

**BLAST R6**

**Rulebook**

**Season 2023**

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## Introduction

### Integrity – Innovation – Discipline

These are the core values of BLAST Rainbow Six defined in **Section 2** of this rulebook ("**BLAST R6**"). Through these values, UBISOFT's and BLAST's wish is to operate 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 BLAST R6 to uphold these values, whether they are from UBISOFT, BLAST, a competing organization, a production entity or independent on-screen talents.

This rulebook applies within the context of BLAST R6 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 BLAST R6, and in particular the Teams (the term "**Team**" refers to any person or entity authorized and eligible to compete in BLAST R6). Participation in any competitions part of BLAST R6 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 BLAST R6, 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 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 BLAST R6. If any questions arise regarding the way UBISOFT processes Personal Data as part of BLAST R6, 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 BLAST R6. 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, BLAST'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 BLAST R6 competition or deemed accepted when a Player or its Team enter and participate into any match of BLAST R6. 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 and/or BLAST for the operation of a competition part of BLAST R6 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 the competition and produces the broadcast of a competition part of BLAST R6 via:

- Its "**Administrative Staff**", which refers to the Tournament Organizer's staff in charge of enforcing the Rules applicable to BLAST R6, 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 BLAST R6, 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 BLAST R6 or any associated content.

For some competitions of BLAST R6, the Tournament Organizer may be UBISOFT and/or BLAST. In such case, the Specific Rules will specify which point of contact between BLAST or UBISOFT applies.

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

#### **1.2.1. Modification of the Rules and BLAST R6 format.**

In order to ensure that BLAST R6 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 and/or BLAST considers material in order to preserve the values, legitimacy and integrity of BLAST R6, or in order to comply with any applicable law, UBISOFT and/or BLAST may amend or supplement these Rules with or without prior notice. UBISOFT and/or BLAST may also change part of, or the entirety of, the format of BLAST R6 defined in **Section 2** with a reasonable notice before said modified parts of the format are executed upon. The Tournament Organizer may modify the Specific Rules in accordance with the same principles, subject to UBISOFT/BLAST's prior review and approval of such modifications in each instance.

### **1.2.2. Notification.**

Any modification of the Rules or BLAST R6 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 will be the official Point of Contact for Teams with a License, i.e. the only person able to execute official communications for the Team regarding the prerogatives attached to the License, while the official Point of Contact for Teams without a license will be the Appointed Team Member indicated in the Acknowledgement Letter indicated in **Section 3.2** (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. BLAST R6 definition**

BLAST R6 is a combination of Global and Regional competitions (as further described in **Section 2.3**), run across multiple regions of the world, and establishing the official competitive scene of Rainbow Six: Siege. UBISOFT/BLAST may update the list of eligible countries and regions part of each Region during a Season, notably to reflect the list of countries and regions under international sanctions (if applicable), and/or to preserve the continuity and stability of BLAST R6's operation during a Season.

### **2.1. Regions**

BLAST R6 is composed of 9 Regions. Each region is composed as follows (the **"Regions"**):

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

The EU Region includes the following countries and regions:

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, Israel, 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.

#### **North America ("NA Region")**

The NA Region includes the following countries and regions: Canada and United States of America.

#### **Brazil ("BR Region")**

The Brazil Region includes one country: Brazil

#### **Japan ("JP Region")**

The Japan Region includes one country: Japan

#### **South Korea ("SK Region")**

The South Korea Region includes one country: South Korea

### Hispanic Latin-America Region (“Hispanic LATAM Region”)

The Hispanic LATAM Region includes the following countries and regions: Mexico, Honduras, El Salvador, Costa Rica, Guatemala, Puerto Rico, Panama, Colombia, Ecuador, Dominican Republic, Nicaragua, Argentina, Chile, Uruguay, Paraguay, Bolivia and Peru.

### Asia Region (“Asia Region”)

The Asia Region includes the following countries and regions: Chinese-Taipei, Thailand, Indonesia, Philippines, Malaysia, Singapore, Bangladesh, India, Nepal, Pakistan, Sri Lanka, Bhutan, and Maldives.

### Oceania Region (“OCE Region”)

The Oceania Region includes the following countries and regions: Australia, New Zealand and Polynesian Nations.

### Middle East and North Africa Region (“MENA Region”)

The MENA Region includes the following countries and regions: Algeria, Bahrain, Egypt, Iraq, Jordan, Kingdom of Saudi Arabia, Kuwait, Lebanon, Libya, Morocco, Oman, Palestine, Qatar, Tunisia, United Arab Emirates.

## **2.2. Duration**

BLAST R6 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, usually after the Six Invitational.

A Season is composed of two stages (individually a “**Stage**” and collectively “**Stages**”), and two off-season periods. Each Stage culminates in a Major and the Season culminates at the Six Invitational in February.

	<b>Season 2023</b>
<b>Stage 1</b>	From March to May 2023
<b>Off-Season 1</b>	From June to August 2023
<b>Stage 2</b>	From September to November 2023
<b>Off-Season 2</b>	December 2023 and January 2024
<b>Six Invitational</b>	February 2024

## **2.3. Levels of Competition**

BLAST R6 includes a variety of Rainbow Six competitions, organized by UBISOFT and/or BLAST and/or Tournament Organizers contracted by UBISOFT and/or BLAST, and which will take place either at a global or regional level.

### **2.3.1. Global Competitions**

**The Six Invitational.** The Six Invitational takes place once a year and closes the annual Season of BLAST R6, crowning the world champion for that Season. Qualification to the Six Invitational is determined through the Global Point System which is a global ranking assessing all Teams’ performance during a



Season of BLAST R6. Twenty teams will qualify to the Six Invitational through the Global Point System.

**Majors.** The Majors are global tournaments (usually offline) occurring two times a year and establishing Stage champions in BLAST R6. Each Major is constituted of three phases. Through their performance in their respective Region each Stage. Teams may qualify to either phase 1 or directly to phase 2 of a Major.

- **Phase 1:** 16 Teams from all nine regions of BLAST R6 will compete in phase 1 of each Major. The 16 teams are selected as follows:
  - 2 Teams from EU
  - 2 Teams from NA
  - 2 Teams from Brazil
  - 2 Teams from Japan
  - 2 Teams from South Korea
  - 2 Teams from Hispanic LATAM
  - 2 Teams from Asia
  - 1 Team from Oceania
  - 1 Team from MENA

Phase 1 of the Major ends with 8 teams qualifying to phase 2

- **Phase 2:** 16 Teams compete in phase 2 of each Major and are selected as follows:
  - 8 Teams qualified from Phase 1 of the Major
  - 2 Teams from EU
  - 2 Teams from NA
  - 2 Teams from Brazil
  - 1 Team from Japan
  - 1 Team from South Korea

In total, 24 teams will compete at each Major.

### **2.3.2. Regional competitions**

**Open Regional Qualifiers.** Each Stage of a Season, all 9 Regions will feature an Open Regional Qualifier allowing any eligible Team (see **Section 3.3**) to compete and attempt to qualify to the Stage's Major. Each Open Regional Qualifier operates independently from one another and may have its own format of competition. Each Open Regional Qualifier determines which Teams from said Region will compete for a chance to qualify for phase 1 of the Major in the region's Open Regional League or in the region's Major Last Chance Qualifier.

**Closed Regional Leagues.** The EU, NA, Brazil, Japan, South Korea, Hispanic Latam and Asia regions will feature Closed Regional Leagues each Stage of a Season and Major Last Chance Qualifiers. The Closed Regional Leagues are league-based competitions and determine:

- which Teams from EU, NA, Brazil, Japan and South Korea qualify directly for phase 2 of the Major; and
- which Teams from EU, NA, Brazil, Japan, South Korea and Hispanic LATAM qualify directly for phase 1 of the Major; and
- which Teams from EU, NA, Brazil, Japan, South Korea, Hispanic Latam and Asia will need to face Teams from their region's Open Regional Qualifiers in their respective Major Last Chance Qualifiers, in order to attempt to qualify for phase 1 of the Major.

Each Closed Regional League operates independently from one another and may have its own format of competition.

**Open Regional Leagues (OCE AND MENA).** The OCE and MENA regions will feature Open Regional Leagues. Teams from each region's Open Regional Qualifier will qualify to these Open Regional Leagues where they will compete to qualify for phase 1 of the Major.

More details regarding the BLAST R6 Majors' competitive structure may be found [here](#).

## 2.4. Global Point System

The BLAST R6 Global Point System ("**Global Point System**") provides a global ranking of all Teams competing in BLAST R6 each Season in order to determine the twenty Teams that will qualify to the Six Invitational.

During a Stage, Teams may only earn points in the Global Point System through one of their Rosters (as defined in **Section 4.1**). Should 2 Rosters from the same Team place high enough in Regional Competitions to earn points in the Global Point System, only the points earned by the highest placing of the 2 Rosters will be counted. Points earned by the lowest placing Roster will be lost entirely.

### 2.4.1. Point Distribution

At the end of each Stage, all Teams who participated in the Stage's Major, as well as the best eight Teams from each Region will be rewarded with points in the Global Point System. The eight best Teams of each Region are determined differently from one Region to another, as further described in each Region's Specific Rules (see **Section 2.5**).

Points are distributed as follows:

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> to 11 <sup>th</sup>	12 <sup>th</sup> to 14 <sup>th</sup>	15 <sup>th</sup> & 16 <sup>th</sup>	17 <sup>th</sup> to 20 <sup>th</sup>	21 <sup>st</sup> to 24 <sup>th</sup>
<b>Major</b>	350	260	200	200	140	140	140	140	105	85	75	55	35
<b>Regional</b>	150	130	115	100	85	75	65	55					

### 2.4.2. Qualification to the Six Invitational

At the end of Stage 2 of each Season, the 20 Teams with the most points will automatically be qualified for the Six Invitational.

### **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 Stage 2, 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 can 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 can 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 at Majors**

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

#### **2.4.3.5. Percentage of maps won at Majors**

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

#### **2.4.3.6. Percentage of rounds won at Majors**

If none of the previous rules were able to resolve the ties, the percentage of rounds a Team has won at Majors 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 tiebreaker match will be played in a Best of 3 format, with standard overtime rules.

### **2.5 Regional Structures**

The structure of competitions in each Region can vary from one to another. Each Region's general structure of competitions, qualification methods from one competition to another, as well as the formats

of said competitions, are presented the Region's Specific Rules.

The Specific Rules will be accessible in the "Rules Tab" of [Ubisoft Rainbow Six Esport Website](#) and/or accessible through the following websites:

- EU Region: <https://www.challengermode.com/s/BR6EU>
- NA Region: <https://www.challengermode.com/s/BR6NA>
- BR Region: <https://www.challengermode.com/s/BR6BR>
- JP Region: <https://x-moment.docomo.ne.jp/r6s/rjl/story>
- SK Region: <https://www.challengermode.com/s/BR6KR>
- Hispanic LATAM Region: <https://www.challengermode.com/s/BR6Latam>
- Asia Region: <https://www.challengermode.com/s/BR6Asia>
- OCE Region: <https://www.challengermode.com/s/BR6OCE>
- MENA Region: <https://www.challengermode.com/s/BR6MENA>

More details regarding Regional structures may also be found [here](#)

### **3. Conditions for participation**

#### **3.1. Team Licenses in Closed Regional Leagues and Global Competitions**

**Grant of License.** Teams competing in Closed Regional Leagues or that have secured points in the Global Point System during a Season of BLAST R6 will be granted a license, by UBISOFT.

A License is only granted for the duration of a Season and remains valid during that Season as long as the Team complies with the Rules ("**License**").

UBISOFT's decision to allow a Team to participate into a Closed Regional Leagues is made at UBISOFT's discretion based on various factors such as prior competitive performance in BLAST R6, committed efforts to ensure continuous and stable participation of Players in BLAST R6, and commercial efforts put in place by each Team to promote BLAST R6 and Rainbow Six: Siege in their respective Region. Reasonably in advance before the end of a Season, UBISOFT and BLAST will conduct a review process to determine whether each License granted to Teams in Closed Regional Leagues shall be renewed for the next Season of BLAST R6.

A License grants ownership of the competitive slot to the Team, within the Closed Regional League or in the Global Competitions the Team is qualified for, for the duration of the Season. The License includes the following prerogatives:

- Authorization to compete in their respective Closed Regional League and the Global Competition it has qualified for; and
- Eligibility to earn points in the Global Point System; and
- Right to request a transfer of License, conditioned to UBISOFT/BLAST'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 UBISOFT's and/or BLAST's 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 teams competing in Closed Regional Leagues, 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/BLAST may 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 and BLAST's Regional esports manager and shall be formally approved by UBISOFT and BLAST by email prior to its effectiveness.

### **3.1.1. License Requirements**

**Legal Entity.** In order to be granted a License, an eligible Team must be represented by a legal entity (association, company ...). If a Team becomes eligible to be granted a License at any point during the Season, then at such time UBISOFT and BLAST may allow a grace period of (60) days for the Team to meet the legal entity requirement. This grace period may be provided by UBISOFT and BLAST 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 needs to be provided to the Team's regional Tournament Organizer's Administrative Staff and/or to Ubisoft's and/or BLAST's Regional esports manager prior to any participation into BLAST R6.

Teams competing in BLAST R6 with a License must operate Transfer of Player(s) and/or Coach(es) in accordance with **Section 4.6** of this Rulebook.

Specific Rules may also provide additional details regarding UBISOFT, BLAST and/or the Tournament Organizer expectations in terms of promotional and media obligations to be performed by each Team with a License as part of their participation into BLAST R6 (e.g. participation into Media Days, posting of match results on the Team's social media accounts, etc..).

### **3.1.2. License Restrictions**

A Team can only be granted one license at a time to compete in BLAST R6, 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**), provided that both Rosters are not both competing in Closed Regional Leagues.

For sake of Clarity, a Team may not compete, whether through its Main or Secondary Roster, in more than one Closed Regional League during any given Season. This also applies to Teams whose Secondary Roster is registered in a different Region from their Main Roster.

In the event that both a Team's Main and Secondary Roster qualify for a Global Competition, whether through qualification in one Region or two different Regions, only one Roster will be allowed to participate in said Global Competition. In such event, the Team must decide which Roster advances to said Global Competition. Note that both Rosters remain eligible to whichever prize money is rewarded for their final ranking in Regional Competitions.

### **3.1.3. 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 fulfills the conditions for participation set forth in **Section 3**.

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

### **3.1.4. Effect of a License transfer**

When a License is transferred, 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 Closed Regional League if applicable.

If a License transfer 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 limitations**

As a condition for the License transfer 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 License for the level of competition in which its Secondary Roster partakes in.

UBISOFT shall have sole discretion to allow or decline a License transfer and may impose specific timeframe and requirements regarding a contemplated transfer of License if required to ensure the continuity of its league operation and to 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, as well as details regarding the acquiring Team's endeavours to market and promote its participation into BLAST R6 should a License transfer was to be approved by BLAST and UBISOFT. If UBISOFT and BLAST reckon that the timing of a projected transfer is likely to create instability in BLAST R6's league operations and continuity, or if UBISOFT and BLAST determine that the acquiring Team endeavours to promote BLAST R6 are not aligned with UBISOFT and BLAST needs for BLAST R6, then UBISOFT and BLAST reserve the right to decline a License transfer at discretion.

Once the transfer is effective and approved by UBISOFT and BLAST, changes to the Roster(s) can be made during the next transfer window set forth in **Section 4.6.3**.

### **3.1.6. License Revocation**

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

### **3.2. Acknowledgment letter (For Teams without a License)**

All Teams competing in BLAST R6 that are not eligible for a License must be represented by a Player or Team Staff of said Team by appointing this Player or Team Staff as their appointed representative through the execution of the Acknowledgment Letter set forth in the Appendix (the "**Acknowledgement Letter**"). An Acknowledgement Letter is valid until the end of the ongoing Stage of competition and must be renewed should the Team want to participate in another Stage of competition during the same Season.

Through the execution of the Acknowledgment Letter, all members of the Team agree that all Prize Payments they are owed due to their placement in competitions of BLAST R6 will be made to the Appointed Team Member indicated in said Acknowledgement Letter.

### **3.3. Player and Team Staff Eligibility**

#### **3.3.1. Compliance with the Rules**

Players and Team Staff will be eligible and remain eligible to compete in BLAST R6 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 3.3**.

#### **3.3.2. 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 BLAST R6 in order to be eligible to participate.

#### **3.3.3. Residence**

Any Player competing in BLAST R6 must reside in the Region such Player competes in. Additionally, UBISOFT, BLAST and/or Tournament Organizers may add extra residency requirements in their Specific Rules for the Teams participating in specific Regional competitions.

A Team Coach (as defined in **Section 4.1**) 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.

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

In order to be eligible to participate in BLAST R6 and throughout the entire duration of BLAST R6, 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 of [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 BLAST R6. 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 BLAST R6 as well.

#### **3.3.5. No competition suspension**

A Player and/or Team Staff may not participate or be involved in any competition of BLAST R6 if such Player and/or Team Staff is subject to a competitive suspension issued by UBISOFT, BLAST or the Tournament Organizer of said competition.

### 3.3.6. Compliance with local labor and immigration laws

Participation in any competition of the BLAST R6 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 BLAST R6 competition is held.

UBISOFT, BLAST 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 BLAST R6 competition in compliance with applicable law. Teams are responsible for providing to the Tournament Organizer operating a competition of BLAST R6 with supporting document substantiating the compliance of their Players and Team Staff with **Sections 3.3.2, 3.3.3, 3.3.4 and 3.3.7** at the beginning of each Season and no later than seven days prior to the Team's first official match of a Season in BLAST R6 or during the Season whenever a new Player is acquired.

### 3.3.7. Absence of Conflict of Interest

At the time of its registration, prior to any License transfer, and/or upon UBISOFT's Regional esports manager and/or Tournament Organizer Administrative Staff request, each Team, regardless of whether or not they own a License within BLAST R6, 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 BLAST R6. For purpose of this definition in this present **Section 3.3.7** (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 BLAST R6, or representatives of UBISOFT, BLAST 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, BLAST or the Tournament Organizer. "Control" under this present **Section 3.3.7** (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 BLAST R6 in a manner contrary with the integrity and competitive spirit of BLAST R6. 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's and/or BLAST's Regional Esports manager or tampering the outcome of a or multiple matches in a competition of BLAST R6.

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



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, may lead to Sanction(s), which may include disqualification of the Team from BLAST R6.

#### **4. Team Composition, Players Transfers and Roster Registration**

##### **4.1. Players' roles & Roster Definition**

	<b>Definition</b>
<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 <b>Section 3.1</b> .
<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 BLAST R6 and which may be either the Main Roster or the Secondary Roster. The Term <b>"Rosters"</b> refers collectively to the 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 BLAST R6 or, for Teams that have elected to constitute a "Secondary Roster", its roster of Players that partakes in the highest level of competition within BLAST R6 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 BLAST R6 matches by default.
<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 <b>Section 4.3</b> ). 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 BLAST R6. 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 BLAST R6.
<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 BLAST R6. He is usually the most appropriate person to be appointed as Team Point of Contact instead of the License Holder himself.

**“Team Staff”**

The term **“Team Staff”** shall refer collectively to the **Team Coach(es), Team Manager** and **Support Staff**.

**4.2. Minimum Team composition**

Each Team shall always have the following Team composition during the Season in order to remain eligible to participate in BLAST R6 (roles can be cumulated unless specified otherwise):

- One **License Holder** (only for Teams competing with a License) or one Appointed Team Member (only for Teams competing with an Acknowledgement Letter); and
- 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 times 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 BLAST R6 before the end of the Season.

**4.3. Additional Team composition**

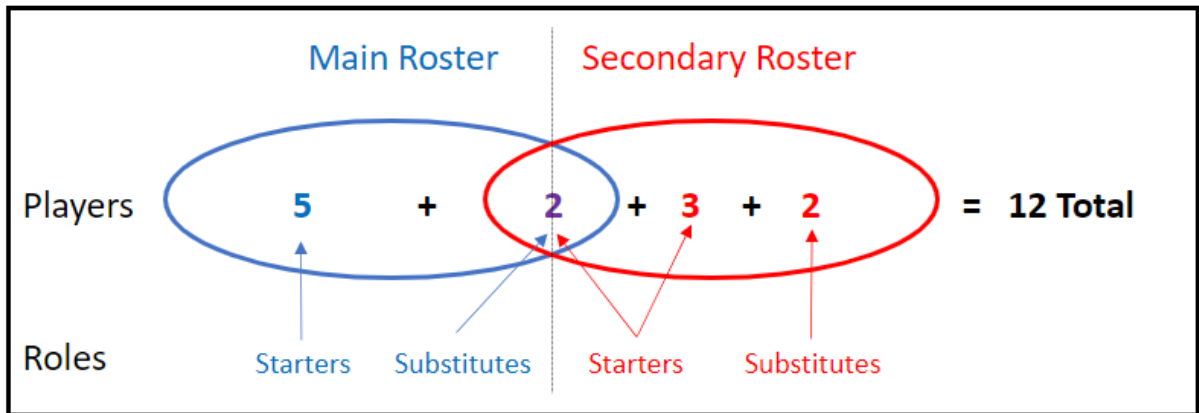
A Team may have the following additional Team Players and/or Team Staff:

- 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. For Team’s whose Main and Secondary Rosters compete in the same Region, 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 and/or BLAST for logistics and league operations purposes.

- One **Coach** per Roster, supporting the Players during official matches in accordance with the Specific Rules of BLAST R6 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 3.3**.
- Any number of additional "**Support Staff**" as the Team sees fit.

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

If a Team is not able to have five Players competing in a particular match of BLAST R6, including through calling a Substitute, or with its Coach stepping-in, the Team can request to have another one of their Team Staff members replace the unavailable Player. Authorization to compete with a Team Staff member replacing a Player is subject to Ubisoft and to the Tournament Organizer's approval.

In the event that a Team is unable to have five Players competing including through calling a Substitute, a Coach stepping-in or any other Team Staff member, 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 forfeiting that match 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/or BLAST and/or to the Tournament Organizer's approval and is subject to the following limitations:

- Stand-In Players must meet all eligibility requirements presented in **Section 3.3**. Exception can be made to the Residence eligibility rule **Section 3.3.3** only for offline competitions, and subject to UBISOFT and/or BLAST 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 same Stage of the Season, against the Team he is standing-in for. This applies across all competitions of BLAST R6.
- 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. Roster Lock**

A Roster is considered locked upon its registration with the applicable Tournament Organizer for a competition or multiple competitions of BLAST R6. Once locked, no new Player(s) or Coach may be added to the roster:

- **For Teams operating with a License:** until the beginning of the next Transfer Window
- **For Teams operating with an Acknowledgement Letter:** until the roster exits the competition or becomes eligible to obtain a License.

## 4.6 Player and/or Coach transfers for Teams with a License

### 4.6.1. Transfer Rules

Any transfer of a Player and/or Team Coach from a Team (with or without a License) to a Team with a License, or any addition of a Free Agent Player to a Team with a License is considered a Player or Coach transfer. A "Free Agent Player" is an individual who is not contracted by a Team competing in BLAST R6 ("**Free Agent Player**"). At the beginning of each Stage, Teams with a License shall provide any documentation set forth in **Section 3.3** 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.

Teams with a License can only execute transfers during the pre-established transfer windows set forth in **Section 4.6.3** and subject to the limitations set forth in the **Section 4.6.4**.

### 4.6.2. 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 with a License for the purpose of a Player transfer.

A License Holder may delegate this right to discuss transfers by appointing one of his or her 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 and BLAST'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.

### 4.6.3. Transfer Windows

Transfer windows are timeframes during which transfer of Player(s) and/or Coach to a Team with License may be executed (the "**Transfer Windows**"). For sake of clarity, discussion and negotiation regarding an upcoming Transfer of Player outside of the Transfer Window may be initiated, but the execution of such Transfer may only occur during a Transfer Window. The transfer is considered "executed" once the acquired Player or Coach and the acquiring Team with a License have agreed to be legally and unconditionally bound to the participation of the acquired Player or Coach in the Team at the latest at the end of the Transfer Window, and provided that such transfer is notified by email to UBISOFT, BLAST and the relevant Tournament Organizer. All relevant parties involved in such Transfer shall be included in cc in the email sent to the Tournament Organizer and UBISOFT and/or BLAST to notify the execution of such Transfer.

The Transfer Windows for Season 2023 are as follows:

Season 2023	Dates	Type
Mid-Season Transfer Window 1	From May 15 <sup>th</sup> , 2023, 9 AM CET until August 28 <sup>th</sup> , 2023, 9 AM CET	Mid-Season Transfer Window
Mid-Season Transfer Window 2	From November 13 <sup>th</sup> , 2023, 9 AM CET until November 27 <sup>th</sup> , 2023, 9 AM CET	Mid-Season Transfer Window

<b>Off-Season Transfer Window</b>	From February 19 <sup>th</sup> , 2024, 9 AM CET until March 4 <sup>th</sup> , 2024, 9 AM CET	Off-Season Transfer Window
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#### **4.6.4. Transfer Limitations and Player Swap**

##### **4.6.4.1. 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 with License can bring a maximum of two new Players and one Coach in each of their Rosters. Should new Players be added to the Secondary Roster of a Team with a License, those Players cannot also be registered as Substitutes of the Main Roster as outlined in **Section 4.3**.

##### **4.6.4.2. 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 with a License can change the Coach and/or as many Players as they want from their Roster(s).

##### **4.6.4.3. 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” or a “Coach Swap”.

Player and/or Coach Swaps can only occur during the pre-established transfer windows set forth in **Section 4.6.3** and in accordance with the transfer rules set in **Section 4.6.1**:

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

#### **4.7. Roster Registration and Global Contract Database**

##### **4.7.1. Roster Registration**

At the start of the Season and 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 with a License 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 (if applicable).

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

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 BLAST R6 and a material condition for the Team's participation in BLAST R6. 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 BLAST R6.

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".

#### **4.7.2. Global Contract Database**

In order to facilitate Player and/or Coach transfers during Transfer Windows, to avoid poaching and encourage best practices across all Teams with a License, 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 and BLAST. The Global Contract Database may also be shared with third party organizations that have expressed a legitimate interest to acquire a License for participation into an upcoming Stage or Season of BLAST R6.

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 Point of Contact. 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 BLAST R6 and a material condition for the Team's participation in BLAST R6. 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 BLAST R6.

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 BLAST R6 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 BLAST R6 competition it is part of.

##### **5.1.2. Match settings**

**The following match settings** be applied consistently across all competitions of BLAST R6:

- By default, the host of the game should be the observer, an admin 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:

	Best of 1 Match format	Best of 2 Match format	Best of 3 Match format	Best of 5 Match format
<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>Friendly fire in Prep Phase</b>	Off	Off	Off	Off
<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
<b>Death Duration</b>	2	2	2	2

### 5.1.3. Maps and Operators

#### 5.1.3.1. Map pool

The official map pool for competitive play in BLAST R6 is constituted of 9 maps. At the end of every Stage of BLAST R6, 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>	<p>Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first".</p> <p>A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played</p>
<b>Best of 2</b>	<p>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.</p> <p>B Ban – A Ban – B Ban – A Ban – B Ban – A Map pick – B Ban – B Ban – B Map pick</p>
<b>Best of 3</b>	<p>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.</p> <p>A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider</p>
<b>Best of 5</b>	<p>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.</p> <p>A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider</p> <p>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.</p> <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 is available for competitive play in BLAST R6 upon release.

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 BLAST R6 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.

Drone skins and operator gadget skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skins.

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 BLAST R6 is indicated below 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 BLAST 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 BLAST R6.

These are known unintended mechanics that have been approved for use in BLAST R6 and, unless a new variation or change impacts these, Teams may implement them.

- Using equipment or defusing through a destructible surface
- Destroying a hatch with the defuser 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 BLAST R6 and, at minimum, will carry an immediate round loss and/or further Sanction(s).

- Any position that Players can get their operator, drones or gadgets to, and out of, by passing through any object, wall or surface, resulting in the operator, drone or gadget not being seen as they normally should.
- Any position that Players can get their operator, drones or gadgets to, and out of, only through the help of one or multiple of their teammates clustering around them (through 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 they normally should.
- 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 second 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 Rainbow Six: Siege, competitive play in BLAST R6 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 BLAST R6 may be operated by different Tournament Organizers, or by UBISOFT and/or BLAST themselves for certain part of BLAST R6. Depending on the location, duration and format of the competition, rules pertaining to the organization of BLAST R6 competitions 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. In the event where there is an ambiguity, conflict or inconsistency between competition's Specific Rule and the rules contained in this Global Rulebook, the rules contained in the Global Rulebook shall prevail. This order of precedence may not however be applied retroactively and shall only be applied for future matches and/or situations.

	<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 BLAST R6, 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 BLAST R6.</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 BLAST R6 competitions they operate.</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 if such driver or third-party program is allowed. 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 the BLAST R6 competition they operate. 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 BLAST R6, both for offline and online competition of BLAST R6.
<b>Offline event accesses for all</b>	Tournament Organizers will provide instructions (including but not limited to schedule, floor map, etc.) regarding accesses to all different areas of the venue they operate for offline competitions of BLAST R6, as well as require the use of credentials and any security

<b>parties involved</b>	procedures which will have to be always complied with by the Players and Team Staff.
<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 BLAST R6 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 the BLAST R6 competition(s) they operate, and Players shall provide any documentation required by the Tournament Organizer throughout this registration process, in particular any document indicated in <b>Section 3.3</b> , in order to be authorized to participate in said competition.
<b>Match &amp; Competition process</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 BLAST R6 competition they operate as well as any obligations Teams might have to follow throughout these steps.
<b>Notification and escalation process</b>	Tournament Organizers will clearly inform the Players and Teams participating in BLAST R6 competitions they operate about the notification and escalation process in place in case of any issue occurring during a competitive match of BLAST R6 (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 BLAST R6.

To request a substitution, the Coach or Manager of the Team must notify the tournament administrator at least 20 minutes ahead of the match. 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 requested by both Teams, and 15 minutes prior to the start of the match, the tournament administrator will notify each Team of the Player Substitutions(s) operated on each side. The tournament administrator will notify each team of the Player Substitution(s) on each side at the same time, and Teams are not allowed to request any additional Player Substitution after such notification.

### 5.3.2. Standardized Competition Rules

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

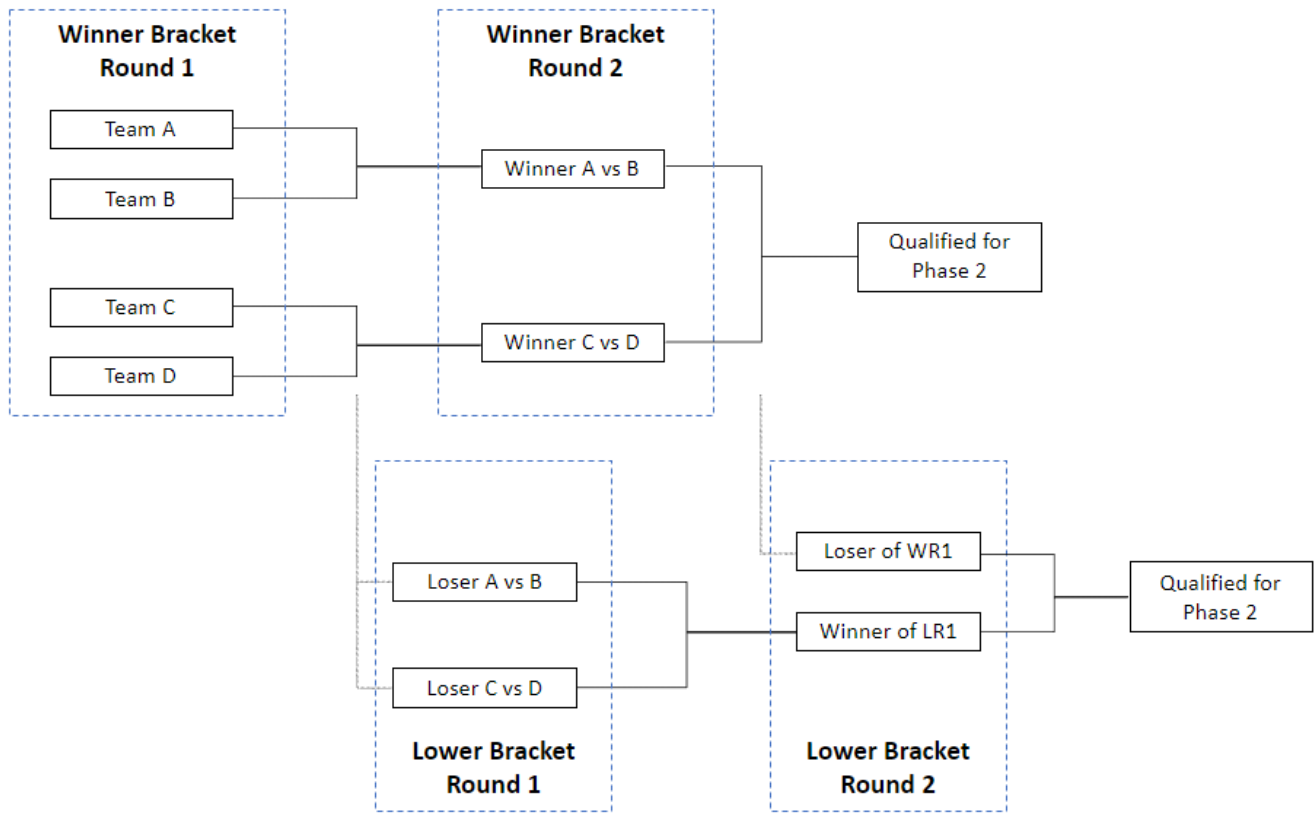
#### 5.3.2.1 Majors Format

Each Major is split in 3 phases, with some Teams qualifying directly from Regional competitions to phase 2 and other Teams qualifying to phase 1 at the end of the Stage's Regional competitions. A high-level overview of how Regional competitions qualify Teams to each phase is presented in **Section 2.3** and more details are available [here](#).

##### 5.3.2.1.1 Major phase 1

Phase 1 of a Major will feature 4 groups of 4 Teams each and will play out in a GSL format where each

Team's next opponent is determined according to their respective performance in the previous round (see graphic below).



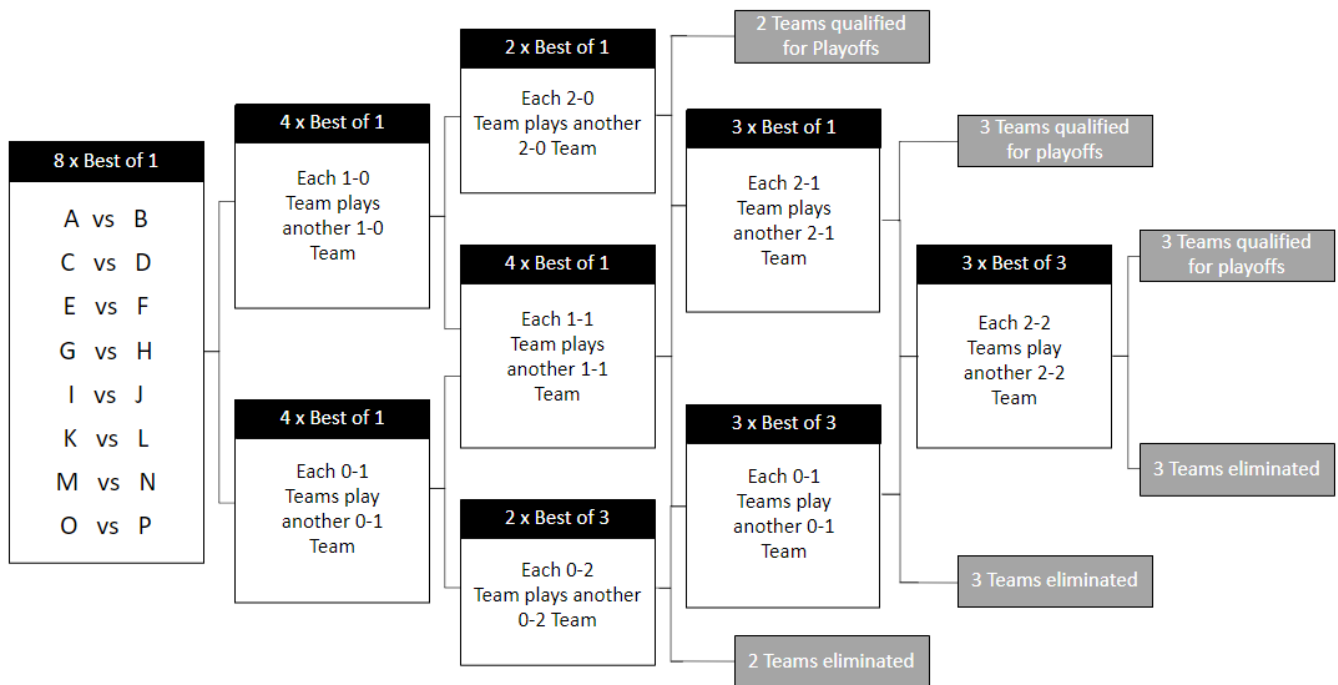
All Winner Bracket Round 1 and 2 matches will be played in a Best of 1 format. All elimination matches (Lower Bracket Round 1 and 2 matches) will be played in a Best of 3 format.

2 Teams from each group will advance to phase 2 of the Major, for a total of 8 Teams qualifying from phase 1 to phase 2.

### 5.3.2.1.2. Major phase 2

Phase 2 of a Major will feature 16 teams, 8 of which qualified from phase 1, and 8 of which qualified directly from the Stage's Regional competitions.

Phase 2 of a Major be played in a Swiss bracket where each Team's next opponent is determined based on their respective performance in the previous round and according to the Buchholz system.



All non-elimination matches will be played in a Best of 1 format and all elimination matches will be played in a Best of 3 format.

At the end of the Swiss bracket, 8 teams will have qualified for phase 3 of the Major: the Playoffs.

### 5.3.2.1.3. Major phase 3

The Playoffs will be played in a single elimination bracket with quarter finals and semi-finals played in Best of 3, and the Grand Final played in a Best of 5 with standard overtime rules.

### 5.3.2.2. Tie breaker rules

Whenever applicable (Closed Regional Leagues, Majors or any other format supporting this type of scenario) ties are broken by looking at the following elements sequentially in the context of the competition taking place:

In a context with matches played only in Best of 1:

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

In a context where some or all the matches are played in Best of 3:

1. Map difference
2. Round difference
3. Head-to-head
4. Match win percentage

5. Round win percentage
6. 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 and/or BLAST and/or the Tournament Organizer 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...

	<b>Description</b>
<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 BLAST R6 competition or in exceptional cases, if the gravity of the infraction justifies it, banned from BLAST R6 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 BLAST R6 competition while UBISOFT and/or BLAST and/or the Tournament Organizer conduct an investigation, including through a third-party investigator if deemed necessary by UBISOFT and BLAST, in case of reports of Misbehavioral Incidents (as defined in <b>Section 6.3</b> 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 BLAST R6 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 and BLAST reserve the right to proceed with any other penalty method in relation to the infraction and 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, BLAST 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, BLAST and UBISOFT and the Sanction(s) will be notified by UBISOFT's and/or BLAST's Regional Esports Manager to the Team's Point of Contact. UBISOFT and BLAST 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 and BLAST will be notified by the Tournament Organizer for all infractions occurring in BLAST R6. Unless requested otherwise by UBISOFT, BLAST or the Tournament Organizer, all communication related to an infraction will take place between the Team's Point of Contact and UBISOFT, BLAST 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 ("**Misbehavioral 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 Misbehavioral Incident, UBISOFT and BLAST will provide reasonable and appropriate protective and supportive measures during the time of the investigation, designed to:

- preserve the individuals affected by the Misbehavioral Incident; and
- address safety concerns for any person affected by such Misbehavioral Incident; and
- ensure that the integrity of the investigative and/or resolution process is maintained.

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

## **6.4. Investigation Process**



Upon notification of a breach of any of the Rules, UBISOFT, BLAST and/or the Tournament Organizer may trigger an investigation process to gather evidence and bring to light facts that support or contradict the breach that was notified.

Within a timeframe of 15 days following the notification of the breach, UBISOFT and/or BLAST and/or the Tournament Organizer will reach out to the person or people involved in such breach and inform him, her or them of the ongoing investigation. Such notification may also include the License Holder and Appointed Team Member, if applicable. From this moment, the person or people involved in such breach will have 7 days to come forward with any supporting elements or information contradicting the claims that triggered the investigation.

## **7. Prize payment**

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

All prize money will be paid within 30 to 90 days after the end of the BLAST R6 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 BLAST R6 competition it operates, and the Tournament Organizer will communicate to the License Holder or Appointed Team Member 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. Each Team acknowledges and agrees that withholding of prize pool may apply in order to comply with a potential international sanction which may occur during a Season of BLAST R6 and that would be applicable at the time of the scheduled payment. In such case, the processing of the prize pool payment will resume once such international sanction is officially lifted.

### **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 BLAST R6 and any tournament thereof, to the exception of the term "BLAST" which is the exclusive property of BLAST. These exploitations rights include the non-exhaustive exclusive rights to:

- **use the game Rainbow Six: Siege** for the operation of a competition part of BLAST R6.
- **use the trademark BLAST R6**, jointly with BLAST, in connection with a competition part of the BLAST R6.

- **grant to third party the exploitation rights with regards to audiovisual content** produced in any competition part of BLAST R6.
- **secure sponsorships and grant merchandising rights** in connection with BLAST R6 or any competition thereof.
- **consent to gambling or betting operations** on any element of a competition part of BLAST R6. 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 BLAST R6 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 BLAST R6.

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

Each Tournament Organizer is mandated and instructed by UBISOFT and/or BLAST for the organization of a competition in BLAST R6 and has obtained from UBISOFT a license, or a sub-license from BLAST, to exploit or exercise any of the rights mentioned above.

### **8.1.3. BLAST R6 livestreaming policy**

UBISOFT is the sole owner of the broadcasting right of any competition of BLAST R6, including online and offline stage of any competition of the BLAST R6, 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 BLAST R6 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 BLAST R6 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. In certain cases, such participation may require content creators to be a member of UBISOFT Creators Program available at: <https://creatorsprogram.ubisoft.com/>.

## **8.2. Confidentiality**

Any communication or discussion privately held and related to any confidential in nature components of BLAST R6 or any competition thereof, made either through written instruments or verbal communication, made between UBISOFT and/or BLAST 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 BLAST R6 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 (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 and/or BLAST, when such Personal Data is transferred to UBISOFT and/or BLAST by a Tournament Organizer mandated by UBISOFT and/or BLAST (Thus, when UBISOFT or BLAST are not themselves Tournament Organizer).**

UBISOFT, BLAST or the Tournament Organizer mandated by UBISOFT or BLAST collects and processes Player’s and/or Team Staff’s personal data regarding their participation in BLAST R6 (“**Personal Data**”) to administrate and operate BLAST R6 and provide Players and Team Staff with the best possible experience, and specifically:

Personal Data collected	Purpose of processing
<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.	<ul style="list-style-type: none"> <li>• Registration to and administration of BLAST R6</li> <li>• Roster Registration and maintenance of the Global Contract Database as described in <b>Section 4.7.2</b> here-above.</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>
<b>Game data</b> , including game statistics	<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>
<b>Video and media recording</b> , including recording of their voice, image, appearance, and screen.	<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 BLAST R6 and esports events and tournaments in general</li> <li>• Document the history of BLAST R6 and esports tournaments and events.</li> </ul>
<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).	<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>
<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 4.6</b> )	<ul style="list-style-type: none"> <li>• Ensure compliance with the transfer rules set forth in this Rulebook (see <b>Section 4.6</b>) through Ubisoft’s Global Players Contract Database</li> <li>• Monitor, document, and operate transfers in compliance with the transfer rules.</li> <li>• Inform License holders, and third-party organizations expressing legitimate interest for the acquisition of a License, regarding potential availability of Players and Coach for Players and/or Coach transfer.</li> </ul>

**COVID-related information**, which may include information regarding the Player or Team Staff COVID vaccination status, COVID symptoms, and COVID test results.

- Ensuring the physical security and health of the Players and Team Staff

**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.**

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 and BLAST ApS, Lergravsvej 57, sal 1 2300, København S, Hovedstaden Denmark.

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 and BLAST 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 BLAST R6. 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>) or BLAST's Data Protection Officer at [br6\\_data@blast.tv](mailto:br6_data@blast.tv). 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 BLAST R6, and any other consideration otherwise provided by UBISOFT and/or BLAST, Players and/or Team Staff authorize and grant to UBISOFT and BLAST, and to any company part of their respective 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 and/or BLAST or by any production and broadcast Staff contracted by UBISOFT and/or BLAST throughout BLAST R6 and/or as part of any match, games or any promotional activity or event associated with the BLAST R6 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 their participation into BLAST R6, each Team grants UBISOFT and BLAST and/or their 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 and BLAST either during the registration process or at UBISOFT's request during BLAST R6 and exploited by UBISOFT and BLAST 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 and BLAST, their affiliates and/or any third party authorized by UBISOFT and/or BLAST and/or their 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 BLAST R6 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 BLAST R6, 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 BLAST R6 and related promotional events; and

(v) incorporation to or association with any promotional or editorial content of UBISOFT and BLAST and/or their respective affiliates or a third party licensed by UBISOFT and BLAST and/or their respective affiliates, as well as the right to create promotional and marketing materials related to the BLAST R6, Rainbow Six Siege and/or UBISOFT's and/or BLAST's activities.

Each Team represents and warrants that it has obtained the right to license the Team Elements to UBISOFT and BLAST 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 BLAST R6 match and/or any portion hereof.

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

### **8.6.1. Sponsorships**

In order to preserve the integrity of BLAST R6 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 BLAST R6 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 BLAST R6.

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's 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 BLAST R6. 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 BLAST R6, 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, BLAST or the Tournament Organizer in the Rules, as requested in the Rules, must be requested as follows:

- The License Holder or Appointed Team Member shall contact UBISOFT's or BLAST Esports Regional manager, depending on the nature of the request, or the Tournament Organizer officials by email explaining the nature of their request; then
- Ubisoft's or BLAST 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, BLAST 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
- BLAST 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 BLAST R6 license requirements set forth in Section 3.2 of the BLAST R6 Rulebook, we agree collectively to appoint the following TEAM MEMBER as our legal representative (the “**Appointed Team Member**”) throughout our TEAM’s participation into the following local competition of BLAST R6:

- **APPOINTED TEAM MEMBER:** \_\_\_\_\_
- **TEAM:** \_\_\_\_\_
- **BLAST R6 CIRCUIT 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 BLAST R6** as long as our TEAM qualifies to this BLAST R6 level of competition in accordance with the eligibility requirements set forth in the BLAST R6 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 Acknowledgement Letter; and
- **ADDITIONAL ACKNOWLEDGMENTS**

We further acknowledge and agree that:

- Participation into any higher level of competition (and in particular to a Closed Regional League or any BLAST R6 Global competition) will require our TEAM to be represented by a legal entity (association, company...) in order to continue participating into BLAST R6 or earn points in the Global Point System.
- Our participation into BLAST R6 does not constitute an employment relationship between us and UBISOFT and/or BLAST and we shall be solely responsible for all of our own taxes and withholdings arising from our participation into BLAST R6. We shall indemnify and hold UBISOFT and BLAST harmless from and against any and all taxes which UBISOFT and/or BLAST 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 and/or BLAST or which UBISOFT and/or BLAST 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 the Appointed Team Member and not to UBISOFT and/or BLAST 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 and BLAST) throughout our participation into BLAST R6;
- 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 BLAST R6 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>24 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>12 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>24 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 known as a bug exploit, is used during the competition.	<b>1</b>	Warning		\$1,000 (USD)	<b>6 Months</b>	<b>6 Months</b>

<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 4.6</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>24 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 violence against another person</li> <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>	<b>2</b>	\$5,000 (USD)	12 Months	Depending on the nature of the Major misconduct	<b>Lifetime</b>	<b>36 Months</b>

**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), Six Major (2023)  
**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;** Studious 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)