the Brazil, LATAM North and LATAM South Divisions of the LATAM Challenger League.

- Brazil Division Challenger League – ten Teams
- LATAM North Division Challenger League – eight Teams
- LATAM South Division Challenger League – eight Teams

**Promotion/relegation.** After the 3<sup>rd</sup> Stage of every Season, the first placed Team from the Brazil Division of the LATAM Challenger League will play a promotion/relegation match against the last placed teams of the Latin American League's Brazil Division. For the LATAM North and South Divisions of the LATAM Challenger League, and the Mexico and LATAM South Divisions of the Latin American League, promotion

and relegation mechanisms will be defined later in the season.

### 2.5.4.3 Specific Rules for the LATAM Region

The competition format of the LATAM League Brazil, Mexico and LATAM South Divisions, LATAM Stage Finals and LATAM Challenger League Brazil, Mexico and LATAM South Divisions are detailed in their Specific Rules, as listed [here](#).

## 3. Conditions for participation

### 3.1 Team Licenses

**Grant of License.** Teams competing in the Rainbow 6 Circuit will be granted a license, by UBISOFT, for the duration of the Season as long as the Team complies with the Rules and is duly qualified to participate in the Rainbow Six Circuit and meets the eligibility requirements of the Rulebook (the “**License**”).

The License grants the Team with ownership of the competition slot within the Rainbow Six Circuit which entails:

- Authorization to compete in all Regional and/or Local competitions the Team qualifies for in its respective region of the Rainbow Six Circuit (Licenses are only valid within one Region); and
- Authorization to qualify and participate to Global competitions (up to three Majors per Season & the Six Invitational) based on the Team’s performance in Regional competitions; and
- Right to operate Transfer of Players in accordance with **Section 4.5** of this Rulebook; and
- Eligibility to be paid prize money in accordance with the Team’s results; and
- Right to request a transfer or exchange of license, conditioned to Ubisoft’s approval in each instance as set forth in **Section 3.1.3**

**License Holder.** A material condition for a team to be granted a license is the appointment by the Team of a License Holder. This License Holder automatically becomes the Team’s official Point of Contact with the UBISOFT designated Regional esports manager as well as for Tournament Organizer’s Administrative Staff. The License Holder is the only person authorized to act as a representative of the Team, and exercise the prerogatives attached to the License. For any team competing in a Regional competition and higher, the License Holder cannot be a Player.

The License holder may appoint someone else from its organization as official Point of Contact for the Team (usually the Team’s Manager). The Point of Contact can thereon execute all official communications on behalf of the License Holder (notifications and approval most notably, as specified in **Section 8.7 and 8.8**) but still requires the License Holder’s final validation to execute operations. Ubisoft reserves the right to request a change of Point of Contact should a team’s Point of Contact not be timely responsive.

Any change of License Holder must be requested in writing (email being sufficient) by the License Holder to UBISOFT’s Regional esports manager and shall be formally approved by UBISOFT by email prior to its effectiveness.

### 3.1.1 License Requirements

**Legal Entity.** All Teams competing in the Rainbow Six Circuit must be represented by a legal entity (association, company ...) in order to be provided with a license. As an exception to this rule, teams only

competing in **Local competitions** may be represented by a Player or Team Staff of said Team provided that all Players agree to appoint this Player or Team Staff as their legal representative by executing the Acknowledgment Letter available in the Appendix (the "**Acknowledgement Letter**").

Should a Team be promoted through the promotion/relegation system from a Local Competition to a Regional Competition, then such Team will have to comply with the obligation to be represented by a legal entity starting from the beginning of the season for such promotion to be effective. UBISOFT may allow on a case-by-case basis a grace period of maximum sixty (60) days from the date of the promotion/relegation match if the Team faces a possible case of disqualification for absence of legal entity at the beginning of the season. This grace period may be provided by UBISOFT in cases where failure to have the legal entity created stems from incompressible delays on which the team has no control over and despite the Team's best efforts to have the legal entity created in time.

Proof of such valid legal entity or, when applicable, the aforementioned duly executed Acknowledgement Letter, needs to be provided to the Team's respective regional Tournament Organizer's Administrative Staff and to Ubisoft's Regional esports manager prior to any participation into the Rainbow Six Circuit.

Prior to any participation into the Rainbow Six Circuit and at the time of its registration and/or upon UBISOFT's Regional esports manager and/or Tournament Organizer Administrative Staff request, each Team must provide an "absence of Conflict of Interest" statement certifying that the Team is not facing a Conflict of Interest. A "**Conflict of Interest**" may include, but is not limited to:

(i) Joint Control of multiple teams, or any form of interests in multiples teams in the Rainbow Six Circuit. For purpose of this definition in this present Section 3.1.1 (i), "Control" means:

- The possession, directly or indirectly, of the power to vote five percent (5%) or more of all interests having voting power for the election of Team owners or any Team representative.
- The ownership of a general partnership interest or a limited partnership interest (or other ownership interest) representing ten percent (10%) or more of the outstanding limited partnership interests or other ownership interests of such Team.

(ii) A situation where a Player or a Team Staff (such term being defined in **Section 4.1**) is an employee, officer, director, agent, contractor or subcontractor performing services or work in connection with the Rainbow Six Circuit, or representatives of UBISOFT or of the Tournament Organizer and/or of any person or other entity which own or Control, is under the ownership or is under common ownership or Control of Ubisoft or the Tournament Organizer. "Control" under this present **Section 3.1.1** (ii) shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

(iii) A situation of collusion where a Player or Team Staff is in a position in which said Player or Team Staff could interfere and/or benefit financially or otherwise, directly or indirectly, from a decision to alter the outcome of a match and/or behavior of the Team within a competition of the Rainbow Six Circuit in a manner contrary with the integrity and competitive spirit of the Rainbow Six Circuit. A situation of collusion includes, but is not limited to, undisclosed agreement between two or more parties to deceive and/or mislead Tournament Organizer's officials and/or Ubisoft Regional Esports manager or tampering the outcome of a or multiple matches in a competition of the Rainbow Six Circuit.

(iv) Any cluster of clues indicative of a Conflict of Interest identified by UBISOFT.

In the event of a failure to provide the aforementioned absence of Conflict-of-Interest statement, or in case of any misrepresentation or deceit on the facts alleged on this absence of Conflict-of-Interest statement, UBISOFT may decide to revoke the license granted to the Team, in the condition set forth in **Section 3.1.6** below.

### **3.1.2 License Restrictions**

A license is only valid for a season of competitive play in the Rainbow Six Circuit.

A Team can only be granted one license at a time to compete in the Rainbow Six Circuit, but a Team may have both a Main Roster and a Secondary Roster registered in the same Region or in different Regions (as defined in **Section 4.1**). In such event, the Secondary Roster will be barred from any progression from the Local competition to the Regional competition or any related promotion/relegation match or event.

A Team may not compete, whether through its Main or Secondary Roster, in more than one Local or Regional competition during any given Season. This also applies to Teams whose Secondary Roster is registered in a different Region from their Main Roster. Participation of a Team's Roster in the European Challenger League stands as an exception to this rule, as the Team can register another Roster in European League or any other Region's Regional competition.

Between two Seasons, a Team may decide to exit a given Local or Regional competition to join another Local or Regional competition and, in such case, shall request Ubisoft's approval sufficiently in advance, provided that the Team meets the eligibility requirements set in **Section 3.2** to compete in said Local competition.

For sake of clarity, should a Team's Secondary Roster earn a promotion from a Local to a Regional competition, the Team may either decide to remove its Main Roster from the Regional competition it is registered for to take that promotion with their Secondary Roster; or to renounce that promotion.

Example: Team A competes in the North American Challenger League with its Secondary Roster, while also competing in the European League (Regional competition) with its Main Roster. Team A can claim the prize money attached to a first-place finish in the North American Challenger League but doesn't want to remove its Main Roster from European League and will therefore need to notify Ubisoft and the North American Challenger League Tournament Organizer to ensure that for subsequent seasons, the Team continues to field a Main roster only in one Regional competition.

### **3.1.3 License transfer or exchange**

**License transfer.** A License Holder validly holding a license for its Team can initiate a license transfer with another Team that does not yet hold a license, provided the acquiring Team complies with the Rules and in particular fulfils the conditions for participation set forth in **Section 3**.

Prior to any transfer, the License Holder shall notify UBISOFT's Regional Esports manager of its intention to transfer its Team license and all proof of the acquiring team's eligibility (including the absence of conflict of interest statement and/or the Acknowledgment Letter if applicable) must be communicated to the Tournament Organizer officials and/or UBISOFT. A license transfer will neither be valid nor enforceable unless formally approved by UBISOFT according to the Approval process set forth in **Section 8.7**.

**License exchange.** Two License Holders validly holding a license for Teams can initiate a license exchange in order to exchange their License to participate in Rainbow Six Circuit competitions, as well as their standings in the Global Point System. The License Holders of each Team shall notify their respective UBISOFT Regional Esports managers of their intention. A license exchange will neither be valid nor



enforceable unless formally approved by UBISOFT according to the Approval process set forth in **Section 8.7**.

For sake of clarity, a license transfer or license exchange does not allow any roster change other than those permitted under **Section 4.5** below and are subject to the limitations set forth in **Section 3.1.5** below.

### **3.1.4 Effect of a license transfer or exchange.**

When a license is transferred or exchanged, the acquiring team obtains the acquired Team's current number of points in the Global Point System, and the acquired Team's ranking in the Regional League if applicable.

*Example:* If Team A in EU exchange license with Team B in NA, Team A will retrieve the points that Team B was holding at the moment of the transfer both in the Global Point System and in the NA League's ranking.

If a license transfer or exchange occurs while a prize pool payment is due to the acquired License Holder, then the right to such payment will be automatically transferred to the acquiring License Holder.

### **3.1.5 License transfer or exchange limitations**

As a condition for the license transfer or exchange to be valid, the acquiring License Holder must maintain the roster of players of the Team of the former License Holder, including both the Main Roster and the Secondary Roster if such Secondary Roster exists. For sake of clarity, a License Holder may not transfer its license for the level competition in which its Main Roster partakes without transferring the same for the level of competition in which its Secondary Roster partakes in.

UBISOFT shall have sole discretion to allow or decline a license transfer or exchange and may impose specific timeframe and requirements regarding a contemplated transfer or exchange of license if required to ensure the continuity of its league operation and protect UBISOFT's esports ecosystem integrity. These additional requirements may require from the transferring and acquiring organisation an obligation to provide documentation supporting the ability of the acquiring team to maintain the applicable Roster(s) of the transferring organization in compliance with the eligibility requirement of the Rules. If UBISOFT reckons that the timing of a projected transfer is likely to create instability in UBISOFT's league operation and continuity, UBISOFT reserves the right to decline a license transfer or exchange at its sole discretion.

Once the transfer is effective and approved by UBISOFT. Changes to the Roster(s) can be made during the next transfer window set forth in **Section 4.5.3**.

### **3.1.6 License Revocation**

UBISOFT reserves the right to revoke a license granted in case of major or repeated breaches of the Rules by any of the Team's Players or Team's Staff.

## **3.2 Player and Team Staff Eligibility**

### **3.2.1. Compliance with the Rules**

Players and Team Staff will be eligible and remain eligible to compete in the Rainbow Six Circuit with their Team as long as they agree to be bound to and abide by the Rules, and in particular comply with the eligibility requirements set forth in this **Section 3.2**.

### **3.2.2. Compliance with local labor and immigration laws**

Participation in any competition of the Rainbow Six Circuit is conditioned to the obtention, by each Player and Team Staff of any necessary official documentation (visas, work permits, governmental authorizations...) required to comply with applicable local laws where the competition of Rainbow Six Circuit is held.

UBISOFT and/or the Tournament Organizer cannot be held responsible for the failure of a Player and/or Team Staff and/or Team's failure to secure any required documentation needed to participate in a competition of the Rainbow Six Circuit in compliance with applicable law. Teams are responsible for providing to the Tournament Organizer operating a competition of the Rainbow Six Circuit with supporting document substantiating the compliance of their Players and Team Staff with **Section 3.2.2, 3.2.3** and **3.2.4** at the beginning of each Season and no later than seven days prior to the Team's first official match of a Season in the Rainbow Six Circuit or during the Season whenever a new Player is acquired.

### **3.2.3. Age**

Each Player and Team Staff must be 18 years old or older, as stated on their official government issued documentations, at the time of their first match in the Rainbow Six Circuit in order to be eligible to participate.

### **3.2.4. Residence**

Any Player competing in the Rainbow Six Circuit must reside in the Region such Player competes in (NA, EU, LATAM or APAC). Additionally, Tournament Organizers may add extra residency requirements in their Specific Rules for the Teams participating in their Regional or Local competitions.

A Team Coach (as defined in Section 4.1 below) is allowed to perform his role from a different Region its Roster competes in for online competitions but must be physically present to perform its role for any competition taking place in an offline environment.

### **3.2.5. Ubisoft account in good standing**

In order to be eligible to participate in the Rainbow Six Circuit and throughout the entire duration of the Rainbow Six Circuit, Players and Team Staff may not own or use a Ubisoft account that is not in good standing. The notion of "Good standing" is construed in application of the [Rainbow Six: Siege code of conduct](#) and [Ubisoft Terms of Use](#) and such standing may be verified by UBISOFT from time to time.

Any sanction emitted by Ubisoft on the Ubisoft account of a Player or Team Staff may translate into Sanction(s) in the Rainbow Six Circuit. Additionally, should any Player or Team Staff own or use another account that is not in good standing, any sanction to such account may translate into Sanction(s) in the Rainbow Six Circuit as well.

### **3.2.6 No competition suspension**

A Player and/or Team Staff may not participate or be involved in any competition of the Rainbow Six Circuit if such Player and/or Team Staff is subject to a competitive suspension issued by UBISOFT or the Tournament Organizer of said competition, preventing such Player and/or Team Staff from participating in a competition of the Rainbow Six Circuit.

## 4. Team Composition & Transfers

### 4.1 Players' roles & Roster Definition

	Definition
<b>"License Holder"</b>	The License Holder is the person appointed by the Team to exercise the prerogatives attached to the License mentioned in the conditions set forth in section 3.1.
<b>"Players"</b>	The term <b>"Players"</b> refers to all players (Starters or Substitutes) part of either the Main Roster or the Secondary Roster of a Team (collectively the <b>"Players"</b> )
<b>"Roster"</b>	The Term <b>"Roster"</b> refers to a group of 5 to 7 Players (5 Starters and up to 2 Substitutes) registered to compete in a competition of the Rainbow Six Circuit and which may be either the Main Roster or the Secondary Roster. The Term "Rosters" refers collectively to Main and the Secondary Roster of a Team.
<b>"Main Roster"</b>	A Team's <b>"Main Roster"</b> shall either mean the unique roster that a Team has registered for participation in the Rainbow Six Circuit or, for Teams that have elected to constitute a "Secondary Roster", its roster of Players that partakes in the highest level of competition within the Rainbow Six Circuit during the Season.
<b>"Secondary Roster"</b>	A Team's <b>"Secondary Roster"</b> is a Roster competing at a level of competition that is lower than the Team's Main Roster level of competition. A Secondary Roster can exist within the same Region as the Main Roster, or within a different Region, and is subject to the restrictions outlined in <b>Section 3.1.2.</b>
<b>"Starter"</b>	A <b>"Starter"</b> is a Player of a Team's Roster. Any Roster must have 5 Starters to be validly registered to compete in any given competition. As a general rule, the 5 Starters of a Roster shall be the ones playing in Rainbow Six Circuit matches.
<b>"Substitute"</b>	A <b>"Substitute"</b> is a Player of a Team's roster. Any Team may register up to 2 substitutes per Roster (see section 4.3). A Substitute can replace one of the Team's Starters in a match as outlined in <b>Section 5.3.1.</b>
<b>"Support Staff"</b>	The term <b>"Support Staff"</b> shall mean any person employed or contracted by the Team whose role is to directly or indirectly assist the Players through their participation in the Rainbow Six Circuit. Team Support Staff may for example be an analyst, psychologist, physical trainer, social media manager, content creator, nutritionist, etc.
<b>"Team Coach"</b>	The term <b>"Team Coach"</b> shall refer to the person responsible, in the Team, for assisting Players in their in-game preparation for competition, as well as supporting them during their participation in official matches of the Rainbow Six Circuit.
<b>"Team Manager"</b>	The term <b>"Team Manager"</b> shall refer to the person responsible, in the Team, for assisting Players in the administration and logistics of their participation in the Rainbow Six Circuit. He is usually the most appropriate person to be appointed as team Point of Contact instead of the License Holder himself.
<b>"Team Staff"</b>	The term <b>"Team Staff"</b> shall refer collectively to the <b>Team Coach(es), Team Manager and Support Staff.</b>

## 4.2 Minimum Team composition

Each Team shall have the following Team composition at all times during the Season in order to remain eligible to participate in the Rainbow Six Circuit (roles can be cumulated unless specified otherwise):

- One **License Holder**. Five **Players** constituting the Starters of the Main Roster of a Team. Except for Teams that are contractually bound to UBISOFT to maintain their Roster at all time during the Season, this obligation to maintain the Main Roster does not apply if said Roster is not competing or qualified to compete in any esports program of the Rainbow Six Circuit before the end of the Season.

## 4.3. Additional Team composition

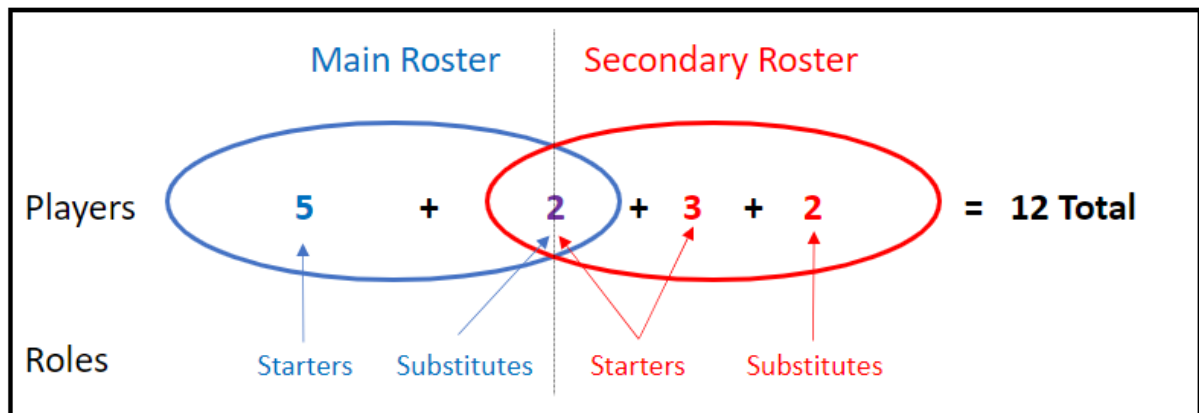
A Team may have the following additional Team Players and/or Team Staff:

- Up to Seven additional **Players**, depending on the following:
  - A team may register up to 2 Substitutes with its Main Roster.

**OR**

  - A Team may constitute a Secondary Roster with 5 different Players from the Starters of its Main Roster. Those 5 Players will constitute the Starters of said Secondary Roster. 2 of the 5 Starters of the Secondary Roster may be registered as Substitutes of the Main Roster. The opposite is however not possible, i.e. 2 Starters from the Main Roster may not be registered as Substitutes of the Secondary Roster. In addition, a Team may register 2 dedicated Substitutes for its Secondary Roster. The grand total of all Players registered in the Main and Secondary Roster of a Team cannot exceed 12 Players.

### MAXIMUM TEAM COMPOSITION



- One **Team Manager** who may serve as Point of Contact with the Tournament Organizer(s) and UBISOFT for logistics and league operations purposes.
- One **Coach** per Roster, supporting the Players during official matches in accordance with the Specific Rules of the Rainbow Six Circuit competitions the Team partakes in. The status of Coach for a Roster gives the Coach the right to request to substitute one of the Starters with a Substitute of the Roster in an official match. In the event a Starter, due to exceptional circumstances, is not able to play an official match, with no Substitutes for the Roster available for replacement, the

Roster's Coach may request the ability to step-in temporarily as a substitute Player himself. A Coach may only step-in with the Tournament Organizer's approval and will not be allowed to step-in in case of non-compliance with all the eligibility conditions set forth in **Section 3.2**.

- Any number of additional "**Support Staff**" as the Team sees fit.

#### **4.4 Insufficient number of Players and Stand-in Player**

If a Team is not able to have five players participating in a particular match of the Rainbow Six Circuit, including through calling Substitute, or with its Coach stepping-in, the Team can exceptionally request to play with a Stand-In Player. A "Stand-In Player" is a person exceptionally authorized to compete with a Team he is not under contract with, for a limited period of time (a "**Stand-In Player**") and for the sole purpose of avoiding the Team being disqualified for breach of the Team composition requirements set forth in **Section 4.2**. Authorization for a Team to compete with a Stand-In Player is always subject to UBISOFT and to the Tournament Organizer's approval and is subject to the following limitations:

- Stand-In Players must meet all eligibility requirements presented in **Section 3.2**. Exception can be made to the Residence eligibility rule **Section 3.2.4**) only for offline competitions, and subject to UBISOFT and the Tournament Organizer's approval in each instance.
- A Stand-In Player cannot have been registered with another Team that has competed, in the last two Stages, against the Team he is standing-in for. This applies across all competitions of the Rainbow Six Circuit.
- A Stand-In Player cannot be registered in the Roster of another Team that is competing in the same competition he is asked to stand-in for.

#### **4.5 Player and/or Coach transfers and Roster lock**

##### **4.5.1 Transfer Rules**

Any transfer of a Player and/or Team Coach from one Team to another Team of the Rainbow Six Circuit, or any addition of a Free Agent Player, is considered a Player or Coach transfer. A "Free Agent Player" is an individual who is not contracted by a Team competing in the Rainbow Six Circuit, whether in Local or Regional competitions ("**Free Agent Player**"). At the beginning of each Stage, Teams shall provide any documentation set forth in **Section 3.2** for all new Players and/or Coach in their Roster (i.e. Players and/or Coach that weren't already part of said Team during the previous Stage) to the applicable Tournament Organizer.

All Teams competing in Regional competitions can only execute transfers during the pre-established transfer windows set forth in **Section 4.5.3** and subject to the limitations set forth in the **Section 4.5.4**. Any period outside of these transfer windows is considered a period of roster lock for those Teams, where no change to their Rosters is permitted.

Teams competing in Local competitions only can execute transfers in accordance with the Transfer rules of said Local competition as specified in its Specific Rules.

For any transfer between 2 Teams competing respectively in Local and Regional competitions:

- It is of both Teams' responsibility to make sure the transferred Player or Coach is available for transfer during the Transfer Window applicable to the acquiring Team.

For any transfer between 2 Teams competing in 2 different Local competitions:

- It is of both Teams' responsibility to make sure the transferred Player or Coach is available for transfer during the Transfer Window applicable to the acquiring Team, as set forth in the Specific Rules of the Local competition.

For Teams with a Main and a Secondary Roster:

- Transfers to the Main Roster, competing in a Regional competition, can only be executed during the Transfer Windows set forth in **Section 4.5.3** and subject to the limitations set forth in **Section 4.5.4**
- Transfers to the Secondary Roster, competing in a Local competition, can be executed in accordance with the Transfer rules of said Local competition as set forth in its Specific Rules.

As a reminder, while competitions are ongoing, Teams must maintain a Roster of at least 5 players to remain eligible to compete in any ongoing competition they are registered for.

*Example:* Team A competing in the Brazil Division of the LATAM League looks to acquire a Player currently registered with Team B competing in the Nordics Championship (EU). The Transfer Window of the Nordics Championship doesn't align with the Global Transfer Windows set in **Section 4.5.3**. It is of Team A and Team B's responsibility to make sure the transferred player is available for transfer to Team A comes the Global Transfer Window applicable to Team A due to competing in the Brazil Division of the LATAM League.

#### 4.5.2 Transfer Process

Only License Holders are allowed to get in touch with other License holders in order to discuss and/or initiate transfer of Player(s) and/or Team Coach. License Holders are not authorized to reach out or contact any Players or Team Staff from another Team for the purpose of a Player transfer.

A License Holder may delegate this right to discuss transfers by appointing one of his Team Staff as its representative for the transfer discussion and negotiation purposes on his or her behalf. Appointment of said Team Staff shall immediately be notified to UBISOFT's Regional Esports Manager and Tournament Organizer officials for the competition the Team competes in.

Breach of this rule will be considered poaching and will be heavily sanctioned within the scope defined by the Penalty Index.

#### 4.5.3 Transfer Windows

Transfer windows are timeframes during which License Holders may execute the transfer of a Player and/or Coach from one Team to another (the "**Transfer Windows**"). For sake of clarity, a License Holder may initiate a discussion and negotiation with another License Holder regarding an upcoming Transfer of Player outside of the Transfer Window, but the execution of such Transfer may only occur during a Transfer Window.

The Transfer Windows for Seasons 2022 is as follows:

Season 2022	Dates	Type
Mid-Season Transfer	From May 23 <sup>rd</sup> , 2022, 9 AM CET until June 5 <sup>th</sup> ,	Mid-Season Transfer Window

<b>Window 1</b>	2022, 9 AM CET	
<b>Mid-Season Transfer Window 2</b>	From August 22 <sup>nd</sup> , 2022, 9 AM CET until September 4 <sup>th</sup> , 2022, 9 AM CET	Mid-Season Transfer Window
<b>Mid-Season Transfer Window 3</b>	From November 21 <sup>st</sup> , 2022, 9 AM CET until December 4 <sup>th</sup> , 2022, 9 AM CET	Mid-Season Transfer Window
<b>Off-Season Transfer Window</b>	From February 20 <sup>th</sup> , 2023, 9 AM CET until March 5 <sup>th</sup> , 2023, 9 AM CET	Off-Season Transfer Window

#### **4.5.4 Transfer Limitations and Player Swap**

##### **4.5.4.1 Mid-Season Transfers**

All Transfer Windows, except the last one of each Season (starting in February after the end of the Six Invitational for that Season) are considered “Mid-Season Transfer Windows”.

During a mid-Season Transfer Window, Teams can bring a maximum of two new Players and one Coach in their Roster.

##### **4.5.4.2 Off-Season Transfers**

The last Transfer Window of each Season – starting in February after the end of the Six Invitational – is called the “Off-Season Transfer Window”.

During an Off-Season Transfer Window, Teams can change the Coach and/or as many Players as they want from their Roster(s).

##### **4.5.4.3 Player and/or Coach Swap**

Any transfer of a Player and/or Coach from a Team’s Main Roster to its Secondary Roster, or vice versa, is considered a “Player Swap”.

Player and/or Coach Swaps can only occur during the pre-established transfer windows set forth in **Section 4.5.3** and in accordance with the transfer rules set in **Section 4.5.1**:

- During Mid-Season Transfer Windows, Teams are allowed to swap a maximum of 2 Players and one Coach between their Rosters.
- During the Off-Season Transfer Window, Teams are allowed to swap their Coach and/or as many Players as they want between their Rosters.

##### **4.5.4.4 Roster Registration and Global Contract Database**

At the start of the Season and/or of any given Stage, each Team must provide to the Tournament Organizer(s) a list of information regarding its official Roster for the upcoming Stage of competition, as part of a Roster Registration process. Should a Team have both a Main and a Secondary Roster, each Roster must be registered separately. This list should include the following information (collectively the “**Team Data**”):

- For Players and Coach: legal first name, legal family name, Ubisoft ID, role (Player or Coach), country of residence, birthdate, and contract end date.

- For License Holders: legal first name, legal family name, email address.

Once that information is provided and registered by the Tournament Organizer, the Roster of the Team is considered “Locked” until the next Transfer Window meaning that no changes of Players or Coach can be made before the next Transfer Window.

In order to facilitate Player and/or Coach transfers during Transfer Windows, to avoid poaching and encourage best practices across all Teams, the Team Data regarding Players and/or Coach availability during a Transfer Windows will be made available to License Holders within a Global Contract database managed by UBISOFT.

If a License Holder appoints a Point of Contact to manage Player and/or Coach transfers on its behalf, access to the Global Contract Database will be granted to the appointed Team Staff. Any change of Point of Contact shall be limited in time and notified to UBISOFT, being understood that any access granted will terminate once the duration of the appointment expires.

The communication to UBISOFT of the aforementioned Team Data regarding Players’ and or Coach’s availability for a transfer and License Holder contract details constitute a legitimate interest for the protection of the integrity of the Rainbow Six Circuit and a material condition for the Team’s participation in the Rainbow Six Circuit. Any change in such Team Data shall be notified to UBISOFT whenever a change occurs. Team Data for a given Player, Coach or License Holder contained in the Global Contract Database will be deleted from the Global Contract Database once said Player, Coach or License Holder leaves the Rainbow Six Circuit.

More information regarding the way Ubisoft processes Team Data (including Personal Data), to enable Players’ Transfers during the Transfer window, is provided in **Section 8.3** of the Rulebook titled “Privacy”.

## **5. Rainbow Six: Siege competitions operation and administration**

### **5.1 Game Rules**

Rainbow Six Siege is a 5vs5 first-person tactical shooter where two teams compete on various maps and across multiple rounds by attacking and defending objectives. All competitions of the Rainbow Six Circuit are played on PC.

#### **5.1.1 Match format**

A Match of Rainbow Six: Siege can be played as a best of 1, best of 2, best of 3 or best of 5 maps depending on the Specific Rules of the Rainbow Six competition it is part of.

#### **5.1.2 Match settings**

**The following match settings** be applied consistently across all competitions of the Rainbow Six Circuit:

- By default, the host of the game should be the observer or a commentator. Tournament Organizers may specify otherwise in the Specific Rules but the responsibility of hosting the game can never fall on one of the Players.
- A game must be hosted on a local server with the following settings for the corresponding match format:

<b>Best of 1 Match format</b>	<b>Best of 2 Match format</b>	<b>Best of 3 Match format</b>	<b>Best of 5 Match format</b>
-----------------------------------	-----------------------------------	-----------------------------------	-----------------------------------



<b>Game Mode</b>	TEAM DEATHMATCH BOMB			
<b>Plant duration</b>	7	7	7	7
<b>Defuse duration</b>	7	7	7	7
<b>Fuse time</b>	45	45	45	45
<b>Preparation</b>	45	45	45	45
<b>Action</b>	180	180	180	180
<b>Time of day</b>	Day	Day	Day	Day
<b>HUD settings</b>	Pro League	Pro League	Pro League	Pro League
<b>Number of bans</b>	4	4	4	4
<b>Ban Timer</b>	20	20	20	20
<b>Number of rounds</b>	12	12	12	12
<b>Attack/Defense swap</b>	6	6	6	6
<b>Overtime Rounds</b>	0 or 3	0 or 3	3	3 or Infinite
<b>Overtime score difference</b>	2	2	2	2
<b>Overtime role change</b>	1	1	1	1
<b>Objective rotation parameter</b>	2	2	2	2
<b>Objective type for rotation</b>	Rounds played	Rounds played	Rounds played	Rounds played
<b>Individual Attacker Spawn</b>	On	On	On	On
<b>Pick Phase timer</b>	15	15	15	15
<b>Damage handicap</b>	100	100	100	100
<b>Friendly fire damage</b>	100	100	100	100
<b>Injured</b>	20	20	20	20
<b>Sprint</b>	On	On	On	On
<b>Lean</b>	On	On	On	On
<b>Death Replay</b>	Off	Off	Off	Off

### 5.1.3 Maps and Operators

#### 5.1.3.1 Map pool

The official map pool for competitive play in the Rainbow Six Circuit is constituted of 9 maps. At the end of every Stage of the circuit, or of the Season, Ubisoft may change some of the maps in the map pool. Tournament Organizers and Teams competing in their programs will be notified at least 2 weeks prior to the start of the next Stage or Season.

The current map pool is constituted of the following maps:

- BANK
- BORDER
- CHALET
- CLUBHOUSE
- KAFE
- OREGON
- SKYSCRAPER
- THEME PARK
- VILLA

### 5.1.3.2. Map bans

A match of Rainbow Six: Siege begins with a map ban sequence where both teams alternate banning and selecting maps of the official map pool in a predefined order that varies depending on the match format; in order to determine which map is (are) played throughout the match. The following table presents the sequence of bans prior to a match between team "A" and team "B", for each match format:

Winner of the coin toss can decide on having side selection for whichever map is selected or decide which team will ban a map first. The loser of the coin toss gets to make the other decision.

Map ban sequence	
<b>Best of 1</b>	Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first".  A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played
<b>Best of 2</b>	Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map.  B Ban – A Ban – B Ban – A Ban – B Ban – A Map pick – B Ban – B Ban – B Map pick
<b>Best of 3</b>	Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. New coin toss to determine who gets "side selection" for the decider map.  A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider
<b>Best of 5</b>	If the format of the competition this is used for features a Single Elimination bracket: coin toss, winner chooses either "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. New coin toss to determine who gets "side selection" for the decider map.  A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider  If the format of the competition this is used for features a Double Elimination bracket, the team coming from the Upper Bracket (UB Team) choses the map ban sequence out of the 3 options below. Side selection on the first 4 maps goes to the team that didn't chose that map, a coin toss will determine who gets "side selection" for the decider map. <ol style="list-style-type: none"> <li>1. UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider</li> <li>2. LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / Decider</li> <li>3. UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider</li> </ol>

In each of those ban sequences, should any map go to Overtime, the team that didn't get "Side Selection" on said map, will get "Overtime Side Selection".

### 5.1.3.3. Operators, gadgets, equipment or attachments

Every new operator released in Rainbow Six: Siege will not be available in competitive play for an evaluation period of approximately three months. The introduction of these new operators in competitive play of the Rainbow Six Circuit will be effective after each Stage of the Rainbow Six Circuit, or at the beginning of a new Season (i.e. after each Major, or the Six Invitational) as decided by UBISOFT at its sole discretion.

Ubisoft reserves the right to ban specific operators, as well as gadgets, equipment or attachments they may have, from time to time, in order to guarantee a fair competition, and if UBISOFT reckons that it contains a bug, creates imbalance or has a game-breaking effect on competitive play. Tournament Organizers are responsible for notifying all Teams competing in their programs of such ban once notified by UBISOFT.

#### **5.1.3.4 Cosmetics**

During Rainbow Six Circuit competitions' official matches, players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are banned from use in competitive play:

- Operator's default skins
- Pro League skins (gold sets)
- Pro teams branded cosmetics
- Esports Programs' cosmetics

For sake of clarity, permitted operator battle dress uniforms and headgears that aren't operators' default skins nor pro teams branded are listed in ANNEX C.

Weapon skins, weapon charms and operator background cards are not subject to any restriction.

Ubisoft reserves the right to update the list of prohibited cosmetics at any point during the Season and will inform teams of any such update through the relevant tournament organizer.

#### **5.1.3.5 Usage of bugs or in-game exploits**

The list of bug exploits or in-game exploits that are prohibited from being used in any competition of the Rainbow Six Circuit is available here and will be updated by UBISOFT from time to time. Any bug exploits or in-game exploit not currently indicated in this list shall be escalated to UBISOFT and/or the Tournament Organizer so that UBISOFT can investigate as to whether such bug exploits, or in-game exploit must be barred from usage in any competition of the Rainbow Six circuit.

These are known unintended mechanics that have been approved for use in the R6C and, unless a new variation or change impacts these, Teams may implement them.

- Using equipment or diffusing through a destructible surface
- Destroying a hatch with the diffuser on it to cause it to fall and deactivate (resulting in a win for the defending team)
- Smoking through walls
- Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere

These are known unintended mechanics that have been banned for use in the R6C and, at minimum, will carry an immediate round loss and/or further Sanction(s).

- Any position that Players can get to, and out of, by passing through any object, wall or surface, and the Player cannot be seen or attacked/shot at as normal
- Any position that Players can reach only through the help of one or multiple of their teammates

clustering around them (through characters' 3D models collisions)

- Any behavior or action that Players can perform to create a situation where they can see or shoot at an opponent without the opponent being able to see them or attack/shoot at them as normal
- Standing on a window ledge undetected
- Blocking window vaulting with a destructible shield
- Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces.
- Placing any equipment or gadget in a place where it cannot be destroyed
- Vaulting on ledges and proning to reach normally inaccessible spots
- Vaulting onto skylight windows

#### **5.1.4 Tactical Timeouts**

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Coach. In order to request a Tactical Timeout, the Coach needs to notify the referee or tournament administrator at the end of a round, or during the first 15 seconds of the operator pick phase. Upon notification, the game will be paused and a 45 seconds timer will start during which the Coach will be allowed to communicate with Players of his or her Team. A referee or tournament administrator will be listening to the communications between the Players and their Coach for the entire duration of the timeout. Once the 45 seconds have elapsed, the communication between the Coach and the Players will automatically be cut-off, and the game will resume.

Each Team may request one Tactical Timeout per map during any given match. Timeouts that are not used do not carry over to the next map and are lost.

When one Team requests a Tactical Timeout, the other Team also benefits from having their Coach allowed to communicate with their Players and will be subject to the same restrictions.

#### **5.2 Good sportsmanship Rules**

Additionally, to all rules and mechanics established in the game Rainbow Six: Siege, competitive play in the Rainbow Six Circuit is subject to the following good sportsmanship rules:

- Teams and Players are expected to perform and play at their best at all times during any match, and to avoid any behavior inconsistent with principles of honesty, and fair play
- Intentional teamkilling is strictly forbidden
- Spawnkilling (defined by killing an opponent within the first 2 seconds of the action phase of a round) is strictly forbidden

#### **5.3 Competition Rules**

Each competition of the Rainbow 6 Circuit may be operated by different Tournament Organizers, or by UBISOFT itself for certain part of the Rainbow Six Circuit. Depending on the location, duration and format of the competition, rules pertaining to the organization of the Rainbow Six Circuit competition may vary. The Tournament Organizer is responsible for the establishment of guidelines and rules on the topics

identified in this section, and must make such rules and guidelines available to Teams before the start of the competition they oversee:

	<b>Tournament Organizer's responsibility</b>
<b>Administrative Staff Role</b>	Identification and communication to the Teams of all Tournament Organizer Administrative Staff role in order to facilitate organizational and logistical communications.
<b>Equipment</b>	<p>Listing and communication of all Players' equipment required to compete in offline events and competitions of the Rainbow Six Circuit, with an indication each time on the equipment provided by the Tournament Organizer and the equipment that Players shall bring themselves to participate.</p> <p>The Tournament Organizer shall also establish and indicate in advance any limitation regarding the access of the Players to their equipment throughout their participation in the Rainbow Six Circuit.</p> <p>All Tournament Organizers in charge of offline events must establish and maintain a submission and validation process for all Player's equipment used in the Rainbow Six Circuit competition.</p>
<b>Third party program usage</b>	<p>For offline play, establishment of a submission and validation process for any drivers or third-party program necessary for the use of the equipment brought by Players. Tournament Organizers will be responsible for supervising the installation and usage of those programs or drivers.</p> <p>Tournament Organizers may require or allow usage of a specific third-party program for the management of their Rainbow Six Circuit Competition. In such case, the Tournament Organizer will be fully responsible for any processing related to this third program and if necessary, inform the Players regarding any processing of personal information operated through that mean, in compliance with the applicable data protection law.</p>
<b>Cheat &amp; Equipment tampering</b>	Equipment tampering, usage of unauthorized third-party programs affecting gameplay or macros is strictly forbidden and will be considered cheating. Tournament Organizers will be responsible for the establishment and enforcement of verification processes to prevent the use of cheats in any kind of form within the Rainbow Six Circuit, both for offline and online competition of the Rainbow Six Circuit.
<b>Offline event accesses for all parties involved</b>	Tournament Organizers will provide guidelines (including but not limited to schedule, floor map, etc.) regarding accesses to all different areas of the venue they operate for offline competitions of the Rainbow Six Circuit, as well as require the use of credentials and any security procedures which will be have to complied by the Players and Team Staff at all times.
<b>Competition format</b>	As indicated in <b>Section 5.1.1</b> , Match format will be defined by the Tournament Organizer in the Specific Rules and made available to the Teams prior to the start of any Rainbow Six Circuit competition that the Tournament Organizer operates.
<b>Competition registration</b>	Tournament Organizers will require Players and Team Staff to go through a registration process in order to participate in their Rainbow Six Competition and Players shall provide any documentation required by the Tournament Organizer throughout this registration process, in particular any document indicated in <b>Section 3.2</b> , in order to be authorized to participate in said competition.
<b>Match &amp; Competition</b>	Tournament Organizers will determine in their Specific Rules the procedure that Teams will have to follow throughout each step (map bans, match, post-match ...) of the Rainbow Six competition that they operate as well as any obligations Teams might have to follow

<b>process</b>	throughout these steps.
<b>Notification and escalation process</b>	Tournament Organizers will clearly inform the Players and Teams participating in the Rainbow Six Circuit competition they operate about the notification and escalation process in place in case of any issue occurring during a competitive match of the Rainbow Six Circuit (for e.g. to notify a bug exploit, a suspicion of cheating, a technical issue, etc... ).

### 5.3.1 Player Substitution

A Team may request that one or two of the registered Substitute Players of its Roster replaces one or two of the registered Starter Players of said Roster for a given match of the Rainbow Six Circuit.

To request a substitution, the Coach or Manager of the Team must notify the tournament administrator at least 15 minutes ahead of the game. The notification must mention the name(s) of the Starter Player(s) that will be substituted out and the name(s) of the Substitute Player(s) that will be substituted in.

Following acknowledgement of the substitutions, the tournament administrator will then notify each Team of the Player Substitutions(s) operated. The tournament administrator will notify each team of the Player Substitution(s) at the same time, and once such notification is delivered, both Team will not be allowed to request an additional Player Substitution for the match.

### 5.3.2. Standardized Competition Rules

In order to facilitate esports operations across regions and create a consistent competing environment between Local and Regional competitions, the following rules are standardized.

#### 5.3.2.1 Majors Format

The Group Stage of each Majors will feature 4 groups of 4 Teams each.

For seeding in the groups, Teams ranked first in their respective Regional League's ongoing Stage are seed 1, Teams ranked second are seed 2, Teams ranked third are seed 3 and Teams ranked fourth are seed 4. Seed 1 Teams get drawn into each group, then seed 2 Teams, then seed 3 Teams, then seed 4 Teams. A group cannot have more than 2 Teams originating from the same Region. If a Team gets drawn into a group with 2 Teams originating from the same Region as them, they are moved to the next group.

The groups will play in a double round robin best of 1 format, where every Team gets to play every opponent from their group in two distinct bests of 1 match.

Points are attributed as follow:

- 3 points for a win in regulations (i.e. without overtime)
- 2 points for an overtime win
- 1 point for an overtime loss
- 0 point for a loss in regulations

The 2 best ranked Teams from each group at the end of the Group Stage advance to the Playoffs of the Major.

The Playoffs of each Major will feature a Single Elimination bracket. Quarterfinals and Semi-Finals are played in a best of 3 format, and the Grand Final is played in a best of 5 format.

### 5.3.2.2 Tie breaker rules

Ties for all Local and Regional Leagues and Majors are broken by looking at the following elements sequentially:

1. Round difference
2. Head-to-head
3. Match win percentage
4. Round win percentage
5. Tiebreaker match

## 6. Sanction(s) & Penalties

### 6.1 Definition & Scope of Punishment

Infringement of any of the rules, requirements and obligations presented in the **Rulebook, Specific Rules, Code of Conduct, Rainbow Six: Siege Code of Conduct and Ubisoft Terms of Use**, may trigger competitive Sanction(s) and penalties. These Sanction(s) and penalties may be in addition to any other sanctions and penalties which may be applied on the Ubisoft account of the Player.

Sanction(s) and penalties for each type of infraction are categorized in the Penalty Index.

The Penalty Index indicates for each type of infraction a range of Sanction(s) from minimum to maximum, as well as a limitation period which will run from the notification or discovery of the infraction (whichever occurs the latest) and during which infractions may be penalized under the Penalty Index. The Penalty Index shall not be considered exhaustive, and UBISOFT may penalize other behavior if considered in good faith to be in breach of the Rules.

Scope of punishment may vary, as illustrated in the table below, and may include, but is not limited to, fines, temporary and definitive suspension period(s) for a Team, Player or Team Staff member, round loss, map or match forfeits etc...

	Description
<b>Competitive warning</b>	Lowest form punishment, a simple warning given to the Player or Team
<b>Competitive suspensions and ban</b>	A Player or Team can be temporarily barred from competing in any Rainbow Six Circuit competition or in exceptional cases, if the gravity of the infraction justifies it, banned from the Rainbow Six Circuit permanently. The Penalty Index provides the possible range of suspension for the different types of infractions, whose list shall not be considered exhaustive. In addition, a Player or Team may be temporarily barred from competing in any Rainbow Six Circuit competition while Ubisoft and/or the Tournament Organizer conduct an investigation, including through a third-party investigator if deemed necessary by UBISOFT, in case of reports of Misbehavioural Incidents (as defined in Section 6.3 below).
<b>Fines</b>	Certain infractions perpetrated by a Team and/or one of its Players' or Team Staff may be penalized under the Penalty Index with monetary fines. In such event, the fine will be applied as a deduction of the prize money earned by the applicable Team and withdrawn from any payment due to the applicable Team if constituting a prize money. The amount so deducted will

	be redistributed as prize money amongst the other Teams participating into the same Rainbow Six Circuit competition as the Team impacted by this fine.
<b>Global Points withdrawal</b>	Infractions committed in the context of global competitions may trigger the withdrawal of a percentage of a Team's points in the Global Point System. Such withdrawal will be effective after all points have been distributed for the Stage in which the infraction was committed.
<b>Competitive penalties</b>	Certain infractions perpetrated by a Team and/or one of its Players' may be penalized by a round loss, map loss or match forfeit depending on the severity of the infraction, as illustrated in the Penalty Index.

UBISOFT reserves the right to proceed with any other penalty method in relation to the infraction and UBISOFT reserves the right to issue sanction(s) going beyond the maximum Sanction(s) indicated in the Penalty Index if justified by the severity of the infraction. All aforementioned infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

## 6.2 Notification and enforcement

Whether it is UBISOFT or the Tournament Organizer who defines Sanction(s) for a Team or Player, the Sanction(s) will depend on the type of infraction, as defined in the Penalty Index:

- Sanction(s) for infractions of category 1 will be issued and notified by Tournament Organizer officials to the Team's Point of Contact
- Sanction(s) for infractions of category 2 may be discussed between the Tournament Organizer and UBISOFT and the Sanction(s) will be notified by UBISOFT's Regional Esports Manager to the Team's Point of Contact. UBISOFT may issue preliminary conservative measures (including Player and/or Team temporary suspension for the duration of the investigation) in case of reports of severe infractions of category 2.

Regardless of the category of the infraction, UBISOFT will be notified by the Tournament Organizer for all infractions occurring in the Rainbow Six Circuit. Unless requested otherwise by UBISOFT or the Tournament Organizer, all communication related to an infraction will take place between the Team's Point of Contact and UBISOFT and/or the Tournament Organizer's administrative staff.

## 6.3. Additional Protective & Supportive measures

### 6.3.1. Definition

Supportive and protective measures are support services and other forms of assistance available to any person who may be affected by a discrimination and/or harassment, relationship violence, or sexual misconduct ("**Misbehavioural Incidents**"). Supportive and protective measures that are reasonable and appropriate will be considered, provided that they do not unreasonably burden another party.

### 6.3.2. Process

Upon receipt of a report of Misbehavioural Incident, UBISOFT will provide reasonable and appropriate protective and supportive measures during the time of the investigation, designed to:

- preserve the individuals affected by the Misbehavioural Incident; and
- address safety concerns for any person affected by such Misbehavioural Incident; and



- ensure that the integrity of the investigative and/or resolution process is maintained.

This includes Ubisoft's assistance in making contact with law enforcement authorities and other external resources to seek protective orders. In such case Ubisoft will respect and assist in the implementation of protective orders to the extent practicable and provided that the person affected by the Misbehavioural Incident issues a request for assistance to Ubisoft.

## **7. Prize payment**

### **7.1. Recipient and release**

All prize money will be paid within 30 to 90 days after the end of the Rainbow Six Competition where such prize money has been won. In most cases, the prize money will be paid by the Tournament Organizer in charge of the Rainbow Six Circuit competition it operates, and the Tournament Organizer will communicate to the License Holder of each Team the applicable process and information required to operate the payment of the prize pool. Vendor forms and other documents may be needed to be completed in full by the winning entity in order to process payment. Uncomplete forms may trigger additional payment delays as payment of the prize money is dependent on the Team capability and obligation to provide a proper payment reception method, a valid invoice, and information requested (e.g. Fiscal ID, Fiscal ID Type, place of registration, legal entity name appearing on income tax return), as well as the issuing bank payment capabilities.

### **7.2 Withholding Taxes**

Prize's payment may be subject to applicable federal, state and local income tax or withholding tax and it is the responsibility of the Team eligible to such payment to seek assistance of a local tax advisor to determine which taxes may apply to the receipt of a prize and ensure that any applicable taxes are reported and paid to the appropriate authority.

## **8. Miscellaneous**

### **8.1. Reserved Rights**

#### **8.1.1. Exclusive Rights**

UBISOFT is the exclusive owner of the intellectual property and trademarks of the game Rainbow Six: Siege and of any element derived therefrom, including any and all exploitation rights of the Rainbow Six Circuit and any tournament thereof. These exploitations rights include the non-exhaustive exclusive rights to:

- **use the game Rainbow Six: Siege** for the operation of a competition part of the Rainbow Six Circuit.
- **use the trademark Rainbow Six Circuit** in connection with a competition part of the Rainbow Six Circuit.
- **grant to third party the exploitation rights with regards to audiovisual content** produced in any competition part of the Rainbow Six Circuit.
- **secure sponsorships and grant merchandising rights** in connection with the Rainbow Six Circuit or any competition thereof.

- **consent to gambling or betting operations** on any element of a competition part of the Rainbow Six Circuit. For sake of clarity, UBISOFT may decide at its sole discretion whether or not to grant access to its official league data for the purpose of allowing wagering on the outcome of any Rainbow Six Circuit matches. UBISOFT expressly reserve any such rights, including without limitation any access to such data from UBISOFT private or public API gathering in-game statistics of Players and Team partaking in the Rainbow Six Circuit.

### **8.1.2. Tournament Organizer License**

Each Tournament Organizer is mandated and instructed by UBISOFT for the organization of a competition in the Rainbow Six Circuit and has obtained from UBISOFT a license to exploit or exercise any of the rights mentioned above.

### **8.1.3. Rainbow Six Circuit livestreaming policy**

Ubisoft is the sole owner of the broadcasting right of any competition of the Rainbow Six Circuit, including online and offline stage of any competition of the Rainbow Six Circuit, and may decide at its sole discretion to license these rights to a Tournament Organizer or to any third-party broadcaster. Any person interested in obtaining a license from Ubisoft to broadcast any Rainbow Six Circuit competition shall reach out to the UBISOFT Esports manager in their Region in order to secure a license to do so.

UBISOFT may decide to include a particular competition of the Rainbow Six Circuit in the scope of the Watch Party program. In such case, UBISOFT 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 (a) UBISOFT approval of the application of the Watch Party organizer and (b) the signature of the terms and conditions for the Watch party Program provided by UBISOFT.

## **8.2. Confidentiality**

Any communication or discussion privately held and related to any confidential in nature components of the Rainbow Six Circuit or any competition thereof, made either through written instruments or verbal communication, made between UBISOFT and/or the Tournament Organizer and/or any Team and/or Players and/or Team Staff shall be deemed strictly confidential and cannot be disclosed publicly without the prior written approval of UBISOFT.

In addition, Players and Team Staff attending in person a competition part of the Rainbow Six Circuit may be exposed to content that has not yet been officially revealed by UBISOFT to the public and which may be considered as confidential information (as for e.g. scenography, run of show, main stage design, content of a season or esports panel, and more generally any content or element of the competition that has not yet been disclosed by UBISOFT to the general public). Any disclosure of such content by any means by a Team Staff and/or any Player, even accidentally, may constitute a breach of confidentiality likely to cause Ubisoft a material harm and expose the person involved to Sanction(s), in addition to any other remedy that UBISOFT may have at law or otherwise”.

## **8.3. Privacy**

**Management of Player’s and/or Team Staff member’s Personal Data by Ubisoft, when such Personal Data is transferred to Ubisoft by a Tournament Organizer mandated by Ubisoft (Thus, when Ubisoft is not itself Tournament Organizer).**

Ubisoft or the Tournament Organizer mandated by Ubisoft collects and processes Player’s and/or Team Staff’s personal data regarding their participation in the Rainbow Six Circuit (“**Personal Data**”) to administrate and operate the Rainbow Six Circuit and provide Players and Team Staff with the best possible experience, and specifically:

Personal Data collected	Purpose of processing
<p><b>Identification information</b> including full name, birthdate, contact details, home address, nationality, social media, Ubisoft ID, username, and nickname, Team information (including team name, abbreviation, registration name, logo, social media page, Player’s role in the Team), Team manager information.</p>	<ul style="list-style-type: none"> <li>• Registration to and administration of the Rainbow Six Circuit;</li> <li>• Roster Registration and maintenance of the Global Contract Database as described in <b>Section 4.5.4.4</b> hereabove;</li> <li>• Reservation of flights, travel arrangements, and accommodation (if applicable);</li> <li>• Ensuring effective and ongoing communication with Players and Team Staff.</li> </ul>
<p><b>Game data</b>, including game statistics</p>	<ul style="list-style-type: none"> <li>• Game analyses and statistics;</li> <li>• Audience engagement.</li> </ul> <p><b>Please note: Ubisoft may make publicly viewable Players game data and may share such data with third parties through APIs</b></p>
<p><b>Video and media recording</b>, including recording of their voice, image, appearance, and screen.</p>	<ul style="list-style-type: none"> <li>• Broadcast and live streaming on TV channels and social media platforms and networks;</li> <li>• Drive audience engagement and public interest for the Rainbow Six Circuit and esports events and tournaments in general;</li> <li>• Document the history of the Rainbow Six Circuit and esports tournaments and events.</li> </ul>
<p><b>Sanction(s) and offenses data</b>, offenses committed, as well as any sanctions, penalties, or disciplinary measures (past or current) taken against them in compliance with the Rules (including the time, date, and duration of such measures).</p>	<ul style="list-style-type: none"> <li>• Ensure Players and Team Staff compliance with the Rulebook and Ubisoft Terms of Use;</li> <li>• Maintain and monitor the register of sanctions and penalties</li> <li>• Report any breach of the Rules and associated Sanction(s)</li> </ul>
<p><b>Key contractual information</b> regarding Player’s and Coach’s availability for a transfer and any other relevant information, in accordance with the transfer rules set forth in this Rulebook (see <b>Section 4.5</b>)</p>	<ul style="list-style-type: none"> <li>• Ensure compliance with the transfer rules set forth in this Rulebook (see <b>Section 4.5</b>) through Ubisoft’s Global Players Contract Database</li> <li>• Monitor, document, and operate transfers in compliance with the transfer rules.</li> </ul>
<p><b>COVID-related information</b>, which may include information regarding the Player or Team Staff COVID vaccination status, COVID symptoms, and COVID test results.</p>	<ul style="list-style-type: none"> <li>• Ensuring the physical security and health of the Players and Team Staff.</li> </ul> <p><b>Please note: this Personal Data will only be collected from Players and Team Staff who attend a tournament or event in person, and will be permanently deleted within a month after the end of the tournament or event.</b></p>

Players and/or Team Staff acknowledge that the Tournament Organizer may share this Personal Data with Ubisoft International, 2 avenue Pasteur – 94160 Saint-Mandé, FRANCE.

The legal basis for the processing of Player's and Team Staff member's Personal Data is the performance of the contract they have entered into with UBISOFT by accepting the Rulebook.

Without prejudice to any right granted under Section 8.4.1, Player's and/or Team Staff member's Personal Data will be stored for as long as necessary for completion of the purpose of collection, and in any case, for no longer than five (5) years after the end of their participation in the Rainbow Six Circuit. Some Personal Data, including videos and media recordings, may be archived and retained for a longer duration in accordance with their purpose of collection. Player's and/or Team Staff member's Personal Data may be transferred to non-European countries that ensure an adequate level of protection according to the EU Commission, within the Privacy Shield framework, or within the framework of the standard data protection clauses adopted by the EU Commission.

Players and/or Team Staff can exercise their rights to access, rectify or erase their Personal Data, object to or restrict the processing of their Personal Data, and receive their information in portable form by contacting UBISOFT's Data Protection Officer at the following address: (<https://support.ubisoft.com/fr-FR/Article/000063467>). After contacting UBISOFT, if a Player and/or Team Staff is not satisfied with the way their request was handled, they may also lodge a complaint with the national supervisory authority of their country. This Privacy section completes and must be read jointly with the [Ubisoft global Privacy Policy](#), which applies to Players and Team Staff to the extent they use or interact with Ubisoft games, applications, websites and online services. [Ubisoft global Privacy Policy](#) provides a comprehensive description of Ubisoft data collection and data processing operations as well as available privacy rights.

#### **8.4. Teams and Players Name, likeness and logo**

##### **8.4.1. Teams and Players Name & Likeness**

By accepting these Rules and in consideration of the exposure obtained through their participation in the Rainbow six Circuit, and any other consideration otherwise provided by UBISOFT, Players and/or Team Staff authorize and grant to UBISOFT and to any company part of the same economic group, the royalty free, fully paid-up, worldwide right and license (with the right to grant sublicenses), for a period of time of fifty (50) years starting from the date of acceptance of these Rules, to use their image, voice and likeness ("**Image**") captured or fixed, by any means by Ubisoft or by any production and broadcast Staff contracted by Ubisoft throughout the Rainbow Six Circuit and/or as part of any match, games or any promotional activity or event associated with the Rainbow Six Circuit to which Players and/or Team Staff Members have appeared, attended, played or participated ("**Records**").

##### **8.4.2. Teams Logos**

As a material condition for its participation into the Rainbow Six Circuit, each Team grants Ubisoft and/or its affiliates a worldwide, non-exclusive, free, irrevocable, for the maximum time permitted under applicable intellectual property law, right and license (including the right to grant sublicenses) to use the Team's name and/or trade name or mark used by the Team, as well as any texts, moto, visuals, symbols or any other elements whether protected by intellectual property or not, used to make reference or designate the Team (the "**Team Elements**") in the Records. The Team Elements shall be communicated by the Team to Ubisoft either during the registration process or at UBISOFT's request during the Rainbow Six Circuit and exploited by Ubisoft in the conditions set forth below.

### **8.4.3. Scope of the License**

The Team Logos and Players' Image may be used, transmitted, distributed, broadcasted, displayed, modified, adapted (including dubbing and captioning) or otherwise exploited by UBISOFT, its affiliates and/or any third party authorized by UBISOFT and/or its affiliates, in whole or in part, through any medium, support or process currently in existence or that may be created in the future, in the entire world and for any purpose, institutional or commercial (including through sale of media rights of the Records, advertisement, sponsorship, and any other type of commercial exploitation), in connection with the Rainbow Six Circuit and any associated promotional activities. For sake of clarity, these rights shall include the following:

(i) making available digital or wireless distribution of the Records over the Internet, either by download or streaming, webcast or otherwise through online distribution, including video on demand (VOD) systems; and

(ii) broadcasting by any means the Records, including through any form or method of transmission by radio and television; and

(iii) marketing, sale of media rights of the Records, advertising, obtention of sponsorship and promotional events in connection with the Rainbow Six Circuit, Rainbow Six: Siege and other events related thereto; and

(iv) inclusion on social media sites and posts (for example Facebook, Twitter, and YouTube) and editorial content of the Rainbow Six Circuit and related promotional events; and

(v) incorporation to or association with any promotional or editorial content of UBISOFT and/or its affiliates or a third party licensed by UBISOFT and/or its affiliates, as well as the right to create promotional and marketing materials related to the Rainbow Six Circuit, Rainbow Six Siege and/or UBISOFT activities.

Each Team represents and warrants that it has obtained the right to license the Team Elements to UBISOFT in the conditions set forth above. Further, each Team Staff and Players represent and warrant to be under no obligation or disability by law or otherwise which would prevent or restrict the license on the Image contemplated above.

### **8.5. No Gambling**

No Player or Team Staff may take part, directly or indirectly, in betting or gambling (including fantasy esports gambling) on any results of any Rainbow Six Circuit match and/or any portion hereof.

## **8.6. Sponsorships & Product Placements**

### **8.6.1. Sponsorships**

In order to preserve the integrity of the Rainbow Six Circuit and the business reputation of UBISOFT, each Team agrees not to enter into and shall make sure that its Team Staff and Players do not enter into any sponsorship or partnership with one of the following sponsors in connection with their participation into the Rainbow Six Circuit without the prior consent in writing of Ubisoft.

- Alcoholic products, and in particular liquors and beers (including non-alcoholic version of eponym beers), or other intoxicating substances whose sale or use is regulated by law (including cannabis-based products);
- Tobacco, cigarettes or electronic cigarettes, related paraphernalia;
- Firearms (including firearm accessories or ammunitions), including replicas or airsoft products;

- Gambling or betting websites, including fantasy esports operators;
- Pornography and other related mature materials and paraphernalia;
- Any medicinal substance that requires prescription or is not freely sold in a pharmacy;
- Political campaigns
- Any esports or video game tournament, league or event;
- Any entities, companies or organizations that may, at Ubisoft's sole discretion, be considered detrimental to Ubisoft's business or reputation, including but not limited to, key sellers, hacking and botting, account selling, in-game currency or digital item selling services, and any other video game, other video game developer, or publisher competing with UBISOFT or UBISOFT games
- Unauthorized and/or non-compliant with applicable law or regulations cryptocurrencies, financial instruments or market activities.

In the event a Team is sponsored by entities involved in the sports betting, bookmaking or gambling segment, the Players shall wear the alternative jerseys and other apparel available free of any such sponsors markings in the Rainbow Six Circuit.

For sake of clarity, all other known to date categories for sponsorships and/or partnership are permitted provided that they are notified in writing to Ubisoft Point of Contact and that Ubisoft Point of Contact acknowledges them without reserves..

Notwithstanding the above, UBISOFT rely on Teams to ensure that any of their sponsor respect all regulations and UBISOFT may:

- Require any Team to stop providing sponsorship activation for any sponsor that is likely to put Ubisoft in breach of applicable law, or create any reputational damage if display of such sponsor brand may have an adverse effect on Ubisoft good will and reputation
- Prompt any Team to provide any additional documentation or explanation necessary for Ubisoft to justify their sponsor's compliance with applicable law.

In both aforementioned cases and as soon as notified by Ubisoft (email sufficient), Players and Teams with such sponsor shall immediately stop displaying and using any reference to such sponsor while participating in the Rainbow Six Circuit. Players and Teams shall have readily available alternative jersey free of any sponsor logo while participating in the Rainbow Six Circuit to anticipate this type of situation.

### **8.6.2. Product Placements**

During the live broadcasts of the Rainbow Six Circuit, Players and Coach are not allowed:

- (i) to display or otherwise endorse any other brand aside of their own Team's name in their nickname used in game.
- (ii) Display the logo of their Team's sponsor other than on their team jersey and clothes
- (iii) Operate any kind of product placement or make any statements/perform actions that may be perceived as Ubisoft's endorsing a certain product or services, unless explicitly approved by UBISOFT;
- (iv) Display the logo natively appearing on their peripherals and accessories (including chair, monitor, etc), with the exception of any logo appearing on the Players' and Coach's keyboard, mouse or mousepad for which hiding of any natively existing logo is not necessary

### **8.7. Approval process**

Any approval from UBISOFT or the Tournament Organizer in the Rules, as requested in the Rules, must be requested as follows:

- The License Holder shall contact Ubisoft Esports Regional manager or the Tournament Organizer officials by email explaining the nature of their request; then
- Ubisoft Esports Regional Manager or the Tournament Organizer officials, depending on the nature of the request, will make their best efforts to review the request and provide an answer by email within 7 business days from reception of the notification

If no answer is provided within 7 business days, the request will be considered disapproved

### **8.8. Notification process**

Any mention of a notification in this Rules, should it be by Tournament Organizer officials, UBISOFT or the Point of Contact must be made by email to the appropriate recipient:

- Tournament Organizer officials: as indicated in the Specific Rules
- Ubisoft Regional Esports Manager: as indicated in the Specific Rules
- Team's Point of Contact: as communicated by the Team during the Team's registration process or from time to time in case of modification of the Point of Contact

**ANNEX A**  
**ACKNOWLEDGEMENT LETTER**

In accordance with the Rainbow 6 Circuit license requirements set forth in the Rainbow 6 global rules, we agree collectively to appoint the following TEAM MEMBER as our legal representative and license holder throughout our TEAM's participation into the following local competition of the Rainbow 6 Circuit:

- **APPOINTED TEAM MEMBER:** \_\_\_\_\_
- **TEAM:** \_\_\_\_\_
- **RAINBOW SIX CIRCUIT LOCAL COMPETITION:** \_\_\_\_\_

**CONSEQUENCES OF APPOINTMENT**

By executing this Acknowledgment Letter, we voluntarily agree to appoint the aforementioned APPOINTED TEAM MEMBER for the exercise of the following prerogatives on our behalf:

- Enable our TEAM to **compete in the Rainbow 6 Circuit Local Competition** as long as our TEAM qualifies to this level of competition in accordance with the eligibility requirements set forth in the global rules; and
- Authorize this APPOINTED TEAM MEMBER to **receive any applicable prize money on our behalf**, whose prize money shall be redistributed in accordance with the prize money split that we warrant has been agreed upon in a legally binding document between us and the APPOINTED TEAM MEMBER prior to the execution of this this acknowledgement letter; and
- **Allow the transfer of our TEAM's license to participate into a Local Competition** to a third party provided that the condition of such transfer have been agreed in writing between us and the TEAM MEMBER through a legally binding document explaining any and all consequences of such transfer explaining any benefits we may obtain arising therefrom.

**ADDITIONAL ACKNOWLEDGMENTS**

We further acknowledge and agree that:

- Participation into any higher level of competition will require our TEAM to be represented by a legal entity (association, company...) in order to continue participating into the Rainbow Six Circuit.
- Our participation into the Local Competition does not constitute an employment relationship between us and UBISOFT and we shall be solely responsible for all of our own taxes and withholdings arising from our participation into the Local Competition. We shall indemnify and hold UBISOFT harmless from and against any and all taxes which UBISOFT may have to pay, and for any and all liabilities (including judgments, penalties, interest, damages, costs, expenses and reasonable attorneys' fees) which may be obtained against, opposed or suffered by UBISOFT or which UBISOFT may incur, in case of a breach of this warranty.
- We will assume all liability for the use of any prize remitted to us by the APPOINTED TEAM MEMBER, including compliance with any applicable governmental and tax forms required to receive a prize, the payment of any applicable withholding taxes and/or any and all costs and expenses associated with the receipt of such prize according to any the applicable law in force.
- We shall look solely to APPOINTED TEAM MEMBER and not to UBISOFT for all compensation and other remuneration for any and all services and rights which we may render or assign or grant to any third party (including UBISOFT) throughout our participation into the Local Competition;
- By executing this Acknowledgement Letter, the APPOINTED TEAM MEMBER consent to exercise the aforementioned prerogatives solely within the limit and under the condition set forth set forth in the global rules and in accordance with the aforementioned restrictions.

**TEAM MEMBER 1**

Signature: \_\_\_\_\_  
Full name: \_\_\_\_\_

**TEAM MEMBER 2**

Signature: \_\_\_\_\_  
Full name: \_\_\_\_\_

**TEAM MEMBER 3**

Signature: \_\_\_\_\_  
Full name: \_\_\_\_\_

**TEAM MEMBER 4**

Signature: \_\_\_\_\_  
Full name: \_\_\_\_\_

**TEAM MEMBER 5**

Signature: \_\_\_\_\_  
Full name: \_\_\_\_\_

**COACH (IF APPLICABLE)**

Signature: \_\_\_\_\_  
Full name: \_\_\_\_\_

**APPOINTED TEAM MEMBER**

Signature: \_\_\_\_\_  
Full name: \_\_\_\_\_



**ANNEX B  
PENALTY INDEX**

Type of Infraction	Definition	Category	Minimum		Maximum		Limitation Period
			Competition Fine	Competition Suspension	Competition Fine	Competition Suspension	
<b>Match-fixing</b>	Match-fixing may be constituted by the action of pre-determining, tampering or attempting to influence the outcome of a match, whether through bribery, threats, match throwing, or any other manner, in exchange of a benefit (financial or otherwise).	<b>2</b>	\$5,000 (USD)	12 Months	\$20,000 (USD)	<b>Lifetime</b>	<b>12 Months</b>
<b>Match throwing</b>	Match throwing may be the action of purposely avoid competing at one's best ability outside of the cases of match fixing. Examples of match throwing include but are not limited to: losing purposely to obtain a lower seed or rank, purposely losing to dodge an opponent in a competition bracket, etc. Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment throughout Rainbow Six Circuit.	<b>2</b>	\$2,000 (USD)	6 Months	\$5,000 (USD)	<b>12 Months</b>	<b>6 Months</b>
<b>Cheating</b>	Cheating is defined as any in-game or out-of-game technique that would provide an unfair advantage to a player. This includes but is not limited to the use of third-party software, any form of tampering with the game's code or servers, any gathering of information obtained from watching the match's broadcast while playing it (stream sniping) etc...	<b>2</b>	\$5,000 (USD)	12 Months	\$20,000 (USD)	<b>Lifetime</b>	<b>12 Months</b>
<b>Ringer use</b>	Usage of a ringer may be constituted by having a Player not part of a Team playing instead of one of the Players signed in the roster of said Team.	<b>2</b>	\$1,000 (USD)	6 Months (org)	\$5,000 (USD)	<b>12 Months</b>	<b>12 Months</b>
<b>Betting on matches</b>	Placing any bet on any aspect of a Rainbow Six Circuit competition, whether using money, virtual currency, or anything with monetary value. This type of infraction often cumulates with the infraction of match-fixing.	<b>2</b>	\$1,000 (USD)	6 Months (org)	\$5,000 (USD)	<b>12 Months</b>	<b>12 Months</b>
<b>Bug exploit</b>	A bug exploit may occur when a bug or in-game exploit known and flagged by Ubisoft and/or the Tournament Organizer, or commonly	<b>1</b>	Warning		\$1,000 (USD)	<b>6 Months</b>	<b>6 Months</b>

	known as a bug exploit, is used during the competition.						
<b>Breach of competition protocol</b>	Breach of competition protocol is defined as any breach of a match and competition process of a match as established in the Specific Rules of a competition as per <b>Section 5.3</b> of the Rulebook. This may include: requesting or causing unjustified pauses or delay to a match, noncompliance with uniform policy if one was set by UBISOFT and/or the Tournament Organizer, not sharing online competition results with admins in a timely manner when requested etc...	<b>1</b>	Warning		\$1,000 (USD)	<b>Match forfeit</b>	<b>N/A</b>
<b>Unauthorized communication during a match</b>	Unauthorized communications may include any communication between Players and/or Team Staff outside of authorized timeframes. Authorized timeframes are defined by the Tournament Organizer in the Specific Rules of their Rainbow Six Circuit competition.	<b>1</b>	Warning		/	<b>Map forfeit</b>	<b>N/A</b>
<b>Noncompliance with referee instructions</b>	Self-explanatory type of infraction	<b>1</b>	Warning		\$1,000 (USD)	<b>Match forfeit</b>	<b>N/A</b>
<b>Sponsorship violation</b>	Act of displaying any logo, name or distinctive sign of unauthorized brand indicated in <b>Section 8.6</b> of the Rulebook.	<b>1</b>	Warning		\$5,000 (USD)	<b>3 Months</b>	<b>N/A</b>
<b>Inability to show up to match</b>	Self-explanatory type of infraction	<b>1</b>	Match Forfeit		\$5,000 (USD)	<b>6 Months</b>	<b>N/A</b>
<b>Breach of eligibility requirements</b>	Shall mean any breach of <b>Section 4.2</b> or <b>Section 3</b> of the Rulebook.	<b>2</b>	\$10,000 (USD)	Impacted Player suspended as long as necessary	\$20,000 (USD)	<b>Lifetime</b>	<b>12 Months</b>
<b>Player addition outside of transfer windows</b>	Shall mean any breach of <b>Section 4.5</b> .	<b>2</b>	\$5,000 (USD)	3 months	\$10,000 (USD)	<b>12 Months</b>	<b>12 Months</b>

<b>Poaching/ tampering with Player's transfers</b>	Poaching or tampering with Player's transfers may include the act of engaging in communications with Players or Team Staff of another Team, for the purpose of discussing or negotiating a Player's transfer, in breach of the limitation defined in <b>Section 4.5</b> of the Rulebook. Any form of complicity or assistance provided in a poaching attempt constitutes an act of poaching/tampering.	<b>2</b>	\$10000 (USD) + % of Global Points	\$20,000 (USD)	<b>12 Months</b>	<b>12 Months</b>	
<b>Breach of confidentiality</b>	Shall mean any breach of <b>Section 8.2</b> .	<b>2</b>	Depending on the nature of the confidential information shared		<b>Lifetime</b>	<b>/</b>	
<b>Minor misconduct</b>	<p>May include any of the following prohibited behavior:</p> <ul style="list-style-type: none"> <li>• Any actions or statement which may be found offensive and related to age, physical appearance, social origin, political or other opinions.</li> <li>• Any language or content deemed illegal, dangerous or threatening</li> <li>• Any conduct which interrupts the general flow of the tournament, sustained disruption of discussion, or continued one-on-one communication after requests to cease</li> <li>• Illegal possession, use, or distribution of alcohol or drugs, steroids or other performance enhancing substances;</li> <li>• Lack of respect and provocation, including verbal insults or insulting gesture or defamation</li> </ul> <p>Depending on the nature of the prohibited conduct, a minor may qualify as a Major misconduct or constitute a criminally prosecuted activity enforced by the local police authorities.</p>	<b>2</b>	Warning	\$5,000 (USD)	<b>6 Months</b>	<b>12 Months</b>	
<b>Major misconduct</b>	<p>Any of the following prohibited behavior qualifies as Major misconduct:</p> <ul style="list-style-type: none"> <li>• Any actions or statement which may be found offensive and related to gender identity and expression, sexual orientation, disability or mental illness, ethnicity, nationality, skin color, religion</li> <li>• Impersonation of any team players, managers, admins or Ubisoft employee</li> <li>• Theft-related crimes such as burglary, robbery or larceny</li> <li>• Deliberate intimidation, actual or threatened physical</li> </ul>	<b>2</b>	\$5,000 (USD)	12 Months	Depending on the nature of the Major misconduct	<b>Lifetime</b>	<b>36 Months</b>

	<p>violence against another person</p> <ul style="list-style-type: none"><li>• Stalking, harassment, inappropriate physical contact, unsolicited sexual attention</li></ul> <p>Depending on the nature of the prohibited conduct, a Major infraction may also be considered a criminally prosecuted activity enforced by the local police authorities.</p>						
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**ANNEX C**  
**ESPORTS PROGRAMS & PRO LEAGUE BATTLE DRESS UNIFORMS AND HEADGEARS PERMITTED IN**  
**COMPETITIVE PLAY**

The following list of operators' battle dress uniforms and headgears is permitted for use in competitive play in the Rainbow Six Circuit. Any new operator battle dress uniforms or headgear part of esports programs' cosmetics and released after this list's last update will be addressed on a case-by-case basis.

**Ace;** *Heyday (Y6S4)*  
**Alibi;** *Sharp Adversary (2021 North America League), Outstanding Performance (Y6S2)*  
**Bandit;** *Resilient Entrant (2021 APAC League), Ultimate Competitor (Y5S4)*  
**Blackbeard;** *Septentrion (2020 NAL Bundle), Hardy Candidate (2021 LATAM Bundle)*  
**Blitz;** *Eastern Sunrise (2020 APAC League Bundle), Beyond Terrific (Y6S2), Competitor Blitz (SI 2020)*  
**Buck;** *Elated Prodigy (2021 NAL Bundle)*  
**Capitão;** *Athletics Professional (2021 LATAM Bundle)*  
**Castle;** *NA Major (2021)*  
**Caveira;** *Golden Courage (2020 LATAM League), Competitor Caveira (SI 2020)*  
**Doc;** *Disciplined Contestant (2021 EUL Bundle)*  
**Ela;** *Assiduous Venture (2020 APAC League), Art Explosion (SI 2022)*  
**Finka;** *Unfailing Perseverance (2021 EUL Bundle), Nano Revolution (SI 2022)*  
**Flores;** *Talented Strategist (2021 LATAM Bundle)*  
**Frost;** *Sturdy Aspirant (2022 NAL Bundle)*  
**Gridlock;** *Arduous Hardship (Y5S4)*  
**Hibana;** *Triumphant Challenger (Y5S4), Competitor Hibana (SI 2020)*  
**Iana;** *SI 2022*  
**IQ;** *Doyenne (Y6S3)*  
**Jager;** *Herculean (2020 EUL)*  
**Kaid;** *One of a Kind (2020 EU Major Set)*  
**Kali;** *SI 2022 Battlepass*  
**Kapkan;** *Eminent Unity (2021 EUL)*  
**Lesion;** *Dedicated Athletics (2021 APAC), APAC Major (2021)*  
**Maestro;** *Studios Player (2021 EUL Bundle)*  
**Maverick;** *Record Breaking Stamina (2020 NAL Bundle)*  
**Melusi;** *Unending Endurance (2021 LATAM Bundle)*  
**Mira;** *Wild Exuberance (2021 LATAM Bundle)*  
**Mozzie;** *Competitor Mozzie (SI 2020), Split Squatter (SI 2022)*  
**Nomad;** *Spirited Victor (2020 LATAM League Bundle)*  
**Osa;** *Tough Partaker (2021 EUL Bundle)*  
**Pulse;** *Seasoned Contender (Y5S4), Beating Heart (SI 22)*  
**Sledge;** *Road to SI 2021, SI 2020 Attendee, Competitor Sledge (SI 2020)*  
**Smoke;** *Orbes & Maples (2020 NAL League Bundle), Mortal Cloud (SI 22)*  
**Tachanka;** *SI 2021 VIP*  
**Thermite;** *Competitor Thermite (SI 2020)*  
**Thunderbird;** *SI 2022 VIP*  
**Twitch;** *Fierce Alliance (2020 EUL Bundle), Preeminent (Y6S4)*  
**Valkyrie;** *SuperJock (2021 NAL Bundle)*  
**Ying;** *Prestigious Heritage (2021 APAC Bundle)*  
**Zofia;** *Soaring Flame (SI 22)*

## **ANNEX D**

### **2022 RULEBOOK UPDATES CHANGELIST**

This document provides an overview of all the changes and updates that were made to the Rainbow Six Circuit Global Rulebook for the 2022 Season

#### **Overall**

Throughout the Rulebook, multiple wording tweaks were made to clarify some rules without changing their meaning

#### **Introduction**

- Removal of all references to the R6 Esports Code of Conduct. The R6 Circuit will now refer to the [Ubisoft Code of Conduct](#).

#### **1.2 Modification of the Rules**

- Addition of a mention that Ubisoft's ability to modify the format of the R6 Circuit for the next season with an effect on promotion/relegation matches planned for the end of the ongoing season.

#### **2.2 Duration of the R6 Circuit**

- Updated wording to clarify when the season ends exactly.

#### **2.5 Regional structures**

- All regional structures have been updated to reflect changes to their esports programs.

#### **3.1.2 License restrictions**

- Teams are now allowed to register their Secondary Roster in a different Region from their Main one. Limitations to the progression of the Secondary Roster still apply the same.

#### **3.2.4 Residence Eligibility Rule**

- Added wording to clarify that Coach can perform their coaching duty from a country outside of the region their Team competes in for online competitions only. Offline competitions require attendance of the Coaches on site for them to be able to perform their duty.

#### **4.5 Player and Coach transfer and Roster Lock**

- Reworked to establish that the Global Transfer Window does not apply to Rosters competing in Local Competitions anymore. Specific Transfer Windows will be established for each Local Competition individually in their Specific Rules. The Rules for transfers of players involving Teams or Rosters competing in different levels of Competitions are now outlined in **Section 4.5.1**.
- Coach transfers are now bound by the rules of the Global Transfer Window for all the Teams they apply to. During Mid-Season Transfer Windows, coach Transfers are additional to the 2 Player transfers allowed per Team.

#### **4.5.3 Transfer Windows**

- Addition of a 3<sup>rd</sup> Mid-Season Transfer Window after the November Major.

#### **4.5.4 Transfer Limitations and Player Swap**

- Removal of the requirement for Rosters to include at least 2 Players who have played (or have qualified to play) at the level of competition the Team is qualified for, for the next Season.

#### **5.1.3.1 Map pool**

- Updated to reflect the extension of the Map Pool to 9 maps.
- Updated list of maps of the Map Pool.

#### **5.1.3.2. Map bans**

- Updated all Map Bans processes to align with a 9 maps Map Pool.
- Updated BO5 Map Bans process to specify the available options depending on whether a BO5 match is played in the context of a Single Elimination or Double Elimination Bracket.

#### **5.1.3.4 Cosmetics**

- Added wording regarding Ubisoft’s ability to forbid specific cosmetics items
- Added Annex C as a list of all currently authorized non-default operator Uniforms and Headgears

#### **5.1.3.5 Usage of bugs or in-game exploits**

- Addition of “vaulting onto skylight windows” as an unauthorized mechanic

#### **5.1.3.5 Unauthorized usage of bugs or in-game exploits**

- Updated

#### **5.3.2. Standardized Competition Rules**

- Addition of **Section 5.3.2** regarding Standardized Competition Rules for all applicable competitions throughout Season 2022
  - Format of all 2022 Majors
  - Tie-Breaker rules across all Leagues and Majors

#### **6. Sanction(s) & Penalties**

- Addition of the notion of preliminary conservative measures
- Addition of definition and processes for Supportive and Protective measures

#### **7. Prize payment**

- Prize payment process clarification

#### **8.1.1. Exclusive Rights**

- Precision regarding the usage of official league data

#### **8.1.3. Rainbow Six Circuit livestreaming policy**

- Update to the livestreaming policy to include the Watch Party program

#### **8.2 Confidentiality**

- Clarification regarding confidentiality obligation of players and staff attending in person competitions of the Rainbow Six Circuit

### **8.3 Privacy**

- Updated section to detail data collection and data processing purpose

### **8.6. Sponsorships & Product Placements**

- Update of the sponsorship restricted list to include Ubisoft's competitors and unauthorized and/or non-compliant with applicable law or regulations cryptocurrencies, financial instruments or market activities
- Clarification of the restrictions applicable to product placement and sponsorship activations

### **ANNEX B**

- Removal of mentions to the Rainbow Six Esports Code of Conduct in the Penalty Index

### **ANNEX C**

- Addition of Annex C listing all non-default nor esports team branded operator battle dress uniforms and headgears allowed in competitive play

### **APPENDIX 1, 2, 3 and 4**

- Removed