



BLAST R6

Global Rulebook

Season 2026

Last update – March 2026

BLAST R6 Global Rulebook

Season 2026 Changes

	Description
Section 2	<ul style="list-style-type: none">• Introduction of the Regional Kickoff before the BLAST R6 May Major• Replacement of the BLAST R6 RELOAD with the BLAST R6 Major, and removal of Regional Finals from BLAST R6• Addition of EWC 2026 in the scope of BLAST R6• Addition of CNL as the fifth region of BLAST R6• Update of the SI Points system allocation and qualification structure to the Six Invitational 2027• Rebranding of the "Challenger Series" into "Challenger Finals"
Section 3	<ul style="list-style-type: none">• Added clarity on the Promotion/Relegation procedure for Season 2026
Section 4	<ul style="list-style-type: none">• Transfer Windows update for Season 2026
Section 5	<ul style="list-style-type: none">• Addition of targeted map updates process• Map bans process adjustment• New 120 seconds Role Swap Timeout match setting occurring at the end of Round 6
Annex A	<ul style="list-style-type: none">• Renaming of the "Acknowledgement Letter" process into "Team Participation Agreement" process

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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 affiliated tournament referencing and submitted under this BLAST R6 Global Rulebook. 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 or affiliated with 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 must be followed 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 Rainbow Six: Siege (the “**Rainbow Six: Siege Code of Conduct**”)
- [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 this 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 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)**"), 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 or BLAST R6 affiliated 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 or affiliated with 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 its broadcast via:

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

For some competitions of BLAST R6, the Tournament Organizer may be UBISOFT and/or BLAST.

1.2. Modification of the Rules.

1.2.1. Modification of the Rules and BLAST R6 format.

In order to ensure that BLAST R6 or any of its affiliated competitions(s) is operated in accordance with the values conveyed by the [Principles of Esports Engagement](#), 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 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. Any change in the Specific Rules will be notified by the Tournament Organizer to the Teams in the manner described in said Specific Rules.

By default, the License Holder will be the official Point of Contact ("**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 set forth in **Section 3.1.3**. The License Holder may appoint another staff member of the Team as Point of Contact, with the exception of registered Players or Substitutes who may not act as Point of Contact. The official Point of Contact for Teams without a License or Teams under a Standard License will be the Appointed Team Member indicated in the Team Participation Agreement indicated in **Section 3.2** (the "**Point of Contact**").

The Point of Contact of a Team shall be limited to one person representing the Team.

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 for Season 2026 is composed of 5 Regions. Each region is composed as follows (the "**Regions**"):

- Asia Pacific League Region ("**APL Region**")

The APL Region comprises 3 separate subregions respectively including the following countries and territories:

- The Asia Pacific North Subregion ("**APAC North Subregion**")

The APAC North Subregion includes the following countries and territories: Japan and South Korea.

- The Asia Subregion ("**Asia Subregion**")

The Asia Subregion includes the following countries and territories: Bangladesh, Bhutan, Chinese-Taipei, Hong-Kong (China), India, Indonesia, Malaysia, Macau (China), Maldives, Nepal, Pakistan, Philippines, Singapore, Sri Lanka, Thailand, Vietnam.

- The Oceania Subregion ("**OCE Subregion**")

The Oceania Subregion includes the following countries and territories: Australia, New Zealand and Polynesian Nations.

- CNL Region ("**CNL Region**")

The BLAST R6 CNL Region comprise the territory of Chinese Mainland and is fully operated by the Tournament Organizer Tencent. Although the CNL Region is recognized as an independent Region under

this Rulebook, it is governed by its own set of rules and qualification procedures to the CNL Regional League and CNL SI LCQ, as defined by Tencent directly.

Notwithstanding the foregoing, these Rules will apply to any CNL Team Member or Team participating into any of BLAST R6 Global Competition (see **Section 2.3.1**) during Season 2026.

- Europe, Middle East and North Africa League Region (“EML Region”)

The EML Region includes the following countries and territories: Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Iraq, Ireland, Italy, Israel, Jordan, Kazakhstan, Kingdom of Saudi Arabia, Kosovo, Kuwait, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tunisia, Türkiye, Ukraine, United Kingdom, United Arab Emirates and Vatican City.

- North America League Region (“NAL Region”)

The NAL Region includes the following countries and territories: Canada, Columbia, Costa Rica, Ecuador, El Salvador, Dominican Republic, Guatemala, Honduras, Mexico, Nicaragua, Panama, Puerto Rico, and the United States of America.

- The South American League Region (“SAL Region”)

The SAL Region includes the following countries and territories: Argentina, Bolivia, Brazil, Chile, Paraguay, Peru and Uruguay.

2.2. Duration

BLAST R6 will unfold throughout a whole year called a “season” (the “**Season**”). Season 2026 begins in March with the Off-Season Transfer Window and ends after the Six Invitational 2027.



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 or licensed by UBISOFT and/or BLAST, and which will take place either at a global or regional level.

2.3.1. Global competitions

2.3.1.1. BLAST R6 Majors (May and November 2026)

BLAST R6 Majors are global offline tournaments taking place respectively in May and November.

For each Regional League, the top four Teams from the Regional Kickoff will automatically qualify to the BLAST R6 May 2026 Major and the top four Teams from Stage 2 will automatically qualify to the BLAST R6 November Major. Twenty Teams in total will be attending each BLAST R6 Major.

Seeding of each Team into the various stages of the BLAST R6 2026 Majors will be as follows :

	Phase 1 (GSL Double Elim – 8 Teams)	Phase 2 (Swiss 16 Teams)
EML/NAL/SAL	#4 Team from EML/NAL/SAL	#1 to #3 from EML/NAL/SAL
CNL	#2 to #4 from CNL	#1 from CNL
APL	#2 Team from the APL Subregion with best performance in past BLAST R6 Competitions #1 Team from the APL Subregion not already seeded into Phase 2	#1 Team from the APL Subregion with best performance in past BLAST R6 Competitions* #1 Team from other APL Subregions with second best performance in past BLAST R6 Competitions* + Top 4 from Phase 1

*Assessment of APL Subregions' performance in past BLAST R6 Competitions, used to determine BLAST R6 Majors' Phase seeding, will be evaluated as follows:

- **For BLAST R6 May Major:** based on results from Season 2025 APL Regional Final and SI26
- **For BLAST R6 November major:** based on results from BLAST R6 May Major + EWC 2026

In case of tie in tournament rankings, the following tiebreakers will apply:

- Team with the higher placement in the most recent tournament (ie. For May Major, higher placement at SI 26, and for November Major, higher placement at the EWC 2026);
- If still tied, Team with the Higher number of SI Points in Season 2026 will qualify;
- If still tied, then the tiebreaker mechanism described in Section 2.4.2 will be applied.

Additional details regarding the format of the BLAST R6 Majors will be set forth in the BLAST R6 Majors Specific Rules.

2.3.1.2. EWC (August 2026)

EWC is an international esports tournament series run by the Esport World Cup Foundation and featuring, amongst other esports titles, a Rainbow Six Siege competition held in August 2026 (the "**EWC 2026**").

The following Twenty-two Teams will automatically qualify to the EWC 2026 at various stages of the competition:

- Top 4 Teams from Stage 1 of each Regional League
- Top #1 Team from a EWC MENA Qualifier
- Previous winner of the EWC 2025 (Team Secret)

Seeding of each Team into the various stages of the EWC 2026 will be unveiled at a later date by the Esport World Cup Foundation and made available to the Teams by the Esport World Cup Foundation reasonably in advance before the beginning of the EWC 2026.

2.3.1.3. Six Invitational (February 2027)

The Six Invitational takes place once a year and closes the annual Season of BLAST R6, crowning the world champion of Rainbow Six Siege for that Season. Qualification to the Six Invitational is operated as follows:

Method of qualification	Team qualifying
EWC	Top 1 Team from EWC 2026.
Global Point System	Top 14 Teams with most SI Points
Regional SI LCO	Top 1 Team from each Regional SI Last Chance Qualifier, meaning 5 Teams in total determined through all Regional SI Last Chance Qualifiers

Format and seeding of each Team into the various stages of the Six Invitational 2027 will be unveiled at a later date by UBISOFT and made available to the Teams reasonably in advance before the beginning of the Six Invitational 2027.

2.3.2. Regional Competitions

2.3.2.1. Challenger Finals (March 2026)

The Challenger Finals is a set of competitions respectively held in EML, SAL, NAL and APL at the beginning of Season 2026 to determine the last remaining Teams eligible to participate into a Regional League for Season 2026 either as an Affiliate Team or as a Standard Team (as defined in **Section 3.1.1.**).

The format and seeding mechanism of Teams into each phase of the Challenger Finals (open qualifiers, group stage and/or playoffs) may differ between Challenger Finals and will be detailed in each Challenger Finals' Specific Rules.

2.3.2.2. Regional Leagues (April – October 2026)

A Regional League is a competition split in one Regional Kickoff in April, a Stage 1 being held in June and July, and a Stage 2 held in September and October.

For Season 2026, each Regional League will have the following number of Teams:

- **EML, NAL and SAL Regional Leagues:** 10 Teams per Regional League
- **APACN, Asia and OCE Subregion of APL:** 8 Teams per Subregion of APL

For Season 2026, each Regional League will have the following league composition:

Region (and Subregion if applicable)	League Composition
EML Region	6 Partner Teams 2 Affiliate Teams Maintained from EML Season 2025 (see a definition of the term “Maintained” in Section 3.1.4.2) 2 Affiliate Teams determined through the EML Challenger Finals 2026
NAL Region	7 Partner Teams 1 Affiliate Team Maintained from NAL Season 2025 2 Affiliate Team determined through NAL Challenger Finals 2026
SAL Region	5 Partner Teams 3 Affiliate Teams Maintained from SAL Season 2025 2 Affiliate Teams determined through the SAL Challenger Finals 2026
APL Region - APAC North Subregion	3 Partner Teams 3 Affiliate Teams Maintained from Season 2025 2 Standard Teams Qualified through APACN Challenger Finals 2026
APL Region - Asia Subregion	1 Partner Team 3 Affiliate Teams Maintained from Season 2025 1 Standard Teams Maintained from Season 2025 3 Standard Teams determined through the Asia Challenger Finals 2026
APL Region - OCE Subregion	2 Affiliate Teams Maintained from Season 2025 2 Standard Teams Maintained from Season 2025 4 Standard Teams determined through the OCE Challenger Finals 2026

2.3.2.3. Regional Six Invitational LCQ (December 2026 – January 2027)

Six Invitational Last Chance Qualifiers (“**SI LCQs**”) are tournaments held in the APL, NAL, SAL, EML and CNL Regions in December and January to determine the last Team for each Region that qualifies to the Six Invitational 2027.

Format and seeding mechanism into each phase of the SI LCQ may vary and will be detailed in:

- Specific Rules of each SI LCQ for EML, NAL, SAL and APL; and
- in Tencent’s rules for the CNL Region.

2.4. Global Point System

The BLAST R6 Global Point System (“**Global Point System**”) is a global ranking of all Teams competing in BLAST R6 for Season 2026 in order to determine the Teams that will qualify to the Six Invitational through the Global Point System and allocation of SI Points (“**SI Points**”).

When a License Transfer occurs, SI Points accrued through the Global Point System are transferred to the acquiring Team (as per **Section 3.1.6.**).

2.4.1. Point Distribution

Teams with a License will be rewarded with SI points depending on their competition performance in Regional Leagues (Kickoff, Stage 1 and Stage 2) and BLAST R6 Majors. SI Points will be distributed as follows for Season 2026:

SI POINTS DISTRIBUTION

RANKING	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th - 14th	15th - 16th	17th - 18th	19th - 20th
KICK OFF	240	175	140	115	100	80	60	40	20	0					
MAY MAJOR	1500	1200	1050	1050	900	900	900	900	650	650	650	500	350	300	250
STAGE 01	420	300	250	200	175	140	100	70	35	0					
STAGE 02	420	300	250	200	175	140	100	70	35	0					
NOVEMBER MAJOR	1500	1200	1050	1050	900	900	900	900	650	650	650	500	350	300	250

*SI Points awarded for the APL Regional League will be awarded at the subregional level. For example, each Team ranking at the top level of a subregion of the APL Regional League for Stage 1 will each get 420 SI Points.

2.4.2. SI Qualification Tiebreaker rules

The following tiebreaker rules shall apply to resolve ties if multiple Teams have the same number of SI Points in the Global Point System at the conclusion of the November Major, in order to determine Teams qualifying to the Six Invitational through SI Points.

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).

2.4.2.1. 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.

2.4.2.2. Number of Global Competitions attended during Season 2026

If head-to-head was not able to resolve all ties, then the Team with the highest number of Global Competitions attended during Season 2026 wins the tie.

2.4.2.3. Global Competitions Points

If head-to-head was not able to resolve all ties, then the total Global Competition points (the sum of the points obtained by a Team at the current Season's Majors and EWC) will be calculated for each Team. The

Team with the highest total Global Competitions points wins the tie.

2.4.2.4. Percentage of matches won in Global Competitions

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

2.4.2.5. Percentage of maps won in Global Competitions

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

2.4.2.6. Percentage of rounds won in Global Competitions

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

2.4.2.7 Tiebreaker Match

In the unlikely event where none of the previous rules were able to resolve the ties, and provided that the two Teams facing a Tie belong to the same Region, an additional tiebreaker match may be scheduled between the tied Teams at a moment decided by the Tournament Organizer. In such case the tiebreaker match will be played in a Best of 3 format, with standard overtime rules.

In case of a Tie between Teams that belong to different Regions, the Tournament Organizer reserve the ability to determine at its own reasonable discretion the method to be used to resolve such tie.

2.5 Regional Structures

The structure of competitions in EML, SAL, NAL and APL may vary from one to another. Each of these Region's general structure of competitions, qualification methods from one competition to another, as well as the formats of said competitions, are presented in each Regional League's Specific Rules.

The Specific Rules will be accessible in the "Rules Tab" of [Ubisoft Rainbow Six Esport Website](#) and/or communicated by the Tournament Organizer in advance of the competition to all Teams participating in such competition.

For the CNL, general structure of competitions, qualification methods and format of said competitions will be determined in Tencent's rules for the CNL.

3. Conditions for participation

3.1. Regional Teams Licenses (For NAL, APL, SAL and EML)

3.1.1. Types of Licenses

Teams that have been invited or who qualified to compete in the EML, SAL, NAL or APL Regional League for Season 2026 either as a Partner, Affiliate or Standard Team will be granted a license by UBISOFT to compete in BLAST R6 for the duration of Season 2026 (a "**License**").

Types of Licenses are broken down in three categories:

Type of Team	Description
Partner Teams	Teams that have been invited by UBISOFT in a Regional League and part of UBISOFT's R6 SHARE Partner Program.
Affiliate Teams	Teams that either is Promoted/Maintained or invited in a Regional League and part of UBISOFT's R6 SHARE Affiliate Program, or who qualified through Challenger Finals to join a Regional League as an Affiliate Team (as described in Section 3.1.4.).
Standard Teams	Teams that are not part of UBISOFT's R6 Share Program yet got invited by UBISOFT or qualified in a Regional League through the Challenger Finals.

3.1.2. Duration of a License.

A License is only granted for the duration of a Season and will remain valid for the entirety of the Season as long as the Team complies with the Rules and, for Affiliate and Partner Teams, the terms of their respective R6 Share Program Revenue Sharing & License Agreement.

A Team facing Promotion/Relegation (as further described in **Section 3.1.4.**) will automatically lose its License when informed by UBISOFT and/or BLAST that it will need to attend Promotion/Relegation during the Challenger Finals.

3.1.3. Rights Granted under a License.

While a License is in effect, it provides the Team owning such License the right to exercise the following prerogatives:

- Authorization to compete in a specific Regional League (EML, NAL, SAL or APL) and to any competition such Team is qualified to through participation in such Regional League; and
- Right to request a transfer of License, conditioned to UBISOFT and BLAST's approval of such transfer as set forth in **Section 3.1.6.1.** and subject to the limitation set forth in **Section 3.1.6.3;** and
- Ability to earn SI Points or gain direct qualification into the Six Invitational depending on the Team's competitive performance in such Regional Leagues and/or the BLAST R6 Major and/or the EWC throughout the Season.

3.1.4. Renewal of License and Promotion/relegation

3.1.4.1 Renewal of License

A Team's Ability to renew a License for Season 2027 will depend on the type of License such Team has been granted in Season 2026, as further described below:

Type of License	Renewal for Season 2027
Partner License	License granted to Partner Teams will automatically renew for Season 2027 if the Team has a R6 SHARE Partner Program Revenue Sharing & License Agreement in effect for Season 2026.
Affiliate & Standard License	Best performing Affiliate and Standard Team(s) in Season 2026 will automatically have their License renewed for Season 2027. Conversely, the lowest performing Affiliate and Standard Team(s) 2026 will be required to compete in the Challenger Finals 2027 within their respective Region to earn a License for Season 2027 (defined as the " Promotion/Relegation " mechanism, and as further described in Section 3.1.4.2. below).

While in EML, SAL and NAL, all Team(s) that automatically have their License renewed for Season 2027 due to their competitive success in Season 2026 will be granted an Affiliate License (provided that such Team comply with the Contractual Requirements set forth in **Section 3.1.5.1.** below for an Affiliate License); in APL only a limited number of Teams - to be determined at a later date during the Season - among those most performant Teams will be granted an Affiliate License, while other Teams will be granted a Standard License.

Should a Team facing Promotion/Relegation eventually win the Challenger Finals, then such Team will be granted:

- An Affiliate License if that Team belongs to the EML, SAL or NAL Region; or
- A Standard License if that Team belongs to the APL Region

3.1.4.2. Promotion/Relegation

In each Region, Teams that have the lowest total number of SI Points accumulated during Season 2026, will be placed into Promotion/Relegation for Season 2027, meaning that such Teams will have to compete in the Challenger Finals to earn a License for Season 2027:

- A Team that is "**Promoted**" is a Team that successfully requalifies into a Regional League through the Challenger Finals despite being placed into Promotion/Relegation.
- A Team that is "**Relegated**" is a Team that that fails to requalify into a Regional League through Finals following its placement into Promotion/Relegation
- A Team that is "**Maintained**" is an Affiliate or Standard Team whose License is renewed due to its strong performance during the previous Season of BLAST R6, and therefore not subject to Promotion/Relegation.

The number of Affiliate and Standard Teams that will be Maintained or placed into Promotion/Relegation for Season 2027 will be determined and communicated at a later date by UBISOFT reasonably in advance for each Region.

3.1.5. License Requirements and restrictions

3.1.5.1. Contractual requirements

A material condition for a Team to be granted a License is the obligation to execute and provide to UBISOFT and/or BLAST the following documents and agreements:

Type of Teams	Agreements and/or documents required
Partner Teams	<ul style="list-style-type: none"> • Execution of a R6 Share Partner Program Revenue Sharing & License Agreement with UBISOFT • Certificate of incorporation for the legally registered entity representing the Partner Team (company, etc.); and • Signature of the License Confirmation Letter requested by UBISOFT and/or BLAST.
Affiliate Teams	<ul style="list-style-type: none"> • Execution of a R6 Share Affiliate Program Revenue Sharing & License Agreement with UBISOFT • Certificate of incorporation for the legally registered entity representing the Affiliate Team (company, etc.); and • Signature of the License Confirmation Letter requested by UBISOFT and/or BLAST.
Standard Teams	<ul style="list-style-type: none"> • Execution of a Team Participation Agreement if the Standard Team does not have a legal entity or, if the team is represented by a legally registered entity (company, etc.), obtention of a certificate of incorporation; and • Signature of the License Confirmation Letter requested by UBISOFT and/or BLAST.

Notwithstanding the above, if a Team becomes eligible to be granted an Affiliate License at any point during the Season and for any reason (notably in case of a qualification to a Regional League through the Challenger Finals), then at such time UBISOFT and BLAST may allow a grace period of thirty (30) days for the Team to meet the legal entity requirement for Affiliate Teams. This grace period may be provided by UBISOFT and BLAST in case 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.

Any Team to whom a License is granted at any point during the Season (including as a result of a License Transfer approved by UBISOFT) will be required to provide and execute the aforementioned documents/agreements before such License may enter into effect.

A Team can only be granted one License at time to compete in BLAST R6, but a Team with a License is permitted to have a Main Roster registered in one Region while also having a Secondary Roster registered in another Region for Regional SI LCQ and Challenger Finals.

If a Team qualifies to the Six Invitational through both its Main Roster and Secondary Roster via a Regional LCQ, or to a Regional League through both its Main Roster and Secondary Roster via the Challenger Finals, then such Team:

(i) will need to determine which Roster progresses to said Global or Regional competition in order to avoid facing a situation of conflict of interest; and

(ii) will remain eligible for the payment of the prize pool, if any, that its Rosters may be entitled to as part of their standing in the SI LCQ and/or Challenger Finals; and

(iii) may request to transfer to a third-party organization the License that it is eligible to through its Roster barred from progressing into a Global or Regional competition as per (i) above,

3.1.5.2. Designation of a License Holder

The License Holder is the only person authorized to act as a representative of a Team, and exercise the prerogatives attached to the License. One License Holder must be designated for each Team with a License. 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.

For Standard Teams without a legal entity, the License Holder is the Appointed Team Member indicated in the Team Participation Agreement.

Any change of License Holder must be requested by the License Holder in writing via an email sent to UBISOFT and BLAST's Regional esports manager and shall be formally approved by UBISOFT and BLAST by email prior to its effectiveness.

3.1.5.3. Restrictions related to Player(s) and/or Coach(es) transfers

Teams competing in BLAST R6 with a License, as well as Teams part of the CNL operated by Tencent, must operate Roster Change(s) in accordance with **Section 4.6** of this Rulebook.

3.1.6. License transfer

3.1.6.1. License transfer process and restrictions

A License Holder validly holding a License can initiate discussion related to a potential License Transfer with another Team that does not yet hold a License, provided that:

- The acquiring Team agrees to comply with the Rules and can fulfill the conditions for participation set forth in **Section 3**; and
- A specific reference to the License Transfer process set forth in this **Section 3** is clearly communicated to the potential acquiring organisation with no express or implied warranties or representations regarding UBISOFT's willingness to approve the contemplated License Transfer; and
- Any discussion hereof clearly and conspicuously refers to UBISOFT's sole and absolute discretion regarding approval or disapproval of a contemplated License Transfer; and
- The transferring organization clearly mentions that a Transfer of License, even if approved by UBISOFT, does not transfer any right or entitlement in UBISOFT's R6 SHARE Program (Partner or Affiliate).

Prior to any transfer, the License Holder shall notify UBISOFT and BLAST's Regional Esports manager of its intention to transfer its License and proof of the acquiring team's ability to meet UBISOFT's eligibility requirements. 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**; and
- All the applicable Contractual Requirements set forth in **Section 3.1.5.1** are complied with.

The aforementioned process shall apply similarly to a Team with a Standard License operating under a Team Participation Agreement and in such case the Appointed Team Member will be the person authorized to represent the Team and initiate discussion related to a potential License Transfer. As stated in the Team Participation Agreement, the Appointed Team Member is required to provide visibility to all Players of the Team regarding such License Transfer discussion and Consideration (as defined in the Team Participation Agreement) which may arise therefrom.

Once and if such transfer of License is approved by UBISOFT, the rights attached to the License will automatically vest in the designated License Holder of the acquiring Team.

3.1.6.2. Effect of a License transfer

When a License is transferred, the acquiring Team obtains the acquired Team's current number of SI points in the Global Point System, and the acquired Team's ranking and points in the Regional League. 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.

As set forth in **Section 3.1.6.1** above, UBISOFT's approval of a Partner or Affiliate Team's License Transfer does not transfer the R6 Share Program Revenue Sharing & License Agreement of such transferring Partner or Affiliate Team, meaning that any organization acquiring a License will by default join the Regional League as a Standard Team for the remainder of the Season. For clarity, the acquiring Team may request to be granted a Partner or Affiliate Team License from UBISOFT and in such case UBISOFT's decision to invite such Team in the Affiliate or Partner R6 SHARE Program will be made at UBISOFT's discretion and assessed based on various factors such as prior competitive performance and commercial

success in BLAST R6 and/or other esports titles, committed efforts to ensure continuous and stable participation of Players in BLAST R6, and/or ability to provide sufficient commercial efforts to promote BLAST R6 and Rainbow Six: Siege.

3.1.6.3 License transfer limitations

As a condition for the License transfer to be valid, the acquiring Team must maintain the Roster of Players registered to the Team, with Roster Change(s) only permitted when and if the License Transfer is approved, meaning in practice:

- In the current Transfer Window if the License Transfer is approved during a Transfer Window
- or for an upcoming Transfer Window if the License Transfer is approved outside of a Transfer Window.

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 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's and BLAST's needs for BLAST R6, then UBISOFT and BLAST reserve the right to decline a License transfer at discretion.

3.1.7. License Revocation

UBISOFT reserves the right to revoke a License granted in case of:

- (a) Major or repeated breaches of the Rules by any of the Team's Players or Team's Staff
- (b) Any conduct that is likely to materially affect the integrity and/or stability of BLAST R6. This includes, but is not limited to, any conduct from a Team that reasonably prevents such Team from fielding and maintaining an eligible Roster for the remainder of the Season. In such case, UBISOFT will notify in advance the Team of its intention to revoke a License and provide such Team the opportunity to cure its default, unless ability to cure given the circumstances is not possible and in such case UBISOFT may immediately revoke a License upon notification to the Team.

3.2. Team Participation Agreement

All EML, NAL, SAL or NAL Teams competing in BLAST R6 that are not eligible for a License (notably any Team in the Challenger Finals), or Standard Teams that are not represented by a legal entity, shall 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 a Team Participation Agreement using the template set forth in Appendix A (the "**Team Participation Agreement**").

A Team Participation Agreement is valid for the entirety of the Season unless there is a change in the Roster composition of the Team due to Roster Change(s). In case of Roster Change(s), a new Team Participation Agreement shall be executed by all members of the newly composed Team and provided to Tournament Officials before the beginning of the next stage of competition.

Through the execution of the Team Participation Agreement, 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 Team Participation Agreement.

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 any 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 a Ubisoft account owned or used by a Player or Team Staff may translate into Sanction(s) in BLAST R6.

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 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) Or 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. As an exception to the foregoing, UBISOFT and/or the Tournament Organizer may contract a Player or Team Staff to participate to content pieces produced by its Production and Broadcasting Staff, and in such case a situation of conflict of interest would not exist if the Player or Team Staff is not in a position where such Player or Team Staff may obtain access to confidential information providing a competitive advantage to its Team if disclosed during such participation.

(iii) Or 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 Tournament Officials or tampering the outcome of a or multiple matches in a competition of BLAST R6.

(iv) Or 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 when requested by UBISOFT and/or BLAST and/or the Tournament Organizer, 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

	Definition
"Appointed Team Member"	Shall have the meaning ascribed to such term in Section 1.2.2. and corresponding to the Team's Point of Contact empowered to exercise the prerogatives indicated in the Team Participation Agreement.
"Free Agent Player"	A "Free Agent Player" is an individual who is not contracted by a Team competing in BLAST R6.
"License Holder"	The License Holder is the person appointed by a Team with a License to exercise the prerogatives attached to the License set forth in Section 3.1.3.
"Loan Player"	A "Loan Player" is a Player which, under the restrictions and conditions set forth in Section 4.6.4.5. , has been granted the right by UBISOFT and the License Holder of his Team to compete at the Six Invitational with a different Team with a License.
"Main Roster"	A Team's "Main Roster" shall either mean the unique roster that a Team has registered for participation in 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.
"Players"	The term "Players" refers to all players (Starters or Substitutes) part of either the Main Roster or the Secondary Roster of a Team (collectively the "Players").
"Roster"	The Term "Roster" 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 "Rosters" refers collectively to the Main and the Secondary Roster of a Team.
"Secondary Roster"	A Team's "Secondary Roster" is a Roster competing at a level of competition that is lower than the Team's Main Roster level of competition (including the Challenger Finals, SI LCOQ and any eligible Tier 2 Tournaments in which the Team partakes through its Secondary Roster).
"Starter"	A "Starter" 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.
"Substitute"	A "Substitute" is a Player of a Team's roster. Any Team may register up to 2 substitutes per Roster (see Section 4.3). A Substitute can replace one of the Team's Starters in a match as outlined in Section 4.8 .
"Support Staff"	The term "Support Staff" 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.
"Team Coach"	The term "Team Coach" 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.
"Team Manager"	The term "Team Manager" shall refer to the person responsible in the Team for assisting Players in the administration and logistics of their participation in BLAST R6. For Teams with a License, they are 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 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 without a License); and
- Five **Players** constituting the Starters of the Main Roster of a Team. 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

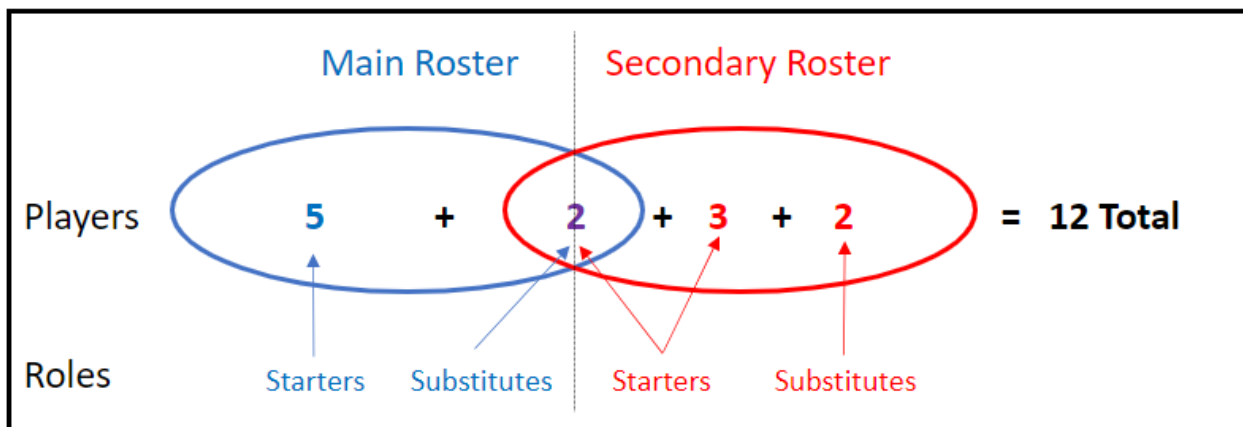
A Team may have the following additional Team Players and/or Team Staff:

- 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. 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.
- 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 unable to have five Players competing in a particular match of BLAST R6, including through calling a Substitute, the Team can request to have another one of their Team Staff members or their Coach replacing the unavailable Player. Authorization to compete with a Team Staff or a Coach replacing a Player is subject to UBISOFT and to the Tournament Organizer's approval.

If a Team is unable to have five Players competing including through calling a Substitute, a Coach or any other Team Staff member accepting to step-in, then 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 despite not being registered as part of the Team's Roster, 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 stated in **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 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:** Roster Change(s) are not permitted until the beginning of the next Transfer Window during which Team with a License may operate Roster Change(s) as set forth in **Section 4.6.1**. Players and/or Coach in a Team operating with a License are considered Roster Locked for as long as the Team have match scheduled to be played before the beginning of the next Transfer Window.
- **For Teams without a License operating with a Team Participation Agreement:** for the entirety of such Team's participation into a Regional Competition or Global Competition. For sake of clarity, a Team without a license qualifying to the Six Invitational through a SI LCQ, or qualifying to a Regional League through the Challenger Finals, cannot make any change to its Roster composition between the SI LCQ and the Six Invitational and between the Challenger Finals and the Regional League Kickoff.

Once player tags are submitted at registration in time for Roster Lock, they may not be changed before the next Roster Lock. Any player tag that is changed during Roster Lock without the approval of BLAST may result in penalties or fines.

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

4.6.1. Transfer Rules

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

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, or transfer of a Loan Player to a Team with a License, is considered a Roster Change ("**Roster Change**"). At the beginning of each Global or Regional Competition, 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 BLAST R6 competition) to the applicable Tournament Organizer.

For sake of clarity, CNL Teams will be subject to similar restrictions than those applying to Teams with a License when it comes to Player and/or Coach transfer (including Transfer Rules, Process, Transfer Windows and Roster Changes permitted), as further set forth in Tencent rules for CNL Teams. Notwithstanding the foregoing, for Season 2026, Tencent may include in its own rules for the CNL an extension of the end date for its own CNL Transfer Window.

4.6.2. Transfer Process

Players and/or Coach are not restricted under this Rulebook to discuss directly with another Team a potential transfer as long as:

- (i) The conditions of their engagement with their current Team do not prevent them from entering into such discussion and/or negotiations; and
- (ii) Any relevant restrictions which may apply to such undertaking is clearly communicated and conveyed to the acquiring Team (as for eg. the possible existence and enforcement of so-called "transfer or buyout fees", if any); and
- (iii) These discussions take place outside of a period of Roster Lock.

UBISOFT and BLAST strongly advise that Players and/or Coach contact their License Holder before entering any discussion or negotiation related to a potential transfer in order to have a full understanding of any restriction or limitation which may apply as part of the conditions of their engagement with their current Team.

For sake of clarity, UBISOFT and BLAST do not intend to interfere with any contractual issues or dispute that may arise from direct discussion and/or negotiation between Players and an acquiring and/or transferring Team, and any dispute or contractual issue that may arise therefrom shall be resolved exclusively between the parties involved without BLAST, UBISOFT or the Tournament Organizer's interference or involvement.

4.6.3. Transfer Windows

Transfer windows are timeframes during which Roster Change(s) may be executed by Team with a License (the "**Transfer Windows**").

For sake of clarity, discussion and negotiation regarding upcoming Roster Change(s) outside of the Transfer Window may be initiated by Players and/or Team Staff and/or License Holders outside of the Transfer Window and Roster Lock as set forth in **Section 4.6.2**, 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.

For clarity, while Teams are required to execute the transfer during the Transfer Window through a legally binding document, Teams with a License and Players and/or Coach remain free to agree to an entry into

effect of their agreement that may be outside of the Transfer Window as long as such entry into effect of their agreement occurs in time for the Roster Lock for the Competition and the performance the Promotional activities obligations set forth in **Section 5.5**.

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 2026 are as follows:

	Dates	Type
Mid-Season Transfer Window 1	May 18 th , 2026, 9am CET until June 3 rd , 2026, 9am CET	Mid-Season Transfer Window
Mid-Season Transfer Window 2	From August 15, 2026, 9am CET until August 31 st , 2026, 9am CET	Mid-Season Transfer Window
Mid-Season Transfer Window 3	November 16 th , 2026, 9am CET until December 2 nd , 2026, 9am CET	Mid-Season Transfer Window
Off-Season Transfer Window	From February 15 th , 9am CET until March 1 st , 9am CET 2027, 9am CET	Off-Season Transfer Window

4.6.4. Roster Change(s) for Teams with a License

4.6.4.1. Mid-Season Transfers

During a mid-Season Transfer Window, Teams with a License can operate a maximum of three (3) Roster Changes. A change of Coach counts as a Roster Change for the purpose of applying this Mid-Season Transfer limitation, meaning that a Team deciding to use a Roster Change to change its Coach during the Mid-Season Transfer Window will only have two remaining Roster Changes available during that Mid-Season Transfer Window. 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**.

In addition to the ability to operate three Roster Change, Teams will be permitted to add Substitute(s) or a Coach if they have not registered the maximum number permitted under **Section 4.3**. during the previous Transfer Window.

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 operate as many Roster Changes as they want from their Roster.

As an exception to the general rule permitting unlimited Roster Changes during the Off-Season Transfer Window, Standard Teams whose License has been Maintained from one Season to the next and operating under a Team Participation Agreement may conduct no more than two (2) Roster Change(s) during this period. However, this Team may exceed this limit if all Players named in the existing Team Participation Agreement unanimously consent to additional Roster Change(s) and jointly execute a new Team Participation Agreement reflecting the updated Roster and submit it to Tournament Officials during the Off-Season Transfer Window.

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" and will count as a Roster Change under **Section 4.6.4.1.** and **Section 4.6.4.2.**

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** and **Section 4.6.2.:**

- **During Mid-Season Transfer Windows:** Teams with a License are allowed to use their Roster Change set forth in **Section 4.6.1. and 4.6.4.1** 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, unless the Team is both competing in the Challenger Finals through its Main and Secondary Roster and in such case Player and/or Coach Swap is not permitted.

4.6.4.4 Indeliberate, sudden and unforeseen Player and/or Coach departure from a Team with a License

In the event where a Player or a Coach deliberately leaves the Roster of a Team with a License in a manner that is unexpected and sudden after the beginning of the Kickoff or a Stage, while no available Substitute are in place to replace said Player and/or Coach, the impacted Team may inform UBISOFT and/or BLAST immediately by email (with the Player and/or Coach leaving the Roster in cc) and request the addition of a Free Agent Player to the Roster in order to avoid facing disqualification.

UBISOFT reserves the right to deny said request at discretion if it reasonably believes such departure not to be sudden, unforeseeable, or indeliberate.

Unless reasonable justification is provided by the Player and/or Coach to justify its sudden, indeliberate and unexpected departure during the Kickoff or a Stage, such Player and/or Coach will not be eligible to compete in a Regional League of BLAST R6 within a Team with a License:

- Until the beginning of the Kickoff of Season 2027 if the departure occurs in the Kickoff of Season 2026
- Until the beginning of Stage 1 of Season 2027 if the departure occurs in Stage 1 of Season 2026;
or
- Until Stage 2 of Season 2027 if the departure occurs in Stage 2 of Season 2026

For sake of clarity, such Player and/or Coach would not be prevented from competing in BLAST R6 with a Team without a License in case of indeliberate, sudden and unforeseen departure from a Team with a License during the Season.

4.6.4.5 Player Loans

Any Team with a License who is qualified to the Six Invitational is permitted during Mid-Season Transfer Window 3 to submit a Player Loan request for any Player that is not a Free Agent and part of a Team with a License, provided that the latter Team:

- (i) is not qualified to participate to the Six Invitational; and
- (ii) does not participate in a SI LCQ with said Player; and
- (iii) contractually agree to such Player Loan

Such Player Loan Request may only be sent during the Mid-Season Transfer Window 3 and directly by email to the Player with the License Holder's of his Team in cc. In such case, both the Player, the acquiring Team and the loaning Team may negotiate and agree in writing to the condition of the Player Loan. Such agreement may only be executed during the Mid-Season Transfer Window 3, and confirmation of the execution of such agreement shall be notified by the License Holder of the transferring Team to UBISOFT, BLAST and the Tournament Organizer (with the Player agreeing to such Player Loan in cc) in order to be valid.

Any approved Player Loan will be considered a Player Transfer for the Mid-Season Transfer Window 3. During the time of the loan, the Team acquiring temporarily the Loan Player will be fully responsible towards UBISOFT, BLAST and the Tournament Organizer for any aspect related to such Player's participation in the Six Invitational. In no event the duration of the Player Loan may exceed the last day of the Six Invitational and the beginning of the Off-Season Transfer Window.

4.7. Roster Change permitted for Teams competing in the Challenger Finals

4.7.1. Teams from a Regional League facing Promotion/Relegation

As per **Section 3.1.2.**, a Team placed in Promotion/Relegation may participate directly in the Group Stage of the Challenger Finals with its Main Roster and/or Secondary Roster and in such case, the Team will be permitted to change the entirety of its Main Roster for the Challenger Finals. Roster details shall in such case be provided by the License Holder to the League Officials in time before Roster Lock for the Challenger Finals. Notwithstanding the above, ability to fully change a Roster for the Group Stage of the Challenger Finals:

- is only permitted for the Main Roster and does not extend to its Secondary Roster (see **Section 4.7.2.** below for changes permitted).; and
- Is not permitted for Standard Teams organized under a Team Participation Agreement, as such Teams will be required to maintain three (3) Players to retain their bye in groups of the Challenger Finals.

4.7.2. Tier 2 teams with a bye in groups of the Challenger Finals

In the event where a Team obtain a bye in the Group Stage due to a Team's performance in an eligible Tier 2 tournament(s) during the Season (including through a Secondary Roster for Teams with a License), then in such case that Team - through its Appointed Team Member for Teams without a License or through its License Holder for Teams facing Promotion/Relegation competing in the Challenger Finals through its Secondary Roster - will only be permitted to change a maximum of two (2) Players from the Roster used in that Tier 2 tournament in order to retain its bye in the Group Stage.

4.8. 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 60 minutes ahead of the match for best-of-one matches or ahead of the first map of the series for best-of-three or best-of-five series. 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 Substitution(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.

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**.

4.9. Roster Registration

At the start of any Global or Regional competition part of BLAST R6, each Team must provide to the Tournament Organizer(s) a list of information regarding its official Roster for the upcoming Global or Regional 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 profile name, Ubisoft ID, role (Player or Coach), country of residence and birthdate, and in-game name that will be used in BLAST R6 for the Season.
- For License Holders (if applicable): legal first name, legal family name, email address, and official name that the Team will identify to throughout its participation in BLAST R6 for Season 2026.

The communication to UBISOFT of the aforementioned Team Data constitutes a legitimate interest for the protection of the stability and integrity of BLAST R6 and a material condition for any Team's participation in BLAST R6. Any change in such Team Data shall be notified to UBISOFT whenever a change occurs.

UBISOFT reserves the right to request a Player or a Team to change the in-game name it identifies to in the event where such name does conflict with UBISOFT's Terms of Use and/or Code of Conduct. In addition change of name may only be requested outside of a period of Roster Lock.

More information regarding the way Ubisoft processes Team Data (including Personal Data) 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 or Team Staff.
- A game must be hosted on a local server using the Pro League playlist or a local custom game with the following settings for the corresponding match format:

HUD Settings	Pro League
Game Mode	Bomb
Match settings	
Ban Phase	Pro League
Ban Timer	20
Number of rounds	12
Attack/Defense Role Swap	6
Overtime Rounds	3 (or Infinite)
Overtime score difference	2

Overtime role Change	1
Objective rotation parameter	2
Objective type for rotation	Rounds played
Pick Phase timer	15
Operator HP	100
Friendly fire damage	100
Friendly fire in Prep Phase	Off
Reverse Friendly Fire	Off
Injured	20
Sprint	On

Lean	On
Death Duration	2
Death Replay	Off
Tactical Timeout Requests Available per Team	1
Allow Requests From	Everyone
Timeout Duration	45
Role Swap Timeout*	On
Role Swap Timeout Duration*	120

Game Mode Settings	
Plant Duration	7
Defuse Duration	7
Fuse Time	45
Defuser Carrier Selection	On
Preparation	45
Action	180

* Introduction of the Role Swap Timeout will become effective match with the first Regional Kickoff match

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 played on the 5v5 game mode of Rainbow Six Siege. Ubisoft may change some of the maps in the map pool and/or bring changes to any maps part of the BLAST R6 competitive map pool at any point during the Season.

The current map pool is constituted of the following maps:

- BANK
- BORDER
- CHALET
- CLUBHOUSE
- CONSULATE
- KAFE
- LAIR
- NIGHTHAVEN LABS
- FORTRESS

While Tournament Organizers and Teams partaking in BLAST R6 will be notified at minimum two weeks before the beginning of a particular Regional or Global competition in case of change in the BLAST R6 Map Pool, UBISOFT may bring targeted map updates to any aspect of a particular map in the competitive map pool at any point during the Season, and implement such changes with or without prior notice. By means of example, such targeted map updates may include various aspects of a map such as redesign of a site, closing certain doors, removal of windows, relocation of walls, adding or removing covers or even changing or adding new bombsite locations.

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:

	Map ban sequence
Best of 1	Coin toss, winner chooses "who bans a map first". A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Pick
Best of 3	Coin toss, the winner chooses "who bans a map first". The team with the highest series round differential receives decider map side selection. A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider In the case of a tie, seeding can be used or ultimately a coin flip
Best of 5	If the format of the competition is a Single Elimination bracket, the following is used: Coin toss, winner chooses "who bans a map first". The team with the highest series round differential receives decider map side selection. A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider If the format of the competition is a Double Elimination bracket, the following is used: The upper bracket team receives decider map side selection. 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

In each of those ban sequences, the Team that didn't pick a map will get "Side Selection" on said map. Should any map go overtime, the Team that didn't get "Side Selection" on said map will get "Overtime Side Selection".

5.1.3.3. Operator Ban System

REGULATIONS	
Team 1 ATK	Team 2 DEF
Ban 1 DEF	Ban 1 ATK
Ban 1 DEF	Ban 1 ATK
Round 1	
Round 2	
Round 3	
Ban 1 DEF	Ban 1 ATK
Round 4	
Round 5	
Round 6	
Bans Reset	
Side Swap	
Team 1 DEF	Team 2 ATK
Ban 1 ATK	Ban 1 DEF
Ban 1 ATK	Ban 1 DEF
Round 7	
Round 8	
Round 9	
Ban 1 ATK	Ban 1 DEF
Round 10	
Round 11	
Round 12	
OVERTIME	
Team 1 ATK	Team 2 DEF
Previous 3 DEF Bans	Previous 3 ATK Bans
Round 13	
Team 1 DEF	Team 2 ATK
Previous 3 ATK Bans	Previous 3 DEF Bans
Round 14	
Team 1 ATK	Team 2 DEF
Previous 3 DEF Bans	Previous 3 ATK Bans
Round 15	

BLAST R6 ban system for esport competitions operates as follows:

- **Before the start of round 1:** both teams will simultaneously ban 1 operator of the opposite side they are playing (attackers ban a defender and vice-versa), twice. At the end of this ban sequence, 4 operators will be banned in total. During this entire ban sequence, coaches will be allowed to communicate with players.
- **Before the start of round 4:** both teams get an additional ban bringing the total number of operators banned to 6. Coaches are not allowed to communicate with players during this ban sequence.
- **Before the start of round 7:** the operator bans are reset, and teams swap sides as they traditionally do. The ban sequence that took place before round 1 repeats itself and a total of 4 operators are banned once again. Coaches will be allowed to communicate with players for this ban sequence. Note that this time for coaches to communicate with players doesn't count as a tactical timeout and each team will still have 1 tactical timeout to use at their discretion during a map.
- **Before the start of round 10:** the ban sequence that took place before round 4 repeats itself bringing the total number of operators banned to 6 once again. Coaches are not allowed to communicate with players during this ban sequence.
- **If the map goes to overtime:** no new operator bans are done. The game will automatically replicate the 3 bans that each team had for any given side. 6 operators in total will be banned at all time during overtime rounds. For clarity, Coach will not be able to communicate with Players during this automated ban phase.

All ban timers in the above flow are set to 20 seconds. If both teams lock in their bans before the timer runs out, the timer will automatically be shortened

5.1.3.4. 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.

5.1.3.5. Cosmetics

During BLAST R6 competitions' official matches, Players can only use the battle dress uniforms and headgears listed below:

- Operator's default skins
- Pro R6Share teams branded cosmetics
- Six Major branded cosmetics
- Esports Programs cosmetics', with the exception of the Thermite Legacy Set uniform and Headgear which is not allowed to be used.

All others battle dress uniforms and headgears are banned from use in competitive play.

Using any battle dress uniforms and/or headgears that are not permitted will result in a warning for first offense and a round loss for any additional offenses. 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.

5.1.3.6. 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
- Shield boosting onto undetected window ledge
- Using a Mira black Mirror to boost
- Placing a Maestro's Evil Eye on Alibi's decoy

- 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
- Vigil boosting that renders Vigil undetectable

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 at the very start of the operator pick phase of the next round. 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 their own Team. A referee or tournament administrator will be listening to the communications between the Players and their Coach for the entire duration of the Tactical Timeout with the content of such voice communications being recorded and potentially live broadcasted or used for the production of content by the Broadcasting Staff. 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.

Any Tactical Timeout that is requested before Round 4 and Round 6 of the match, will start once the Operator Bans have concluded.

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.

Players and/or Coach are strictly forbidden to leave the competition area during Tactical Timeouts without express approval of a Tournament Official

5.1.5. Role Swap Timeout

Role Swap Timeout is a pause in the flow of the game that is automatically triggered at the end of Round 6 right before attackers and defenders swap side.

During a Role Swap Timeout, Coach will be allowed to communicate with Players of their own Team. A referee or tournament administrator will be listening to the communications between the Players and their Coach for the entire duration of the Role Swap Timeout, with the content of such voice communications being recorded and potentially live broadcasted and/or used for the production of content by the Broadcasting Staff. Once the duration of the Role Swap Timeout has elapsed, the communication between the Coach and the Players will automatically be cut-off and the game will resume with the side swap.

Players and/or Coach are strictly forbidden to leave the competition area during Role Swap Timeouts

without express approval of a Tournament Official.

5.1.6. Issues during a Match

5.1.6.1. Technical Pause

A Technical Pause is a pause in the Match which interrupts the standard proceedings due to an issue which prevents normal play condition, and which are decided by Tournament Officials at their sole discretion due to any reason they deem reasonable (including, but not limited to, hardware malfunction, furniture malfunction, food/drink spillage, etc...)

The following restrictions and processes will apply during Technical Pauses:

- There is no pre-determined duration for Technical Pauses.
- Technical Timeout may not necessarily result in a Re-host, but all Re-hosts are considered Technical Pauses.
- Once the action phase starts, players should raise any technical issue to Tournament Officials. Play will not be paused or halted unless specifically approved by Tournament Officials during the round, until the next pause opportunity. Players must make all efforts to continue to play unless otherwise not possible.
- During a Technical Pause, Players and Coach may only speak with their respective Tournament Official for the Match to solve any ongoing issue pertaining to the Technical Pause and for the entire duration of the Technical Pause, unless explicitly allowed by Tournament Officials to do otherwise. Failure to comply will be sanctioned.
- Players and/or Coach are strictly forbidden to leave the competition area during Technical Timeouts without express approval of a Tournament Official.

In the instance of a Technical Pause and Tactical Timeout being called for the same instance, the Technical Pause will be issued first so the Team may resolve their ongoing issues. Once the technical issues are resolved, the Tactical Timeout will be issued.

5.1.6.2. Re-host

The Tournament Organizer maintains the ability to issue a Re-host at any time in the interest of competitive integrity.

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, which UBISOFT, BLAST and the Tournament Organizer may penalize with Sanction(s) in case of breach, as further set forth in **Section 6**:

- Cheating in BLAST R6 will be heavily penalized. 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.

- Any occurrence of match-fixing defined as the action of pre-determining, tampering, or attempting to influence the outcome of a match, or events within the match, whether through bribery, threats, match throwing, or any other manner, in exchange of a benefit (financial or otherwise).
- 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. Players may not intentionally forfeit a game, teamkill, or conspire to manipulate rankings or brackets (including: to obtain a lower Seed, 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 in BLAST R6.
- 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 and will result in a penalty.
- All participants of the BLAST R6 are expected to behave in an appropriate, well-mannered, and respectful manner towards other Players, Teams, participants, spectators, and the Administrative Staff, and avoid any conduct which interrupts or disrupt the general flow of the tournament. This includes before, during and after a competition of a BLAST R6 competition where behavior is expected in all public areas of interaction which includes, but are not limited to, Twitch, Twitter, Facebook, the in-game client, and at any location associated with an offline tournament of the BLAST R6 competition.
- Players must always act professionally and may not curse, taunt, or use vulgar or inappropriate language. Players are expected to treat all members of BLAST R6 staff, and sponsors, with respect.
- Players may not verbally abuse any Tournament Officials. Verbal abuse includes, but is not limited to, the use of vulgar language directed at Tournament officials, the use of insulting words directed at Tournament Officials, and excessive arguments with Tournament Officials that results in the delay of a match.
- More generally, the following behavior will not be tolerated and may be penalized with Sanction(s) by UBISOFT, BLAST and/or the Tournament Organizer:
 - Any actions or statement beyond the boundaries of protected free speech which may be found offensive and related to gender identity and expression, sexual orientation, disability or mental illness, ethnicity, nationality, skin color, religion, age, physical appearance, social original, politic or other opinions, etc.
 - Any language or content deemed illegal, dangerous, or threatening
 - Usage of any name or tag that is deemed inappropriate
 - Illegal possession, use, or distribution of alcohol or drugs, steroids or other performance enhancing substances during the tournament
 - Lack of respect and provocation, including verbal insults or insulting gesture or defamation
 - Impersonation of Tournament Officials, the Tournament Organizer, BLAST or UBISOFT employees
 - Theft related crimes such as burglary, robbery, or larceny
 - Deliberate intimidation, actual or threatened physical or emotional violence against another person, which includes intention and/or unintentional action causing physical or emotional harm, or any action endangering the health or safety of any person
 - Stalking, harassment, inappropriate physical content, unsolicited sexual attention, comment, or gesture or contact of a sexual nature that is likely to cause offense or humiliation to any person or threaten their wellbeing.
 - Generally, any conduct that may be in violation of any federal, state, or local law or regulation, regardless of whether formal charges have been filed.

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 5.3.** 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.

	Tournament Organizer's responsibility
Administrative Staff Role	Identification and communication to the Teams of all Tournament Organizer Administrative Staff role in order to facilitate organizational and logistical communications.
Equipment	<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>
Third party program usage	<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-party 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>
Cheat & Equipment tampering	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.
Offline event accesses for all parties involved	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 procedures which will have to be always complied with by the Players and Team Staff.
Competition format	As indicated in Section 5.1.1 , 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 a Tournament Organizer operates.

Competition registration	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 Section 3.3 , in order to be authorized to participate in said competition.
Match & Competition process	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.
Promotional and Media obligations	Specific promotional and media obligations which Teams and Players may be required to attend and/or comply with during competitions may be specified in Specific Rules by the Tournament Organizer, in addition to those stated in Section 5.5 of this Global Rulebook.
Notification and escalation process	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...).

5.4 Tie breaker rules

Whenever applicable (Regional Leagues, Major or any other format supporting this type of scenario), and unless specified otherwise in Specific Rules, 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

In the event where a team is awarded a victory with a 7-0 scoreline due to the opposing team forfeiting a match, the 7-0 scoreline will not be taken into consideration when the tie breaker rules are being applied.

5.5. Promotional activities obligations and LAN restrictions

5.5.1. Promotional/Media activities

Players and/or Coach participating in BLAST R6 competitions will be required to attend promotional and media activities in consideration of their right to participate in such tournament and the publicity and the exposure that arises therefrom. This may include at minimum participation in match interviews, creation of content pieces related to BLAST R6 created by the Production and Broadcasting Staff, signing sessions during LAN competitions, and other types of promotional content. Such activities will be communicated reasonably in advance to the Player and/or Coach requested to attend and will not exceed a period of time going beyond what is expected within the esports industry.

Specific Rules may also provide additional details (including potential Sanction(s) in case of non compliance) regarding UBISOFT, BLAST and/or the Tournament Organizer expectations in terms of promotional and media obligations to be performed by each Team 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..).

5.5.2. Additional LAN Restrictions

The following additional rules applies to Players' and Coach's participation at offline tournaments of BLAST R6:

- Players must follow the rules and regulations of the hosting venue and partner;
- PC and peripherals provided by the Tournament Organizer may only be used for their approved function;
- The use of any electronic device or other non-approved peripherals is strictly prohibited and may result in Sanction(s) (including telephones, tablets, vaping devices, etc..) during competitive play;
- Players and Coaches may not handle or touch other Players' equipment after a match has started;
- Request from Players and Coach related to adjustment of stage lightning or stage cameras will not be granted unless they are justified or lighting setting unreasonably impacting the capacity of a Player to compete fairly and meets the requirements of the Production and Broadcasting Staff.

6. Sanction(s) & Penalties

6.1. Definition & Scope of Punishment

Infringement of any of the rules, requirements and obligations presented in the **Global 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.

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

	Description
Competitive warning	Lowest form punishment, a simple warning given to the Player or Team and detailing the offending behavior(s) and/or action(s). Competitive warning may precede the application of further disciplinary actions.
Competitive suspensions and ban	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. 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 Section 6.3 below).
Fines	Certain infractions perpetrated by a Team and/or one of its Players' or Team Staff may be penalized with monetary fines. In such event, the fine will be applied: <p>(a) 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, with such amount determined in consideration of the impact that the offending conduct had on the integrity of BLAST R6; or</p> <p>(b) A prize pool forfeiture in case of temporary or permanent competitive suspension.</p>
Global Points withdrawal	Infractions committed in the context of competition awarding SI Points 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 Regional League or Global competition in which the infraction was committed.
Competitive penalties	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.

All aforementioned infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.

Unless required by applicable law, UBISOFT will neither investigate nor issue any Sanction(s) regarding any infraction for which more than twenty-four months elapsed between the moment where it has been notified and the occurrence of the date of the infraction that has been alleged to be committed.

6.2. Notification and enforcement

Whether it is UBISOFT, BLAST or the Tournament Organizer who defines Sanction(s) for a Team, Player or Coach, the Sanction(s) will depend on the type of infraction:

- Competitive warning may be issued and notified by Tournament Organizer officials to the Team's Point of Contact. The Tournament Organizer may also issue round loss and map loss competitive penalties without consulting BLAST or UBISOFT provided that such competitive penalties are issued during the match.
- Any other Sanction(s) will be discussed between the Tournament Organizer, BLAST and UBISOFT and such 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 infractions of a particular gravity.

Regardless of the type of infraction, UBISOFT and BLAST will be notified by the Tournament Organizer for all infractions occurring in BLAST R6 and duly reported in UBISOFT's Penalty Tracker (see **Section 6.6**). 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 business days following the notification of the breach, UBISOFT and/or BLAST and/or the Tournament Organizer will make reasonable commercial efforts to reach out to the organization representing the person or people involved in such breach and inform them of the ongoing investigation. For sake of clarity, UBISOFT and BLAST and/or Tournament Organizer are not bound to this timeframe of 15 business days as the complexity of certain investigations may require additional time to be invested by UBISOFT and/or BLAST and/or the Tournament Organizer in order to be performed. 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 business days to come forward with any supporting elements or information contradicting the claims that triggered the investigation.

Any elements found during an investigation that is indicative of an investigated player purposefully taking measures to impede an ongoing investigation, by means of example through tampering and destruction

of evidence, may result in Sanction(s) which may go up to the maximum Sanction(s) permitted for the offense under investigation.

6.5. Duty to Cooperate

All Teams, Players, Coach and Team Staff, are required to fully cooperate with UBISOFT and/or BLAST and/or the Tournament Organizer in connection with any internal or external investigation that is conducted relating to a suspected violation of the Rules, as well as comply with any request for information made by UBISOFT, BLAST and/or the Tournament Organizer throughout an investigation. All Teams, Players, Coach and Team Staff in BLAST R6 have a duty to tell the truth in connection with any such investigation, and a duty not to obstruct any such investigation, mislead investigators, or withhold evidence. UBISOFT and/or BLAST are likely to draw an adverse inference in an investigation due to a failure to cooperate. Any Team, Player, Coach and/or Team Staff who fail, by action or omission, to cooperate with an investigation, including through producing the requested documents or other information requested, or fail to comply with any instructions or request for information issued by BLAST, UBISOFT and/or the Tournament Organizer during an ongoing investigation, may, in addition to other remedies, be subject to Sanction(s) for violation of this **Section 6.5**.

6.6. Penalty Tracker

UBISOFT maintains and keep up to date a repository of all Sanction(s) emitted as part of BLAST R6 (the "**Penalty Tracker**"). Content of the Penalty Tracker may be shared with 3rd party tournament organizers running competitions on Rainbow Six: Siege for the purpose of informing them of Players with active Sanction(s) within BLAST R6, with freedom from such tournament organizers to render ineligible Players with active BLAST R6 Sanction(s) in their tournament.

6.7. Memory Dump

Tournament Officials may contact directly and without prior notice a Player suspected of cheating to request a "Memory Dump" from that Player's PC used to run Rainbow Six: Siege. Once notified of a Memory Dump request, a suspected Player will be obligated to comply without delay to the Tournament Official's request and follow immediately all instructions provided by Tournament Officials to create the Memory Dump. Players are not allowed to close or restart their instance of the game that is running once requested to provide a Memory Dump.

The Tournament Organizer will then analyse the Memory Dump to identify any unusual data which may have transited through the Random Access Memory (RAM) of the Player's PC and that may be indicative of usage of an unauthorized third-party hardware or software.

Failure to supply such Memory Dump within the allocated timeline or any attempt to alter or tamper the integrity of the requested memory dump (including through closing or restarting the game if running when the Memory Dump is requested) may constitute a breach of **Section 6.5** and penalized with Sanction(s).

7. Prize payment

7.1. Recipient and release

All prize money will be paid and must be claimed by eligible winners within 45 to 90 days after the end of the BLAST R6 Regional or Global Competition in which prize pool was won, and after reception of the

corresponding invoice by the Tournament Organizer. After 90 days, eligible winners will be deemed to have forfeited their prize, unless such delay is proven to be caused by UBISOFT, BLAST or the Tournament Organizer.

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 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 acceptance of the terms and conditions of 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. For clarity, any unannounced skin accessible by Players in LAN Builds are considered confidential information and subject to the confidentiality obligations set forth in the present Section.

8.3. Privacy

This Section applies to the 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
Identification information 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"> • Registration to and administration of BLAST R6 • Roster Registration • Reservation of flights, travel arrangements, and accommodation (if applicable) • Ensuring effective and ongoing communication with Players and Team Staff.
Game data , including game statistics	<ul style="list-style-type: none"> • Game analyses and statistics • Audience engagement. <p>Please note: UBISOFT may make publicly viewable Team Data and may share such data with third parties through APIs</p>
Video and media recording , including recording of their voice, image, appearance, and screen.	<ul style="list-style-type: none"> • Broadcast and live streaming on TV channels and digital channels, and social media platforms and networks • Drive audience engagement and public interest for BLAST R6 and esports events and tournaments in general • Document the history of BLAST R6 and esports tournaments and events. • Player’s statements and/or interviews localization (including but not limited through the use of AI and machine translation tools) • Voice communication captioning and translation
Sanction(s) and offenses data , 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"> • Ensure Players and Team Staff compliance with the Rulebook and Ubisoft Terms of Use and UBISOFT’s and BLAST’s ability to investigate any breach hereof • Maintain and monitor the register of sanctions and penalties through the Penalty Tracker • Report any breach of the Rules and associated Sanction(s)
Key contractual information 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 Section 4.6)	<ul style="list-style-type: none"> • Ensure compliance with the transfer rules set forth in this Rulebook (see Section 4.6) • Monitor, document, and operate transfers in compliance with the transfer rules.

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. 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 name, nickname, 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 – Team Participation Agreement

In accordance with requirements set forth in **Section 3.2** of the BLAST R6 Global 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 competition of BLAST R6:

- **APPOINTED TEAM MEMBER:** _____
- **TEAM:** _____
- **BLAST R6 CIRCUIT COMPETITION:** _____

CONSEQUENCES OF APPOINTMENT

By executing this Team Participation Agreement, 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 through a legally binding document amongst ourselves prior to the execution of this Team Participation Agreement.
- In the event where our Team owns a Standard License, we agree that our Appointed Team Member will be empowered to exercise the prerogatives set forth in **Section 3.1.3.**, which includes the right **to initiate and negotiate a License Transfer discussion** and that our Team shall be provided full visibility and informed on such License Transfer discussion taking place. In the event where any consideration (financial or otherwise) is agreed between our Appointed Team Member and a prospective organization, we collectively acknowledge and agree that:
 - (a) we shall have full visibility on the existence and extent of such consideration (the “**Consideration**”);
AND
 - (b) a Transfer of Standard License will not be approved by UBISOFT in the absence of the execution of a legally **binding document determining how and when such Consideration must be redistributed amongst us**, with such document being fully executed in advance of such Transfer of License being requested to UBISOFT.

ADDITIONAL ACKNOWLEDGMENTS

We further acknowledge and agree that:

- 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 or portion of the Consideration remitted to us by the Appointed Team Member, including compliance with any applicable governmental and tax forms required to receive a prize or portion of the Consideration, the payment of any applicable withholding taxes and/or any and all costs and expenses associated with the receipt of such prize or portion of the Consideration 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 Team Participation Agreement, 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.

[SIGNATURE PAGE FOLLOWS]

TEAM MEMBER 1

Signature: _____
Full name: _____
Nickname: _____

TEAM MEMBER 2

Signature: _____
Full name: _____
Nickname: _____

TEAM MEMBER 3

Signature: _____
Full name: _____
Nickname: _____

TEAM MEMBER 4

Signature: _____
Full name: _____
Nickname: _____

TEAM MEMBER 5

Signature: _____
Full name: _____
Nickname: _____

COACH (IF APPLICABLE)

Signature: _____
Full name: _____
Nickname: _____

TEAM MEMBER 6 (IF APPLICABLE)

Signature: _____
Full Name: _____
Nickname: _____

TEAM MEMBER 7 (IF APPLICABLE)

Signature: _____
Full Name: _____
Nickname: _____

APPOINTED TEAM MEMBER

Signature: _____
Full name: _____
Nickname: _____