



CHALLENGER CIRCUIT

EML

Season 2026

Rulebook

Introduction

UBISOFT EMEA SAS (“**UBISOFT**”) wishes to operate Rainbow Six Siege at the forefront of the esports industry, providing an environment for players thrive from grassroot to professional play. Through high standards only can we build an inclusive and fair ecosystem where discipline, hard-work and results are rewarded at any level of competition.

This rulebook applies within the context of the official Rainbow Six EML Challenger Circuit and to any of its affiliated tournaments (the “**EML Challenger Circuit**”). This rulebook aims at providing and codifying a structured and consistent set of rules and standards enforceable across the EML Challenger Circuit for everyone and every organisation partaking in it, and in particular the Teams (the term “**Team**” refers to any person or entity authorized and eligible to compete in the EML Challenger Circuit). Participation in any competitions part of the EML Challenger Circuit is conditioned to the acceptance of the following rules and standards (collectively the “**EML Challenger Circuit Rules**”):

- The rules and penalties contained in the present EML Challenger Rulebook, as updated, amended or supplemented from time to time (the “**EML Challenger Circuit Rulebook**”); and
- The Tournament Rules issued by each Tournament Organizer for each competition part or affiliated with the EML Challenger Circuit, which will be provided or made available in advance by the applicable Tournament Organizer of said competition (the “**Tournament Rules**”);
- 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 this **EML Challenger Circuit Rulebook**, shall also be read carefully in order to participate in the EML Challenger Circuit. If any questions arise regarding the way UBISOFT processes Personal Data as part of the EML Challenger Circuit, please contact UBISOFT’s Data Protection Officer: [here](#)

1. Acceptance and modification of the EML Challenger Circuit Rules

1.1. Acknowledgement and Acceptance of the EML Challenger Circuit Rules

1.1.1. Teams, Coach and Players

Each Player and Coach must read, acknowledge and accept these EML Challenger Circuit Rules, and agree to abide by them at all times in order to remain eligible to participate in the EML Challenger Circuit. A definition of the term Player and Coach may be found in **Section 4.1** of this EML Challenger Circuit Rulebook. By accepting these EML Challenger Circuit Rules, each of them consents to UBISOFT'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 EML Challenger Circuit Rules may be accepted either through the registration process of a EML Challenger Circuit competition or deemed accepted when a Player or its Team enter and participate into any match of the EML Challenger Circuit. Players and their Team may not participate if they do not agree to be bound to these EML Challenger Circuit Rules or otherwise do not meet the eligibility requirements set forth in the EML Challenger Circuit Rules and Tournament Rules.

1.1.2. Tournament Organizers

Any and each Tournament Organizer contracted or authorized by UBISOFT to operate a competition part of or affiliated with the EML Challenger Circuit is responsible for abiding to these EML Challenger Circuit Rules and to issue Tournament Rules.

The term "**Tournament Organizer**" refers to the entity that organizes the competition and/or produces the broadcast of a competition part of the EML Challenger Circuit 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 EML Challenger Circuit Rules, as well as the Tournament Rules of the competition it is in charge of. Administrative staff also serves as a point of contact for Teams regarding any question related to the EML Challenger Circuit, and to report any breach to the EML Challenger Circuit Rules and/or Tournament Rules.
- Its "**Production and Broadcasting Staff**" which refers to the staff employed or contracted to operate, broadcast or livestream the EML Challenger Circuit or any associated content.

For some competitions of the EML Challenger Circuit, the Tournament Organizer may be UBISOFT itself and/or any Tournament Organizer contracted by UBISOFT to organize such tournament part of the EML Challenger Circuit.

1.2. Modification of the EML Challenger Circuit Rules.

1.2.1. Modification of the EML Challenger Circuit Rules and the EML Challenger Circuit format

In order to ensure that the EML Challenger Circuit is operated in accordance with the values conveyed by the [Principles of Esports Engagement](#), or for the protection of any interest that UBISOFT considers material in order to preserve the values, legitimacy and integrity of the EML Challenger Circuit, or in order to comply with any applicable law, UBISOFT may amend or supplement these EML Challenger Circuit Rules

with or without prior notice. UBISOFT may also change part of, or the entirety of, the format of the EML Challenger Circuit defined in **Section 2** with a reasonable notice before said modified parts of the format are executed upon. The Tournament Organizer may modify the Tournament Rules in accordance with the same principles.

1.2.2. Notification.

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

Official Point of Contact for the Teams will be the Appointed Team Member indicated in the Team Participation Letter mentioned in **Section 3.1** (the "**Point of Contact**"), and for Teams with a legal entity, to the person designated by the Team as the official Point of Contact for that Team. The Point of Contact of a Team shall be limited to one person representing the Team.

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

2. Scope of the EML Challenger Circuit

The EML Challenger Circuit is a combination of competitions within the European and MENA Region and establishing the official Challenger Circuit competitive scene of Rainbow Six: Siege for the European and MENA Region.

2.1. European and Mena Region

All tournaments within the EML Challenger Circuit are open to eligible participants in the European and MENA Regions which includes the following countries and regions (the "**EML Region**"):

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.

UBISOFT may update the list of eligible countries and regions part of the EML 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 the EML Challenger Circuit's operation during a Season.

Regional Secondary Circuit tournaments may set their own and more restrictive list of eligible countries and regions. Please refer to their respective rulebooks for restrictions.

2.2. Duration and Level of Competition

2.2.1. Overview

For Season 2026, the EML Challenger Circuit will unfold from March 2026 until December 2026 (the

“Season”) and include a variety of Rainbow Six Siege competitions organized by UBISOFT and/or Tournament Organizers contracted or authorized by UBISOFT to operate an EML Challenger Circuit competition.

The EML Challenger Circuit will start with a Regular Season featuring both a Primary and a Secondary Circuit (the “**Regular Season**”), at the conclusion of which the best Teams from the Regular Season will qualifying directly to the EML Challenger Circuit Playoffs which is expected to take place in December (the “**EML Challenger Circuit Playoffs**”).



2.2.2. Regular Season

The Primary Circuit will include three tournaments organized by UBISOFT (the “**Primary Circuit**”), each of them awarding Competitive Points to eligible winners, broken down as follows:

- The R6 Rainbow Rumble, run from March to May 2026 (“**R6 Rainbow Rumble**”)
- The R6 Rainbow Central Combine, run from June to July 2026 (“**R6 Central Combine**”)
- The R6 South Breach, run from September to November 2026 (“**R6 South Breach**”)

Alongside the Primary Circuit, a Secondary Circuit will take place and feature competitions organized by various Tournament Organizers in the EML Region operated under a tournament license issued by UBISOFT (the “**Secondary Circuit**”). Tournament Organizers of competition belonging to the Secondary Circuit are authorized by Ubisoft to award Competitive Points to their eligible winners and are subject to additional rules and restrictions regarding the operation of their competition which will be set forth in a separate document provided by UBISOFT which all Tournament Organizers part of the Secondary Circuit will have to abide to in similar terms (the “**Homologation Rules**”). For Season 2026, the Secondary Circuit will include different categories of Secondary Circuit competitions:

- “**Online EML Tournaments**” being tournament opened to any participants in the EML Region and that taking place primarily online; and

- **“LAN Tournaments”** being tournaments taking place primarily in-person and open to any participants in the EML region; and
- **“Regional Tournaments”**, being primarily online tournaments opened only to a subset of participants residing within specific countries of the EML Region.

The full list of Secondary Circuit competitions part of the Secondary Circuit will be communicated by UBISOFT on socials and on the R6esports website as and when they are confirmed to be supported.

2.2.3. EML Challenger Circuit Playoffs & byes into the EML Challenger Finals 2027

At the conclusion of the Regular Season, the top four teams with the highest number of Competitive Points in the Point System (as defined in **Section 2.3.1** below) will qualify to the EML Challenger Circuit Playoffs which is expected to take place in December.

The specific date and location of the EML Challenger Circuit Playoffs will be announced at a later date during the Season by UBISOFT.

2.2.4. Byes into the EML Challenger Circuit Finals 2027

Top Teams from the EML Challenger Circuit Playoffs will get access to advanced stages of the EML Challenger Finals 2027 (formerly known as the “EML Challenger Series”) which is a tournament expected to be held in the EML Region in March 2027.

The number of Teams from the EML Challenger Circuit Playoffs getting an access to advanced stage of the EML Challenger Finals 2027, together with specific dates and location for the EML Challenger Circuit, will be set forth at later date by UBISOFT in the Challenger Finals 2027 Rulebook.

2.3. Competitive Points & Tie Breaker Rules

2.3.1. Competitive Points

As indicated in **Section 2.2.3** above, eligible winners of competitions part of the Primary Circuit and Secondary Circuit will be awarded Competitive Points (**“Competitive Points”**) to determine Teams that qualifies to the EML Challenger Circuit Playoffs through the Point System. The Point System provides a regional ranking for all Teams competing in the Regular Season of the EML Challenger Circuit for Season 2026, with Competitive Points distributed as follows for each Tournament (the **“Point System”**):

	Type of Tournament	Total Competitive Points
Primary Circuit	R6 Rainbow Rumble	680
	R6 Central Combine	680
	R6 South Breach	680
Secondary Circuit	Online EML Tournament with 16 Teams or more participating	225
	Online EML Tournament with 8 to 15 Teams participating	105
	Regional Tournaments with 16 Teams or more participating	180
	Regional Tournament with 8 to 15 Teams participating	105
	LAN Tournament with 8 Teams or more participating	225
	LAN Tournament with 4 to 7 teams participating	105

Tournament Rules for each of these competition will indicate how Competitive Points will be split amongst

eligible winners as well as potential tiebreakers rules in place which may apply in case where several Teams achieve the same ranking in these competitions.

Total points may differ per tournament based on placement differences.

2.3.2. Competitive Points Tie Breaker Rule

The following tiebreaker rules shall apply to resolve ties if multiple Teams have the same number of Competitive Points in the Point System to determine the Teams qualifying for the EML Challenger Circuit Playoffs .

2.3.2.1. Application of the Tiebreaker rules

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

2.3.2.2 Head-to-head record

If two or more Teams have the same number of points in the 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.

2.3.2.3. Percentage of matches won

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

2.3.2.4. Percentage of maps

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

2.3.2.5. Percentage of rounds won

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

2.3.2.6 Tiebreaker Match

If none of the previous rules were able to resolve the ties, an additional tiebreaker match will be scheduled between the tied Teams at a moment decided by the Tournament Organizer. The tiebreaker match will be played in a Best of 3 format, with standard overtime rules.

3. Conditions for participation

3.1. Team Participation Letter

All Teams competing in The EML Challenger Circuit that are not represented by a legal entity must be represented by one Player or Coach of said Team (the “**Appointed Team Member**”). All Players and Coach of each Team competing in the EML Challenger Circuit without a legal entity are required to sign a Team Participation Letter using the template set forth in Appendix for their Team (the “**Team Participation Letter**”).

A Team Participation Letter is valid for the entirety of the Season and must be signed by all Players registered as part of the Core Roster for said Team and the Coach (see **Section 4.1** for a definition of Core Roster). Through the execution of a Team Participation Letter, all members of the Team agree that any Prize Payments owed to the Team due its their placement in a Primary Circuit competition part of the EML Challenger Circuit will be made to the Appointed Team Member indicated in said Team Participation Letter. Prize Payments distribution for Secondary Circuit competition may be applied differently if stated otherwise in the Tournament Rules for said Secondary Circuit competition.

A Team Participation Letter also grants the ability to retain Competitive Points in case of Roster Change for the Team, provided that such changes are made in compliance with the Player Transfer limitations set forth in **Section 4.4**. In the event where the Core Roster of a Team with Competitive Points change due to transfer of Players made during Transfer Windows, then a new Team Participation Letter will have to be executed by the newly composed Team.

Changes of Appointed Team Member may only be requested by the Appointed Team Member or by any person legally authorized to act on the Appointed Team Member’s behalf, and will require execution of a new Team Participation Letter to be acted upon.

For clarity, for Teams represented by a legal entity, Prize Payments due and Competitive Points accrued belong to the legal entity representing the Team. Each Team in the EML Challenger Circuit represented by a legal entity shall designate one single point of contact who will be empowered to execute the same prerogatives as those of an Appointed Team Member for Teams operating under a Team Participation Letter.

3.2. Player and Coach Eligibility

3.2.1. Compliance with the EML Challenger Circuit Rules

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

3.2.2. Age

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

3.2.3. Residence

Any Player competing in the EML Challenger Circuit must reside in the EML Region. Additionally, UBISOFT and/or Tournament Organizers may add extra residency requirements in their Tournament Rules, notably

for Regional Tournaments.

3.2.4. Ubisoft account in good standing

In order to be eligible to participate in the R6 EML CHALLENGER Circuit and throughout the entire duration of the EML Challenger Circuit, Players and Coach 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 the Ubisoft account of a Player or Coach may translate into Sanction(s) in the EML Challenger Circuit.

3.2.5. No competition suspension

A Player and/or Coach may not participate or be involved in any competition of the EML Challenger Circuit if such Player and/or Coach is subject to a competitive suspension issued by UBISOFT or the Tournament Organizer of said competition.

3.2.6. Compliance with local labor and immigration laws

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

UBISOFT and/or the Tournament Organizer cannot be held responsible for the failure of a Player and/or Coach and/or Team's failure to secure any required documentation needed to participate in an EML Challenger Circuit competition in compliance with applicable law and to apply for visas, if required, much in advance of expected attendance to the EML Challenger Circuit Playoffs (one month prior being the minimum).

Teams are responsible for providing to the Tournament Organizer operating a competition of the EML Challenger Circuit with supporting document substantiating the compliance of their Players and Coach with **Sections 3.2.2, 3.2.3, 3.2.4** and **3.2.7** at the beginning of the Season and no later than seven days prior to the Team's first official match of a Season in the EML Challenger Circuit or during the Season whenever a new Player is acquired.

3.2.7. Absence of Conflict of Interest

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

- (i) Joint Control of multiple Teams, or any form of interests in multiples Teams in the EML Challenger Circuit. For purpose of this definition in this present **Section 3.2.7** (i), "Control" means:
- The possession, directly or indirectly, of the power to vote five percent (5%) or more of all interests having voting power for the election of Team owners or any Team representative.
 - The ownership of a general partnership interest or a limited partnership interest (or other

ownership interest) representing ten percent (10%) or more of the outstanding limited partnership interests or other ownership interests of such Team.

(ii) A situation where a Player or a Coach (such term being defined in **Section 4.1**) is an employee, officer, director, agent, contractor or subcontractor performing services or work in connection with the EML Challenger Circuit, or representatives of UBISOFT or the Tournament Organizer and/or of any person or other entity which own or Control, is under the ownership or is under common ownership or Control of UBISOFT or the Tournament Organizer. "Control" under this present Section (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 Coach 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 Coach is not in a position where such Player or Coach may obtain access to confidential information providing a competitive advantage to its Team if disclosed during such participation.

(iii) A situation of collusion where a Player or Coach is in a position in which said Player or Coach could interfere and/or benefit financially or otherwise, directly or indirectly, from a decision to alter the outcome of a match and/or behavior of the Team within a competition of the EML Challenger Circuit in a manner contrary with the integrity and competitive spirit of the EML Challenger Circuit. A situation of collusion includes, but is not limited to, undisclosed agreement between two or more parties to deceive and/or mislead Tournament Organizer's officials and/or UBISOFT's Regional Esports manager or tampering the outcome of a or multiple matches in a competition of the R6 EML Challenger Circuit.

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

Failure to provide the aforementioned absence of Conflict-of-Interest statement, or in case of any misrepresentation or deceit on the facts alleged on this absence of Conflict-of-Interest statement, may lead to Sanction(s), which may include disqualification of the Team from the EML Challenger Circuit.

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 3.1 and corresponding to the Team's Point of Contact empowered to exercise the prerogatives indicated in the Team Participation Letter.
"Players"	The term "Players" refers to the Core Roster and/or Wildcard Players of a Team (collectively the "Players") registered to compete for said Team in competitions of the EML Challenger Circuit.
"Core Roster"	A "Core Roster" includes the players that have executed a Team Participation Agreement for a given Team.
"Roster"	The term "Roster" means the Players registered by a Team to compete in a competition of the EML Challenger Circuit in accordance with the team composition requirements set forth in Section 4.2 and 4.3.

“Starter”	A “Starter” is a Player of a Team’s Core Roster which is expected to participate by default to competitions part of the EML Challenger Circuit in accordance with the team composition requirements set forth in Section 4.2. and 4.3.
“Substitutes”	A “Substitute” is a Player of a Team’s Core Roster which may be requested by a Team to replace Starter Player in a match of the EML Challenger Circuit in accordance with the team composition requirements set forth in Section 4.2 and 4.3, and the Player Substitutions rules set forth in Section 4.5.
“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 the EML Challenger Circuit.
“Wildcard Players”	The term “Wildcard Players” refers to any Player that is not part of the Core Roster Players, yet authorized to compete with a Team in a Regional and/or LAN Secondary Circuit Tournament. Wildcard Players are not permitted to compete in two EML Challenger Circuit competitions at the same time, meaning that the same Wildcard Player cannot be registered in several Rosters in two competitions part of the EML Challenger Circuit and taking place at the same time.

4.2. Minimum and Maximum Team composition

Each Team shall always have the following Team composition in any EML Challenger Circuit tournament in order to remain eligible to earn circuit points (roles can be cumulated unless specified otherwise):

	Team Composition
Primary Circuit Tournaments and Secondary Circuit’s Online EML Tournaments	<ul style="list-style-type: none"> • Minimum 5 Starter Players; and • Maximum 1 Team Coach and 2 Substitutes
Regional and LAN Tournaments of the Secondary Circuit Tournament	<ul style="list-style-type: none"> • Minimum 3 Starter Players, up to a Maximum of 5 Starter Players; and • Maximum 2 Wildcard Players; and • Maximum 1 Team Coach and 2 Substitutes

At any time during the EML Challenger Circuit, a Team may not have more than seven Players registered to the roster of a Team (including Starters, Substitutes and/or Wildcard Players) for a given competition. teams operating in the EML Challenger Circuit under a Team Participation Letter (ie. Without a legal entity) shall be represented at all time by an Appointed Team Member, although physical presence of the Appointed Team Member in a competition part of the EML Challenger Circuit is not be mandatory unless such Appointed Team Member is also one of the Player or Coach participating in the tournament for that Team.

4.3. Additional Team composition Restrictions

4.3.1. BLAST R6 Players

Teams may not register in their Roster any Player from a Team participating in a Regional League of BLAST R6 (see the BLAST R6 Global Rulebook for a definition of **“Regional League”** and **“BLAST R6”**).

Teams participating in a Regional League of BLAST R6 may field a Secondary roster as part of the EML

Challenger Circuit. The Secondary Roster may include substitute players from their Main Roster within their Secondary roster as per the BLAST R6 Global Rulebook (please see a definition of “**Secondary Roster**” and “**Main Roster**” in Section 4.1 of the BLAST R6 Global Rulebook)

4.3.2. EML Challenger Circuit Playoffs Roster

A Team qualifying to the EML Challenger Circuit Playoffs submit a team for the competition using the same core players they had at the end of EML Challenger Circuit Transfer Window 3.

4.4. Core Roster Lock & Permitted Changes of Players

4.4.1. Core Roster Lock

A Core Roster is considered locked upon its registration as an EML Challenger Circuit Team and for the full duration of the Team’s participation in said circuit (“**Core Roster Lock**”). Once Roster Locked, no new Player(s), or Coach may be added to the Core Roster of the Team during the circuit, unless permitted under the Transfer Rules and Transfer Windows Restrictions set forth in Section 4.4.2 below.

The specific deadline for Teams to submit their Core Roster for the EML Challenger Circuit will be 48 hours from the time that the invitation to join to become an EML Challenger Circuit Team is received.

4.4.2. Transfer Rules and Transfer Windows Restrictions

In order to retain Competitive Points that a Team may have accrued throughout its participation in the EML Challenger Circuit for Season 2026, Teams may only make Core Roster Players changes during the following EML Challenger Circuit Transfer Windows (“**Roster Change(s)**”) and be required to retain a minimum of 3 Players from one EML Challenger Circuit Transfer Windows to another (“**EML Challenger Circuit Transfer Windows**”):

	Dates
EML Challenger Circuit Transfer Window 1	May 18 th – May 24 th 2026
EML Challenger Circuit Transfer Window 2	August 15 th – August 21 st 2026

The number of Roster Changes permitted during Transfer Windows is not restricted as long as and provided that:

- The requirement of a minimum of 3 players from the roster registration or the previous transfer window is respected; and
- The cap of maximum 7 Core Roster Players registered is not exceeded.

Once a change of Core Roster Player(s) has been made, the newly formed Team shall execute a new Team Participation Letter and submit it to Tournament Officials, as further described in Section 3.1.

4.4.3. Uplift Rule

Notwithstanding Section 4.4.2. above, if one player registered to an EML Challenger Circuit Team is acquired by a BLAST R6 Regional League Team during a BLAST R6 Transfer Window (see Section 4.6.3 of the [BLAST R6 Global Rulebook](#)), then the EML Challenger Circuit Team impacted by such player transfer will be permitted to add a new Player to its Roster to replace the player departing. (the “**Uplift Rule**”). For clarity, the impacted EML Challenger Circuit Team will remain obliged to maintain 3 Players meaning that

an addition of players will not be permitted if only 2 players remain after usage of the Uplift Rule.

A Team that desires to benefit from the Uplift Rule must contact Ubisoft as soon as it obtains knowledge of a player transfer to a BLAST R6 Team, and will be required to follow deadline and instructions provided by Ubisoft to benefit from the Uplift Rule.

4.5. Player Substitution

A Team may request that one or two of the registered Substitute Players of its Core Roster replaces one or two of the registered Players of said Roster for a given match of BLAST R6 ("**Player Substitution(s)**").

To request a substitution, the Coach 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 Player, due to exceptional circumstances, is not able to play an official match, with no Substitutes for the Roster available for replacement, the Core Roster's Coach may request the ability to step-in temporarily as a substitute Player. A Coach may only step-in with the Tournament Organizer's approval and will not be allowed to step-in in case of non-compliance with all the eligibility conditions set forth in **Section 3.2.**)

4.6. Core Roster Registration

At the conclusion of an EML Challenger Circuit competition in which a Team has earned Circuit Points for the first time during the Season, then such Team will be officially invited to join the EML Challenger Circuit as an EML Challenger Circuit Team and be required to submit a Core Roster of up to 7 Core Roster Players for Core Roster Lock (see Section 4.4.1.). A Team may add players up to the maximum capacity permitted under Section 4.2 for its Core Roster Lock if that Team did not use the maximum capacity permitted during that EML Challenger Circuit competition.

As part of the Core Roster registration process, each Team must provide to UBISOFT a list of information regarding its official Core Roster used during the EML Challenger Circuit. This list should include the following information of the Players and Coach (collectively the "**Team Data**"): 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 the R6 Challenger Circuit for the Season.

The communication to Ubisoft of the aforementioned Team Data constitutes a legitimate interest for the protection of the stability and integrity of the EML Challenger Circuit and a material condition for any Team's participation in the EML Challenger Circuit. Any change in such Team Data shall be notified to the Tournament Organizer whenever a change occurs and always in accordance with the limitation set forth in these EML Challenger Circuit Rules.

UBISOFT and/or the Tournament Organizer reserve 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 during EML Challenger Circuit Transfer Windows.

More information regarding the way Ubisoft processes Team Data (including Personal Data) is provided in **Section 8.3** of the Rulebook titled "Privacy". For cases when UBISOFT is not the processor of the Team Data (notably for competition that are not organized by UBISOFT but by a Tournament Organizer of a Secondary Circuit competition), Players and Coach shall refer to the privacy section of the Tournament Rules for said competition.

5. Rainbow Six: Siege competitions operation and administration

5.1. Game and Match settings

5.1.1. Game settings

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

5.1.2 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 Tournament Rules of the EML Challenger Circuit competition it is part of.

5.1.3. Match settings

The following match settings be applied consistently across all competitions of the EML Challenger Circuit:

- By default, the host of the game should be the observer, an admin or a commentator. Tournament Organizers may specify otherwise in the Tournament Rules but the responsibility of hosting the game can never fall on one of the Players.
- A game must be hosted on a local server 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	Off

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

5.1.4. Maps and Operators

5.1.4.1. Map pool

The official map pool for competitive play in the EML Challenger Circuit 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 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 the EML Challenger Circuit will be notified at minimum two weeks before the beginning of a particular EML Challenger Circuit competition in case of change in the competitive 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 EML Challenger Circuit, 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.

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

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".

5.1.4.3. Operator Ban System

EML Challenger Circuit ban system for esports competitions operates as follows:

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	

- 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

5.1.4.4. Operators, gadgets, equipment or attachments

Every new operator released in Rainbow Six: Siege is available for competitive play in the EML Challenger Circuit 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.

5.1.4.5. Cosmetics

During EML Challenger Circuit 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.

5.1.4.6. 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 the EML Challenger Circuit 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 the Tournament Organizer so that UBISOFT can investigate as to whether such bug exploits, or in-game exploit must be barred from usage in any competition of the EML Challenger Circuit.

These are known unintended mechanics that have been approved for use in the EML Challenger Circuit 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 the EML Challenger Circuit 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

5.1.5. 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

5.1.7 Issues during a Match

5.1.7.1. 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 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.

5.1.7.2. 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 the EML Challenger Circuit is subject to the following good sportsmanship rules, which UBISOFT and the Tournament Organizer may penalize with Sanction(s) in case of breach, as further set forth in Section 6:

- Cheating in the EML Challenger Circuit 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 throughout the EML Challenger Circuit.
- 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 EML Challenger Circuit 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 an EML Challenger Circuit 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 EML Challenger Circuit 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 EML Challenger Circuit 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 a 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 and 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 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. Scope of Tournament Rules

Each competition of the EML Challenger Circuit may be operated by different Tournament Organizers, or by UBISOFT itself for certain part of the EML Challenger Circuit (notably Primary Circuit competitions and the EML Challenger Circuit Playoffs). Depending on the location, duration and format of the competition, rules pertaining to the organization of the EML Challenger Circuit competitions may vary. The Tournament Organizer is responsible for the establishment of guidelines and rules on the topics identified in this Section and must make such rules and guidelines available to Teams before the start of the competition they oversee. In the event where there is an ambiguity, conflict or inconsistency between competition's Specific Rule and the rules contained in this EML Challenger Circuit Rulebook, the rules contained in this EML Challenger Circuit 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 the EML Challenger Circuit, with an indication each time on the equipment provided by the Tournament Organizer and the equipment that Players shall bring themselves to participate.</p> <p>The Tournament Organizer shall also establish and indicate in advance any limitation regarding the access of the Players to their equipment throughout their participation in the EML Challenger Circuit.</p> <p>All Tournament Organizers in charge of offline events must establish and maintain a submission and validation process for all Player's equipment used in the EML Challenger Circuit competitions they operate.</p>
Server and Ping Limit	The Tournament Organiser should ensure they specify a standard server for all Players to use and a ping limit. Detail the process for server selection and ping disputes
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 EML Challenger Circuit competition they operate. In such case, the Tournament Organizer will be fully responsible for any processing related to this third program and if necessary, inform the Players regarding any processing of personal information operated through that mean, in compliance with the applicable data protection law.</p>
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 the EML Challenger Circuit, both for offline and online competition of the EML Challenger Circuit.
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 the EML Challenger Circuit, as well as require the use of credentials and any security procedures which will have to be always complied with by the Players and Coach.
Competition format	As indicated in Section 5.1.2 , Match format will be defined by the Tournament Organizer in the Tournament Rules and made available to the Teams prior to the start of any EML Challenger Circuit competition that the Tournament Organizer operates.
Residency and Age Check	Each tournament should outline its requirements for Age and Residency and include the process for any entrants for checks.
Competition registration	Tournament Organizers will require Players and Coach to go through a Roster registration process in order to participate in the EML Challenger Circuit competition(s) they operate, and Players shall provide any documentation required by the Tournament Organizer throughout this registration process in order to be authorized to participate in said competition. Each tournament should specify its roster requirements for example 5 Starting Players, 2 Substitutes, 1 Coach and 1 Appointed Team Manager. They should also specify the

	date and time when rosters are locked for the tournament and the duration.
Match & Competition process	Tournament Organizers will determine in their Tournament Rules the procedure that Teams will have to follow throughout each step (map bans, match, post-match ...) of the EML Challenger Circuit 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 Tournament Rules by the Tournament Organizer, in addition to those stated in Section 5.5 of this EML Challenger Circuit Rulebook.
Notification and escalation process	Tournament Organizers will clearly inform the Players and Teams participating in the EML Challenger Circuit competitions they operate about the notification and escalation process in place in case of any issue occurring during a competitive match of the EML Challenger Circuit (e.g. to notify a bug exploit, a suspicion of cheating, a technical issue, etc...).
Community Stream and Watch Parties	If a Tournament Organizer is allowing co-streaming, then such Tournament Organizer will publicly outline the applicable co streaming policy and registration process.
Prizes	Tournament Organisers will outline the per position prize distribution and detail how any prizes will be delivered
Circuit Points	Tournament organisers will outline the per position Circuit Point distribution as agreed with UBISOFT.

5.4. Tie breaker rules

Whenever applicable, and unless specified otherwise in Tournament 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. Circuit staff, and sponsors, with respect.

5.5. Promotional activities obligations and LAN restrictions

5.1. Promotional/Media activities

Players and/or Coach participating in the EML Challenger Circuit 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 the EML Challenger Circuit 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.

Tournament Rules may also provide additional details (including potential Sanction(s) in case of non compliance) regarding UBISOFT 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 the EML Challenger Circuit (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 the EML Challenger Circuit:

- Players must follow the rules and regulations of the hosting venue and partner; and
- PC and peripherals provided by the Tournament Organizer, if any, may only be used for their approved function; and
- 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; and
- Players and Coaches may not handle or touch other Players' equipment after a match has started; and
- 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 this **EML Challenger Circuit Rulebook, Tournament 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 Coach 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 EML Challenger Circuit competition or in exceptional cases, if the gravity of the infraction justifies it, banned from the EML Challenger Circuit permanently. In addition, a Player or Team may be temporarily barred from competing in any EML Challenger Circuit competition while UBISOFT and/or the Tournament Organizer conduct an investigation, including through a third-party investigator if deemed necessary by UBISOFT, in case of reports of Misbehavioral Incidents (as defined in Section 6.3 below).
Fines	Certain infractions perpetrated by a Team and/or one of its Players or Coach may be penalized with monetary fines. In such event, the fine will be applied as: <ul style="list-style-type: none"> (a) 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 has on the integrity of the EML Challenger Circuit; or (b) a prize pool forfeiture in case of temporary or permanent competitive suspension.
Competitive Points withdrawal	Infractions committed within a EML Challenger Circuit competition may trigger the withdrawal of a percentage of a Team's Competitive Points in the Point System. Such withdrawal will be effective after all points have been distributed for the EML Challenger Circuit 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.
Restriction from attending Offline tournaments	Infractions of a particular gravity may trigger a temporary prohibition to attend any offline tournament part of the EML Challenger Circuit competition, either as a Player or as a spectator, regardless of whether such Player has qualified for such EML CHALLENGER Circuit competition. The duration of the prohibition is dependent on the infraction(s) committed by the Player and is determined on a case by case basis by the Tournament Officials.

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

Regardless of the type of infraction, UBISOFT will be notified by the Tournament Organizer for all infractions occurring in the EML Challenger Circuit and duly reported in UBISOFT's Penalty Tracker (see **Section 6.6**). Unless requested otherwise by UBISOFT or the Tournament Organizer, all communication related to an infraction will take place between the Team's Point of Contact/Appointed Team Member and UBISOFT and/or the Tournament Organizer's administrative staff.

6.3. Additional Protective & Supportive measures

6.3.1. Definition

Supportive and protective measures are support services and other forms of assistance available to any person who may be affected by a discrimination and/or harassment, relationship violence, or sexual misconduct (“**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 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 assistance in contacting law enforcement authorities and other external resources to seek protective orders. In such case UBISOFT will respect and assist in the implementation of protective orders to the extent practicable and provided that the person affected by the Misbehavioral Incident issues a request for assistance to UBISOFT.

6.4. Investigation Process

Upon notification of a breach of any of the Rules, UBISOFT 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 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/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 the Tournament Organizer in order to be performed. Such notification may also include the 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 and Coach, are required to fully cooperate with UBISOFT 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

and/or the Tournament Organizer throughout an investigation. All Teams, Players and Coach in the EML Challenger Circuit 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 are likely to draw an adverse inference in an investigation due to a failure to cooperate. Any Team, Player and Coach 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 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.

6.6. Penalty Tracker

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

Unless provided otherwise in the Tournament Rules, all prize money will be paid and must be claimed by eligible winners within 90 days after the end of the relevant EML Challenger Circuit competition and after reception of the corresponding by the Tournament Organizer, where such prize money has been won. After 90 days, eligible winners will be deemed to have forfeited their prizing, unless such delay is proven to be caused by UBISOFT or the Tournament Organizer.

In most cases, the prize money will be paid by the Tournament Organizer in charge of the EML Challenger Circuit competition it operates, and the Tournament Organizer will communicate to the Appointed Team Member/Point of Contact 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 the EML Challenger Circuit 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.

By accepting any Prize payment, the eligible Team agrees to release UBISOFT and the Tournament Organizer from any and all liability, loss or damage arising from or in connection with awarding, receipt, and/or use or misuse of prize or participation in any prize-related activities.

7.2. Withholding Taxes

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

8. Miscellaneous

8.1. Reserved Rights

8.1.1. Exclusive Rights

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

- **use the game Rainbow Six: Siege** for the operation of a competition part of the EML Challenger Circuit.
- **use the trademark the R6 EML CHALLENGER Circuit**, in connection with a competition part of the EML Challenger Circuit.
- **grant to third party the exploitation rights with regards to audiovisual content** produced in any competition part of the EML Challenger Circuit that is organized by UBISOFT.
- **secure sponsorships and grant merchandising rights** in connection with the EML Challenger Circuit that is organized by UBISOFT.
- **consent to gambling or betting operations** on any element of a competition part of the R6 EML Challenger Circuit that is organized by UBISOFT. 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 the EML Challenger Circuit matches. UBISOFT expressly reserve any such rights, including without limitation any access to such data from UBISOFT private or public API gathering in-game statistics or Team Data of Players and Team partaking in the EML Challenger Circuit.

8.1.2. Tournament Organizer License

Each Tournament Organizer are required to be mandated and approved by UBISOFT in order to organize

a competition of the EML Challenger Circuit and shall obtain from UBISOFT a license to exploit or exercise any of the rights mentioned above.

8.1.3. The EML Challenger Circuit livestreaming policy

UBISOFT is the sole owner of the broadcasting right of any competition of the EML Challenger Circuit that it organizes, including online and offline stage of any competition of the EML Challenger Circuit that it organizes, 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 of the EML Challenger Circuit competition that UBISOFT organizes shall reach out to the UBISOFT EML Esport manager in order to secure a license to do so.

UBISOFT may decide to include a particular competition of the EML Challenger Circuit that it organizes 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) acceptance of the terms and conditions for the Watch party Program provided by UBISOFT. In certain cases, such participation may require content creators to be a member of UBISOFT Creators Program available at: <https://creatorsprogram.ubisoft.com/>.

8.2. Confidentiality

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

In addition, Players and Coach attending in person a competition part of the EML Challenger Circuit may be exposed to content that has not yet been officially revealed by UBISOFT to the public and which may be considered as confidential information (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 any Player and/or any Coach, 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 is related to the management of Player's and/or Coach member's Personal Data by UBISOFT, when such Personal Data is transferred to UBISOFT by a Tournament Organizer mandated by UBISOFT (Thus, when UBISOFT is not itself Tournament Organizer).

UBISOFT or the Tournament Organizer mandated by UBISOFT collects and processes Player's and/or Coach's personal data regarding their participation in the EML Challenger Circuit ("**Personal Data**") to administrate and operate the EML Challenger Circuit and provide Players and Coach 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 the EML Challenger Circuit • Roster Registration • Reservation of flights, travel arrangements, and accommodation (if applicable); • Ensuring effective and ongoing communication with Players and Coach.
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 the EML Challenger Circuit and esports events and tournaments in general • Document the history of the EML Challenger Circuit 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 Coach compliance with the EML Challenger Circuit Rulebook and Ubisoft Terms of Use and UBISOFT's and the Tournament Organizer'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 EML Challenger Circuit Rules and associated Sanction(s)

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

The legal basis for the processing of Player's and Coach member's Personal Data is the performance of the contract they have entered into with UBISOFT by accepting the EML Challenger Circuit Rules.

Without prejudice to any right granted under Section 8.4.1., Player's and/or Coach member's Personal Data will be stored for as long as necessary for completion of the purpose of collection, and in any case, for no longer than five (5) years after the end of their participation in the EML Challenger Circuit. Some Personal Data, including videos and media recordings, may be archived and retained for a longer duration in accordance with their purpose of collection. Player's and/or Coach'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 Coach can exercise their rights to access, rectify or erase their Personal Data, object to or restrict the processing of their Personal Data, and receive their information in portable form by contacting UBISOFT's Data Protection Officer at the following address: (<https://support.ubisoft.com/fr-FR/Article/000063467>). After contacting UBISOFT, if a Player and/or Coach 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 Coach 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 EML Challenger Circuit Rules and in consideration of the exposure obtained through their participation in the EML Challenger Circuit, and any other consideration otherwise provided by UBISOFT, Players and/or Coach authorize and grant to UBISOFT 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 or by any production and broadcast Staff contracted by UBISOFT throughout the EML Challenger Circuit and/or as part of any match, games or any promotional activity or event associated with the EML Challenger Circuit to which Players and/or Coach Members have appeared, attended, played or participated ("**Records**").

8.4.2. Teams Logos

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

8.4.3. Scope of the License

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

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

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

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

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

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

Each Team represents and warrants that it has obtained the right to license the Team Elements to UBISOFT in the conditions set forth above. Further, each Players and Coach 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 Coach may take part, directly or indirectly, in betting or gambling (including fantasy esports gambling) on any results of any the EML Challenger Circuit match and/or any portion hereof.

8.6. Sponsorships & Product Placements

8.6.1. Sponsorships

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

- Alcoholic products, and in particular liquors and beers (including non-alcoholic version of eponym beers), or other intoxicating substances whose sale or use is regulated by law (including cannabis-based products)
- Tobacco, cigarettes or electronic cigarettes, related paraphernalia
- Firearms (including firearm accessories or ammunitions), including replicas or airsoft products
- Gambling or betting websites, including fantasy esports operators
- Pornography and other related mature materials and paraphernalia
- Any medicinal substance that requires prescription or is not freely sold in a pharmacy
- Political campaigns
- Any esports or video game tournament, league or event
- Any entities, companies or organizations that may, at UBISOFT's sole discretion, be considered detrimental to UBISOFT's business or reputation, including but not limited to, key sellers, hacking and botting, account selling, in-game currency or digital item selling services, and any other video game, other video game developer, or publisher competing with UBISOFT or UBISOFT games
- Unauthorized and/or non-compliant with applicable law or regulations cryptocurrencies, financial instruments or market activities.

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

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

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

- Require any Team to stop providing sponsorship activation for any sponsor that is likely to put UBISOFT in breach of applicable law, or create any reputational damage if display of such sponsor brand may have an adverse effect on UBISOFT'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 EML Challenger Circuit. Players and Teams shall have readily available alternative jersey free of any sponsor logo while participating in the Rainbow Six Circuit to anticipate this type of situation.

8.6.2. Product Placements

During the live broadcasts of the EML Challenger Circuit, Players and Coach are not allowed:

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

8.7. Approval process

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

- The Appointed Team Member shall contact UBISOFT's 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 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 EML Challenger Circuit Rules, should it be by Tournament Organizer officials, UBISOFT or the Point of Contact must be made by email to the appropriate recipient:

- Tournament Organizer officials: as indicated in the Tournament Rules
- Ubisoft Regional Esports Manager: as indicated in the Tournament 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 LETTER

In accordance with requirements set forth in Section 3.1 of the R6 EML Challenger Circuit 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 EML Challenger Circuit:

- **APPOINTED TEAM MEMBER:** _____
- **TEAM:** _____

CONSEQUENCES OF APPOINTMENT

By executing this Team Participation Letter, we voluntarily agree to appoint the aforementioned Appointed Team Member for the exercise of the following prerogatives on our behalf:

- Enable our TEAM to **compete in the EML Challenger Circuit** as long as our TEAM qualifies to participate in EML Challenger Circuit competition in accordance with the eligibility requirements set forth in the EML Challenger Circuit 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 Letter.

ADDITIONAL ACKNOWLEDGMENTS

We further acknowledge and agree that:

- Our Team ability to earn Competitive Points is conditioned to our Team fulfilling the Roster conditions set forth in Section 4.4 of the EML Challenger Circuit Rulebook, which may include the obligation to execute a new Team Participation Letter in case of change in the Roster made in accordance with Section 4.5.
- Our participation into the EML Challenger Circuit does not constitute an employment relationship between us and UBISOFT and we shall be solely responsible for all of our own taxes and withholdings arising from our participation into the EML Challenger Circuit. We shall indemnify and hold UBISOFT harmless from and against any and all taxes which UBISOFT may have to pay, and for any and all liabilities (including judgments, penalties, interest, damages, costs, expenses and reasonable attorneys' fees) which may be obtained against, opposed or suffered by UBISOFT or which UBISOFT may incur, in case of a breach of this warranty.
- We will assume all liability for the use of any prize remitted to us by the Appointed Team Member, including compliance with any applicable governmental and tax forms required to receive a prize, the payment of any applicable withholding taxes and/or any and all costs and expenses associated with the receipt of such prize according to any the applicable law in force.
- We shall look solely to the Appointed Team Member and not to UBISOFT for all compensation and other remuneration for any and all services and rights which we may render or assign or grant to any third party (including UBISOFT) throughout our participation into the R6 EML CHALLENGER Circuit.
- By executing this Team Participation Letter, the Appointed Team Member consent to exercise the aforementioned prerogatives solely within the limit and under the condition set forth set forth in the EML Challenger Circuit Rules and in accordance with the aforementioned restrictions.

<p>CORE ROSTER PLAYER 1 Full Name: In-Game Name: Signature:</p>	<p>CORE ROSTER PLAYER 2 Full Name: In-Game Name: Signature:</p>	<p>CORE ROSTER PLAYER 3 Full Name: In-Game Name: Signature:</p>
<p>CORE ROSTER PLAYER 4 Full Name: In-Game Name: Signature:</p>	<p>CORE ROSTER PLAYER 5 Full Name: In-Game Name: Signature:</p>	<p>CORE ROSTER PLAYER 6 Full Name: In-Game Name: Signature:</p>
<p>CORE ROSTER PLAYER 7 Full Name: In-Game Name: Signature:</p>	<p>TEAM COACH Full Name: In-Game Name: Signature:</p>	<p>APPOINTED TEAM MEMBER Full Name: In-Game Name: Signature:</p>