



RAINBOW 6 CIRCUIT

Rulebook

Season 2021

(Last update March 2021)

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Introduction

Integrity – Innovation – Discipline

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

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

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

- The rules and penalties contained in the present Rulebook, as updated, amended or supplemented from time to time (the "**Rulebook**"); and
- The Specific Rules issued by each Tournament Organizer for each competition part of the Rainbow 6 Circuit, which will be provided or made available in advance by the applicable Tournament Organizer (the "**Specific Rules**"); and
- The [Rainbow Six Esports Code of Conduct](#) outlining the expected behavior of any and all person involved in the Rainbow 6 Circuit (the "**Esports Code of Conduct**"); and
- The [Rainbow Six: Siege Code of Conduct](#) setting forth the acceptable behavior of each and any player playing the game Tom Clancy's Rainbow Six: Siege (the "**Rainbow Six: Siege Code of Conduct**")
- The Penalty Index referencing and providing a range of sanctions for any violation of the Rules, the Specific Rules, the Esports Code of Conduct or the Rainbow Six: Siege Code of Conduct (the "**Penalty Index**"). Any sanction issued through the Penalty Index will be without prejudice to any other sanction which UBISOFT may decide to issue in case of a breach of the Game Code of Conduct or [Ubisoft Terms of Use](#) ("**Ubisoft Terms of Use**").
- The privacy notice provided for in **Section 8.3** titled "**Privacy**" of the Rulebook, shall also be read carefully in order to participate in the Rainbow Six Circuit. If any questions arise regarding the way Ubisoft processes Personal Data as part of the Rainbow 6 Circuit, please contact UBISOFT's Data Protection Officer: [here](#)

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

1. Acceptance and modification of the Rules

1.1 Acknowledgement and Acceptance of the Rules

1.1.1 Teams, Team Staff and Players

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

1.1.2 Tournament Organizers

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

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

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

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

1.2 Modification of the Rules.

1.2.1 Modification of the Rules.

In order to ensure that the Rainbow Six Circuit is operated in accordance with the values conveyed by the [Principles of Esports Engagement](#) set forth by the Entertainment Software Association which Ubisoft is a part of, or for the protection of any interest that UBISOFT considers material in order to preserve the values, legitimacy and integrity of the Rainbow Six Circuit, or in order to comply with any applicable law, UBISOFT may amend or supplement these Rules with or without prior notice. The Tournament Organizer may modify the Specific Rules in accordance with the same principles, subject to UBISOFT's prior review and approval of such modifications in each instance.

1.2.2 Notification.

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

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

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

2. Rainbow Six Circuit definition

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

2.1 Regions

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

Europe ("EU Region"):

The EU Region includes the following countries:

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

Asia Pacific ("APAC Region"):

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

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

North America ("NA Region"):

The NA Region includes the following countries:

Canada and United States of America

Latin America ("LATAM Region"):

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

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

2.2 Duration

The Rainbow Six circuit will unfold throughout a whole year called a "season" (the "**Season**"). Each Season begins early March and ends mid-February of the following year.

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

	Season 2021
Stage 1	From March to May
Stage 2	From June to August
Stage 3	From September to November

2.3 Levels of Competition

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

2.3.1 Global Competitions

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

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

Majors. The Majors are global tournaments (usually offline) occurring three times a year and establishing regular champions in the Rainbow Six Circuit. Qualification for each Major is determined through the Teams' standing in its respective Regional League at the end of each Stage. Each Region will qualify four Teams to each Major, for a total of sixteen Teams competing globally.

2.3.2 Regional competitions

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

(see **Section 2.5**)

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

2.3.3 Local competitions

Local Competitions. Local Competitions are online and/or offline competitions taking place in each Region, offering a progression mechanism into the Regional level of competition.

Local Competitions' links or progression mechanisms into Regional Leagues may vary from one Region to another, and are established based upon each individual Region's ecosystem, as further described in **Section 2.5** below.

2.4. Global Point System

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

2.4.1 Point Distribution

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

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

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

2.4.2 Qualification to the Six Invitational

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

2.4.3 Tiebreaker rules

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

determine the Teams qualifying for the Six Invitational.

2.4.3.1 Application of the Tiebreaker rules

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

2.4.3.2 Head-to-head record

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

2.4.3.3 Total Major Points

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

2.4.3.4 Percentage of matches won in Regional League

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

2.4.3.5 Percentage of maps won in Regional League

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

2.4.3.6 Percentage of rounds won in Regional League

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

2.4.3.7 Tiebreaker Match

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

2.5 Regional Structures

2.5.1 EU Region (visual representation in Appendix 1)

2.5.1.1 EU Regional competition

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

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

In December of every season, the top four Teams across all stages of the European League will compete in the European League Finals for the title of European Champion for that Season.

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

Promotion/relegation. After the 3rd Stage of every Season, the top two Teams of the European Challenger League will play against each other:

- The winning Team will automatically qualify to the European League, taking the spot of the last placed Team of the European League, the latter being automatically relegated to the European Challengers.
- The losing team will play the penultimate placed Team of the European League in a promotion/relegation match. The winning team of this match will qualify to the European League while the losing team will be relegated to the European Challenger League.

2.5.1.2 EU Local competition

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

Competition	Number of Teams per Season
UK Ireland Nationals	8
6 French League	8
PG Nationals (Italy)	8
Spain Nationals	8
GSA League	8
R6S Nordic Championship	8
Polish League	8
Russian Major League	8
Benelux League	8

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

Promotion/relegation. The nine top teams from those national programs will earn a spot in the European Challenger League for the next season, while the Teams who placed third to sixteenth in the European Challengers the previous season, will drop out of it. The remaining slots in European Challenger League will be filled by five teams qualified through the European Challenger League Open Qualifiers.

2.5.1.3 Specific Rules for the EU Region

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

2.5.2 APAC Region (visual representation in Appendix 2)

2.5.2.1 APAC Regional competition

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

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

At the end of each Stage, the 1st placed team of the APAC North and APAC South Divisions are automatically qualified to the Major. The 2nd, 3rd, and 4th placed teams of the APAC North and APAC South Divisions are qualified for the APAC Playoffs.

Finally, the APAC Playoffs will feature 2 more Teams qualified from the South Asian Nationals (see **Section 2.5.2.2.2**) bringing the total of Teams attending the APAC Playoffs to 8 Teams. The APAC Playoffs will then qualify its top 2 Teams to the Major, bringing the total number of APAC qualified Teams to 4.

2.5.2.2 APAC Local competition

2.5.2.2.1 APAC North

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

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

Promotion/relegation. Promotion and relegation mechanisms between the APAC North Division and the Japan Nationals and South Korea Nationals will be shared later in the season.

2.5.2.2.2 APAC South

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

- Oceanic nationals – eight Teams
- Oceanic Challenger Series – eight Teams
- South Asian Nationals – Open Competition featuring teams from Bangladesh, Bhutan, India, Maldives, Nepal, Sri Lanka
- The South East Asia Championship – nine Teams (composed of the three best teams from each of the following esports programs):
 - Chinese Taipei nationals – eight Teams
 - Thailand nationals – twelve Teams
 - Other SEA nationals (featuring Teams from the Philippines, Indonesia, Singapore and Myanmar) - eight Teams

Chinese Taipei Nationals – eight Teams

Thailand Nationals – twelve Teams

Other SEA nationals (featuring Teams from the Philippines, Indonesia, Singapore and Myanmar) – eight Teams

Promotion/relegation. Promotion and relegation mechanisms between the APAC South League and

the Oceanic nationals, the Oceanic Challengers and South East Asia Championship will be shared later in the season.

2.5.2.3 Specific Rules for the APAC Region

The competition formats of the APAC North and South Divisions, Japan nationals, South Korea nationals, Oceanic nationals, Oceanic Challenger Series and South East Asia Championship are detailed in their Specific Rules, as listed [here](#).

2.5.3 NA Region (visual representation in Appendix 3)

2.5.3.1 NA Regional competition

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

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

After the last North American League match of every Season, the top four teams from the North American League will compete in the North American League Championship for the title of North American League champion for the Season.

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

2.5.3.2 NA Local competition

North American Challenger League. The Local competition level in the NA Region is the **North American Challenger League** featuring 16 Teams from the USA and Canada.

Promotion/relegation: Prior to the beginning of each Stage, a qualifier will be held for the North American Challenger League. The first and second placed Teams from the qualifier will compete against the bottom 2 placed teams in the North American Challenger League. The winning Teams of those matches will earn a spot in North American Challenger League for the upcoming Stage, while the losing teams will be eliminated.

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

2.5.3.3 Specific Rules for the NA Region

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

2.5.4 LATAM Region (Visual representation in Appendix 4)

2.5.4.1. LATAM Regional competition

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

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

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

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

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

After the last Major of every season, the top 4 teams from the LATAM South Division will qualify to the **LATAM South Finals** to determine the LATAM South champion for the Season.

2.5.4.2 LATAM Local competition

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

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

Promotion/relegation. After the 3rd Stage of every Season, the first placed Team from the Brazil and LATAM South Divisions of the LATAM Challenger League will respectively play a promotion/relegation match against the last placed teams of their Latin American League's corresponding regional divisions. For the Mexico Division of the LATAM Challenger League, the first placed team will automatically be promoted to the Mexico Division of the Latin American League while the second placed team will play a promotion/relegation match with the last placed team of the Latin American League's Mexico Division. The winning team of this match will earn a spot in the Latin American League's Mexico Division while the loser will be eliminated.

2.5.4.3 Specific Rules for the LATAM Region

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

3. Conditions for participation

3.1 Team Licenses

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

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

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

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

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

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

3.1.1 License Requirements

Legal Entity. All Teams competing in the Rainbow Six Circuit must be represented by a legal entity (association, company ...) in order to be provided with a license. As an exception to this rule, teams only competing in **Local competitions** may be represented by a Player or Team Staff of said Team provided that all Players agree to appoint this Player or Team Staff as their legal representative by executing the Acknowledgment Letter available in the Appendix (the “**Acknowledgement Letter**”).

Should a Team be promoted through the promotion/relegation system from a Local Competition to a Regional Competition, then such Team will have to comply with the obligation to be represented by a legal entity starting from the beginning of the season for such promotion to be effective. UBISOFT may allow on a case-by-case basis a grace period of maximum sixty (60) days from the date of the promotion/relegation match if the Team faces a possible case of disqualification for absence of legal entity at the beginning of the season. This grace period may provided by UBISOFT in cases where failure

to have the legal entity created stems from incompressible delays on which the team has no control over and despite the Team's best efforts to have the legal entity created in time.

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

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

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

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

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

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

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

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

3.1.2 License Restrictions

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

A Team can only be granted one license at a time to compete in the Rainbow Six Circuit and may not

compete in multiple Regions, but a Team may have both a Main Roster and a Secondary Roster in the same Region (as defined in **Section 4.1**). In such event, the Secondary Roster will be barred from any progression from the Local competition to the Regional competition or any related promotion/relegation match or event, and the next eligible Team for promotion will be subject to the applicable promotion/relegation mechanism in place. This exception does not prevent the Secondary Roster barred from promotion to claim the prize money awarded for its placement despite its ineligibility to progress.

Example: Team A competes in a French national program (Local Competition), while also competing in European League (Regional competition). Should team A finish first of the French national program, such team can only claim the prize money attached to that placement and will not be promoted to the European League where it already has a slot.

A Team may not compete, whether through its Main or Secondary Roster, in more than one Local competition during any given Season. Between two Seasons, a Team may decide to exit a given Local competition to join another Local competition within the same Region and in such case should request Ubisoft's approval sufficiently in advance, provided that the Team meets the eligibility requirements set in **Section 3.2** to compete in said Local competition.

3.1.3 License transfer or exchange

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

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

License exchange. Two License Holders validly holding a license for Teams in different Regions can initiate a license exchange in order to exchange their License to participate in Rainbow Six Circuit competitions in their respective Regions as well as their standings in the Global Point System. The License Holders of each Team shall notify their respective UBISOFT Regional Esports managers of their intention. A license exchange will neither be valid nor enforceable unless formally approved by UBISOFT according to the Approval process set forth in **Section 8.7**.

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

3.1.4 Effect of a license transfer or exchange.

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

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

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

3.1.5 License transfer or exchange limitations

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

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

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

3.1.6 License Revocation

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

3.2 Player and Team Staff Eligibility

3.2.1. Compliance with the Rules

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

3.2.2. Compliance with local labor and immigration laws

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

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

3.2.3. Age

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

3.2.4. Residence

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

3.2.5. Uplay account in good standing

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

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

3.2.6 No competition suspension

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

4. Team Composition & Transfers

4.1 Players' roles & Roster Definition

	Definition
"License Holder"	The License Holder is the person appointed by the Team to exercise the prerogatives attached to the License mentioned in the conditions set forth in Section 3.1.
"Players"	The term " Players " refers to all players (Starters or Substitutes) part of either the Main Roster or the Secondary Roster of a Team (collectively the " Players ")
"Roster"	The Term " Roster " refers to a group of 5 to 7 Players (5 Starters and up to 2 Substitutes) registered to compete in a competition of the Rainbow Six Circuit and which may be either the Main Roster or the Secondary Roster. The Term "Rosters" refers collectively to Main and the Secondary Roster of a Team.
"Main Roster"	A Team's " Main Roster " shall either mean the unique roster that a Team has registered for participation in the Rainbow Six Circuit or, for Teams that have elected to constitute a "Secondary Roster", its roster of Players that partakes in the highest level of competition within the Rainbow Six Circuit during the Season.
"Secondary Roster"	A Team's " Secondary Roster " is a Roster competing at a level of competition that is lower than the Team's Main Roster level of competition. A Secondary Roster can only exist within the same Region as the Main Roster and is subject to the progression restriction outlined in Section 3.1.2.
"Starter"	A " Starter " is a Player of a Team's Roster. Any Roster must have 5 Starters to be validly registered to compete in any given competition. As a general rule, the 5 Starters of a Roster

	shall be the ones playing in Rainbow Six Circuit matches.
"Substitute"	A "Substitute" is a Player of a Team's roster. Any Team may register up to 2 substitutes per Roster (see Section 4.3). A Substitute can replace one of the Team's Starters in a match as outlined in Section 5.3.1 .
"Support Staff"	The term "Support Staff" shall mean any person employed or contracted by the Team whose role is to directly or indirectly assist the Players through their participation in the Rainbow Six Circuit. Team Support Staff may for example be an analyst, psychologist, physical trainer, social media manager, content creator, nutritionist, etc.
"Team Coach"	The term "Team Coach" shall refer to the person responsible, in the Team, for assisting Players in their in-game preparation for competition, as well as supporting them during their participation in official matches of the Rainbow Six Circuit.
"Team Manager"	The term "Team Manager" shall refer to the person responsible, in the Team, for assisting Players in the administration and logistics of their participation in the Rainbow Six Circuit. He is usually the most appropriate person to be appointed as team Point of Contact instead of the License Holder himself.
"Team Staff"	The term "Team Staff" shall refer collectively to the Team Coach(es), Team Manager and Support Staff .

4.2 Minimum Team composition

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

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

4.3. Additional Team composition

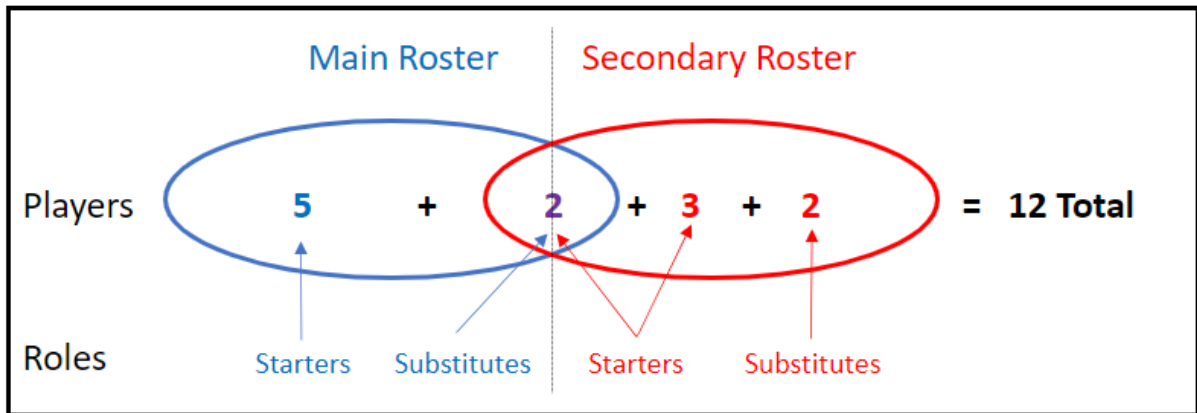
A Team may have the following additional Team Players and/or Team Staff:

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

OR

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

MAXIMUM TEAM COMPOSITION



- One **Team Manager** who may serve as Point of Contact with the Tournament Organizer(s) and UBISOFT for logistics and league operations purposes.
- One **Coach** per Roster, supporting the Players during official matches in accordance with the Specific Rules of the Rainbow Six Circuit competitions the Team partakes in. The status of Coach for a Roster gives the Coach the right to request to substitute one of the Starters with a Substitute of the Roster in an official match. In the event a Starter, due to exceptional circumstances, is not able to play an official match, with no Substitutes for the Roster available for replacement, the Roster's Coach may request the ability to step-in temporarily as a substitute Player himself. A Coach may only step-in with the Tournament Organizer's approval and will not be allowed to step-in in case of non-compliance with all the eligibility conditions set forth in **Section 3.2**.
- Any number of additional "**Support Staff**" as the Team sees fit.

4.4 Insufficient number of Players and Stand-in Player

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

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

4.5 Player transfers and Roster lock

4.5.1 Transfer Rules

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

Player transfers can only occur during the pre-established transfer windows set forth in **Section 4.5.3** and subject to the limitations set forth in the **Section 4.5.4**. Any period outside of these transfer windows is considered a period of roster lock with no addition to a Team's Roster permitted.

4.5.2 Transfer Process

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

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

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

4.5.3 Transfer Windows

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

The Transfer Windows for Seasons 2021 and 2022 are as follows:

Season 2021	Dates	Type
Transfer Window 1	From May 24th, 2021, 9 AM CET until June 6th, 2021, 9 AM CET	Mid-Season Transfer Window
Transfer Window 2	From August 23rd, 2021, 9 AM CET until September 5th, 2021, 9 AM CET	Mid-Season Transfer Window
Transfer Window 3	From February 21st, 2022, 9 AM CET until March 6th, 2022, 9 AM CET	Off-Season Transfer Window

Season 2022	Dates	Type
Transfer Window 1	From May 23rd, 2022, 9 AM CET until June 5th, 2022, 9 AM CET	Mid-Season Transfer Window
Transfer Window	From August 22nd, 2022, 9 AM CET until	Mid-Season Transfer

2	September 4th, 2022, 9 AM CET	Window
Transfer Window 3	From February 20th, 2023, 9 AM CET until March 5th, 2023, 9 AM CET	Off-Season Transfer Window

4.5.4 Transfer Limitations and Player Swap

4.5.4.1 Mid-Season Transfers

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

During a mid-Season Transfer Window, Teams can bring a maximum of two new Players in the Team.

4.5.4.2 Off-Season Transfers

The last Transfer Window of each Season - occurring in February after the end of the Six Invitational - is called the "Off-Season Transfer Window".

During an Off-Season Transfer Window, Teams can change each of their Rosters of Players provided that at a minimum of two Players from each of the newly formed Rosters have competed, or have qualified to compete, at the same level of competition the team was at during the previous Season.

Ex: Team X will remain at the highest level of its regional league for the new season. If they change their entire roster during the off-season transfer window, at least 2 of the new players must have played at the highest level of its regional league or have qualified for a spot at the highest level of their regional league in the previous season.

4.5.4.3 Player Swap

Any transfer of a Player from a Team's Main Roster to its Secondary Roster, or vice versa, is considered a "Player Swap".

Player Swaps can only occur during the pre-established transfer windows set forth in **Section 4.5.3:**

- During Mid-Season Transfer Windows, Teams are allowed to swap a maximum of 2 Players between their Rosters.
- During the Off-Season Transfer Window, Teams are allowed to swap as many Players as they want between their Rosters, provided that at the beginning of the next Season a minimum of two Players part of the Main Roster have competed, or have qualified to compete, at the same level of competition the team was at during the previous season.

4.5.4.4 Roster Registration and Global Contract Database

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

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

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

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

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

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

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

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

5. Rainbow Six: Siege competitions operation and administration

5.1 Game Rules

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

5.1.1 Match format

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

5.1.2 Match settings

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

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

	Best of 1 Match format	Best of 2 Match format	Best of 3 Match format	Best of 5 Match format
Game Mode	TEAM DEATHMATCH BOMB			
Plant duration	7	7	7	7
Defuse duration	7	7	7	7
Fuse time	45	45	45	45
Preparation	45	45	45	45
Action	180	180	180	180
Time of day	Day	Day	Day	Day
HUD settings	Pro League	Pro League	Pro League	Pro League
Number of bans	4	4	4	4
Ban Timer	20	20	20	20
Number of rounds	12	12	12	12
Attack/Defense swap	6	6	6	6
Overtime Rounds	0 or 3	0 or 3	3	3 or Infinite
Overtime score difference	2	2	2	2
Overtime role change	1	1	1	1
Objective rotation parameter	2	2	2	2
Objective type for rotation	Rounds played	Rounds played	Rounds played	Rounds played
Individual Attacker Spawn	On	On	On	On
Pick Phase timer	15	15	15	15
6th pick phase	On	On	On	On
6th pick phase timer	15	15	15	15
Reveal phase timer	5	5	5	5
Damage handicap	100	100	100	100
Friendly fire damage	100	100	100	100
Injured	20	20	20	20
Sprint	On	On	On	On
Lean	On	On	On	On
Death Replay	Off	Off	Off	Off

5.1.3 Maps and Operators

5.1.3.1 Map pool

The official map pool for competitive play in the Rainbow Six Circuit is constituted of 7 maps. At the end of every stage of the circuit, or of the season, Ubisoft may change some of the maps in the map pool. Tournament organizers and Teams competing in their programs will be notified at least 2 weeks prior to the start of the next stage or season.

The current map pool is constituted of the following maps:

CHALET | KAFE DOSTOYEVSKY | COASTLINE | OREGON | CONSULATE | VILLA | CLUBHOUSE

5.1.3.2. Map bans

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

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

	Map ban sequence
Best of 1	Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played
Best of 2	Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. A Ban – B Ban – A Ban – B Ban – A Map pick – B Ban – B Map pick
Best of 3	Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. If the game goes to 3 map a new coin toss determines who gets "side selection" for the decider map. A Ban- B Ban – A Map Pick – B Map Pick – A Ban – B Ban – Decider Map
Best of 5	Coin toss, winner chooses either "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map. New coin toss to determine who gets "side selection" in map 3, and in map 5. A Map Pick – B Map Pick – A Ban – B Ban - A Map Pick– B Map Pick – Decider Map

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

5.1.3.3. Operators, gadgets, equipment or attachments

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

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

5.1.3.4 Cosmetics

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

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

- Esports Programs' cosmetics

*Six Invitational Battlepass cosmetics are not permitted.

Weapon skins and charms are not subject to any restriction.

5.1.3.5 Unauthorized usage of bugs or in-game exploits

The list of bug exploits or in-game exploits that are prohibited from being used in any competition of the Rainbow Six Circuit is available here and will be updated by UBISOFT from time to time. Any bug exploit 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 exploit or in-game exploit must be barred from usage in any competition of the Rainbow Six circuit.

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

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

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

- Any position that Players can get to, and out of, by passing through any object, wall or surface, and the Player cannot be seen or attacked/shot at as normal
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 3D models collisions)
- Any behavior or action that Players can perform to create a situation where they can see or shoot at an opponent without the opponent being able to see them or attack/shoot at them as normal
- Standing on a window ledge undetected
- Blocking window vaulting with a destructible shield
- Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces.
- Placing any equipment or gadget in a place where it cannot be destroyed
- Vaulting on ledges and proning in order to reach normally inaccessible spots

5.1.4 Tactical Timeouts

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Coach. In order to request a Tactical Timeout, the Coach needs to notify the referee or tournament administrator at the end of a round, or during the first 15 seconds of the operator pick phase. Upon notification, the game will be paused and a 45 seconds timer will start during which the Coach will be allowed to communicate with Players of his or her Team. A referee or tournament administrator will be listening to

the communications between the Players and their Coach for the entire duration of the timeout. Once the 45 seconds have elapsed, the communication between the Coach and the Players will automatically be cut-off, and the game will resume.

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

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

5.2 Good sportsmanship Rules

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

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

5.3 Competition Rules

Each competition of the Rainbow 6 circuit may be operated by different Tournament Organizers, or by UBISOFT itself for certain part of the Rainbow Six Circuit. Depending on the location, duration and format of the competition, rules pertaining to the organization of the Rainbow Six Circuit competition may vary. The Tournament Organizer is responsible for the establishment of guidelines and rules on the topics identified in this section, and must make such rules and guidelines available to Teams before the start of the competition they oversee:

	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 Rainbow Six Circuit, with an indication each time on the equipment provided by the Tournament Organizer and the equipment that Players shall bring themselves to participate.</p> <p>The Tournament Organizer shall also establish and indicate in advance any limitation regarding the access of the Players to their equipment throughout their participation in the Rainbow Six Circuit.</p> <p>All Tournament Organizers in charge of offline events must establish and maintain a submission and validation process for all Player's equipment used in the Rainbow Six Circuit competition.</p>
Third party program usage	For offline play, establishment of a submission and validation process for any drivers or third-party program necessary for the use of the equipment brought by Players. Tournament Organizers will be responsible for supervising the installation and usage of those programs

	<p>or drivers.</p> <p>Tournament Organizers may require or allow usage of a specific third-party program for the management of their Rainbow Six Circuit Competition. In such case, the Tournament Organizer will be fully responsible for any processing related to this third program and if necessary, inform the Players regarding any processing of personal information operated through that mean, in compliance with the applicable data protection law.</p>
Cheat & Equipment tampering	<p>Equipment tampering, usage of unauthorized third-party programs affecting gameplay or macros is strictly forbidden and will be considered cheating. Tournament Organizers will be responsible for the establishment and enforcement of verification processes to prevent the use of cheats in any kind of form within the Rainbow Six Circuit, both for offline and online competition of the Rainbow Six Circuit.</p>
Offline event accesses for all parties involved	<p>Tournament Organizers will provide guidelines (including but not limited to schedule, floor map, etc.) regarding accesses to all different areas of the venue they operate for offline competitions of the Rainbow Six Circuit, as well as require the use of credentials and any security procedures which will be have to complied by the Players and Team Staff at all times.</p>
Competition format	<p>As indicated in Section 5.1.1, Match format will be defined by the Tournament Organizer in the Specific Rules and made available to the Teams prior to the start of any Rainbow Six Circuit competition that the Tournament Organizer operates.</p>
Competition registration	<p>Tournament Organizers will require Players and Team Staff to go through a registration process in order to participate in their Rainbow Six Competition and Players shall provide any documentation required by the Tournament Organizer throughout this registration process, in particular any document indicated in Section 3.2, in order to be authorized to participate in said competition.</p>
Match & Competition process	<p>Tournament Organizers will determine in their Specific Rules the procedure that Teams will have to follow throughout each step (map bans, match, post-match ...) of the Rainbow Six competition that they operate as well as any obligations Teams might have to follow throughout these steps.</p>
Notification and escalation process	<p>Tournament Organizers will clearly inform the Players and Teams participating in the Rainbow Six Circuit competition they operate about the notification and escalation process in place in case of any issue occurring during a competitive match of the Rainbow Six Circuit (for e.g. to notify a bug exploit, a suspicion of cheating, a technical issue, etc...).</p>

5.3.1 Player Substitution

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

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

Following acknowledgement of the substitutions, the tournament administrator will then notify each Team of the Player Substitutions(s) operated. The tournament administrator will notify each team of

the Player Substitution(s) at the same time, and once such notification is delivered, both Team will not be allowed to request an additional Player Substitution for the match.

6. Sanctions & Penalties

6.1 Definition & Scope of Punishment

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

Sanctions and Penalties for each type of infraction are categorized in the Penalty Index.

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

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

	Description
Competitive warning	Lowest form punishment, a simple warning given to the Player or Team
Competitive suspensions and ban	A Player or Team can be temporarily barred from competing in any Rainbow Six Circuit competition or in exceptional cases, if the gravity of the infraction justifies it, banned from the Rainbow Six Circuit permanently. The Penalty Index provides the possible range of suspension for the different types of infractions, whose list shall not be considered exhaustive.
Fines	Certain infractions perpetrated by a Team and/or one of its Players' or Team Staff may be penalized under the Penalty Index with monetary fines. In such event, the fine will be applied as a deduction of the prize money earned by the applicable Team and withdrawn from any payment due to the applicable Team if constituting a prize money. The amount so deduced will be redistributed as prize money amongst the other Teams participating into the same Rainbow Six Circuit competition as the Team impacted by this fine.
Global Points withdrawal	Infractions committed in the context of global competitions may trigger the withdrawal of a percentage of a Team's points in the Global Point System. Such withdrawal will be effective after all points have been distributed for the Stage in which the infraction was committed.
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, as illustrated in the Penalty Index.

UBISOFT reserves to right to proceed with any other method of punishment that would be related to the rule infringed and UBISOFT reserves the right to issue sanctions going beyond the maximum sanction indicated in the Penalty Index if justified by the severity of the infraction. All aforementioned infractions may be combined and lead to more severe penalties in case of repeated infraction.

6.2 Notification and enforcement

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

- Sanctions for infractions of category 1 will be issued and notified by Tournament Organizer officials to the Team's Point of Contact
- Sanctions for infractions of category 2 will be discussed between the Tournament Organizer and UBISOFT and the sanction will be notified by UBISOFT's Regional Esports Manager to the Team's Point of Contact

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

7. Prize payment

7.1. Recipient and release

All prize money shall be paid within 30 to 90 days after the end of the Rainbow Six Competition where such prize money has been won. In most cases, the prize money will be paid by the Tournament Organizer in charge of the Rainbow Six Circuit competition it operates, and the Tournament Organizer will communicate to the License Holder of each Team the applicable process and information required to operate the payment of the prize pool.

7.2 Withholding Taxes

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

8. Miscellaneous

8.1. Reserved Rights

8.1.1. Exclusive Rights

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

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

Six Circuit.

- **grant to third party the exploitation rights with regards to audiovisual content** produced in any competition part of the Rainbow Six Circuit.
- **secure sponsorships and grant merchandising rights** in connection with the Rainbow Six Circuit or any competition thereof.
- **consent to gambling or betting operations** on any element of a competition part of the Rainbow Six Circuit. As of today, UBISOFT does not accept any association with gambling or betting activities, including fantasy betting, in connection with the Rainbow Six Circuit.

8.1.2. Tournament Organizer License

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

8.1.3. Rainbow Six Circuit livestreaming policy

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

8.2. Confidentiality

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

8.3. Privacy

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

The Tournament Organizer mandated by Ubisoft collects and processes Player's and/or Team Staff's Personal Data for tournament administration purposes regarding their participation in the Rainbow Six Circuit, including but not limited to their image, voice, age, full name, Uplay ID, nickname, game statistics, key contractual information regarding Player's availability for a transfer and any other relevant information ("**Personal Data**").

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

The processing of Player's and Team Staff member's Personal Data is necessary to perform the contract they have entered into with UBISOFT by accepting the Rulebook.

Indeed, reading this Rulebook you acknowledge that Ubisoft processes Player's and Team member's

Personal Data in order to administrate the Rainbow Six Circuit and provide Players and Team Staff a better experience (e.g. for the operation of the Rainbow Six circuit and in particular for the operation of the transfer rules set forth in this Rulebook (see **Section 4.5**) through Ubisoft's Global Players Contract Database, to report any breach of the Rules and if any, associated with any disciplinary ruling and bans, game analyses and statistics purposes, please note that Players' game data such as gameplay are publicly viewable and may be shared with third parties through APIs.).

Without prejudice to any right granted under **Section 8.4.1**, Player's and/or Team Staff member's Personal Data will be stored for five (5) years after the end of their participation in the Rainbow Six Circuit and may be transferred to non-European countries that ensure an adequate level of protection according to the EU Commission, within the Privacy Shield framework, or within the framework of the standard data protection clauses adopted by the EU Commission.

Players and/or Team Staff can exercise their rights to access, rectify or erase their Personal Data, object to or restrict the processing of their Personal Data, and receive their information in portable form by contacting UBISOFT's Data Protection Officer at the following address: (<https://support.ubisoft.com/fr-FR/Article/000063467>). After contacting UBISOFT, if a Player and/or Team Staff is not satisfied with the way their request was handled, they may also lodge a complaint with the national supervisory authority of their country.

8.4. Teams and Players Name, likeness and logo

8.4.1. Teams and Players Name & Likeness

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

8.4.2. Teams Logos

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

8.4.3. Scope of the License

The Team Logos and Players' Image may be used, transmitted, distributed, broadcasted, displayed, modified, adapted (including dubbing and captioning) or otherwise exploited by UBISOFT, its affiliates and/or any third party authorized by UBISOFT and/or its affiliates, in whole or in part, through any medium, support or process currently in existence or that may be created in the future, in the entire

world and for any purpose, institutional or commercial (including through sale of media rights of the Records, advertisement, sponsorship, and any other type of commercial exploitation), in connection with the Rainbow Six Circuit and any associated promotional activities. For sake of clarity, these rights shall include the following:

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

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

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

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

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

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

8.5. No Gambling

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

8.6. Sponsorships

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

- Alcoholic products, and in particular liquors and beers (including non-alcoholic version of eponym beers), or other intoxicating substances whose sale or use is regulated by law (including cannabis-based products);
- Tobacco, cigarettes or electronic cigarettes, related paraphernalia;
- Firearms (including firearm accessories or ammunitions), including replicas or airsoft products;
- Gambling or betting websites, including fantasy esports operators;
- Pornography and other related mature materials and paraphernalia;
- Any medicinal substance that requires prescription or is not freely sold in a pharmacy;
- Political campaigns
- Any esports or video game tournament, league or event;
- Any entities, companies or organizations that may, at Ubisoft's sole discretion, be considered

detrimental to Ubisoft's business or reputation, including but not limited to, key sellers, hacking and botting, account selling, in-game currency or digital item selling services

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

For sake of clarity, all other categories for sponsorships and/or partnership are permitted and any of such existing sponsorship or partnership shall be notified to UBISOFT.

During Rainbow Six Circuit matches, Players are not allowed to display any other brand aside of their own Team's name in their nickname used in game.

8.7. Approval process

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

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

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

8.8. Notification process

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

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

ANNEX A

ACKNOWLEDGEMENT LETTER

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

- **APPOINTED TEAM MEMBER:** _____
- **TEAM:** _____
- **RAINBOW SIX CIRCUIT LOCAL COMPETITION:** _____

CONSEQUENCES OF APPOINTMENT

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

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

ADDITIONAL ACKNOWLEDGMENTS

We further acknowledge and agree that:

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

TEAM MEMBER 1

Signature: _____
Full name: _____

TEAM MEMBER 2

Signature: _____
Full name: _____

TEAM MEMBER 3

Signature: _____
Full name: _____

TEAM MEMBER 4

TEAM MEMBER 5

COACH (IF APPLICABLE)

Signature: _____
Full name: _____

Signature: _____
Full name: _____

Signature: _____
Full name: _____

APPOINTED TEAM MEMBER

Signature: _____
Full name: _____

**ANNEX B
PENALTY INDEX**

Type of Infraction	Definition	Category	Minimum		Maximum		Limitation Period
			Competition Fine	Competition Suspension	Competition Fine	Competition Suspension	
Match-fixing	Match-fixing may be constituted by the action of pre-determining, tampering or attempting to influence the outcome of a match, whether through bribery, threats, match throwing, or any other manner, in exchange of a benefit (financial or otherwise).	2	\$5,000 (USD)	12 Months	\$20,000 (USD)	Lifetime	12 Months
Match throwing	Match throwing may be the action of purposely avoid competing at one's best ability outside of the cases of match fixing. Examples of match throwing include but are not limited to: losing purposely to obtain a lower seed or rank, purposely losing to dodge an opponent in a competition bracket, etc. Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment throughout Rainbow Six Circuit.	2	\$2,000 (USD)	6 Months	\$5,000 (USD)	12 Months	6 Months
Cheating	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...	2	\$5,000 (USD)	12 Months	\$20,000 (USD)	Lifetime	12 Months
Ringer use	Usage of a ringer may be constituted by having a Player not part of a Team playing instead of one of the Players signed in the roster of said Team.	2	\$1,000 (USD)	6 Months (org)	\$5,000 (USD)	12 Months	12 Months
Betting on matches	Placing any bet on any aspect of a Rainbow Six Circuit competition, whether using money, virtual currency, or anything with monetary value. This type of infraction often cumulates with the infraction of match-fixing.	2	\$1,000 (USD)	6 Months (org)	\$5,000 (USD)	12 Months	12 Months

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

Poaching/ tampering with Player's transfers	Poaching or tampering with Player's transfers may include the act of engaging in communications with Players or Team Staff of another Team, for the purpose of discussing or negotiating a Player's transfer, in breach of the limitation defined in Section 4.5 of the Rulebook. Any form of complicity or assistance provided in a poaching attempt constitutes an act of poaching/tampering.	2	\$10000 (USD) + % of Global Points	\$20,000 (USD)	12 Months	12 Months	
Breach of confidentiality	Shall mean any breach of Section 8.2 .	2	Depending on the nature of the confidential information shared		Lifetime	/	
Minor misconduct	<p>May include any of the following prohibited behavior mentioned in the Rainbow Six Esports Code of Conduct:</p> <ul style="list-style-type: none"> • Any actions or statement which may be found offensive and related to age, physical appearance, social origin, political or other opinions. • Any language or content deemed illegal, dangerous or threatening • Any conduct which interrupts the general flow of the tournament, sustained disruption of discussion, or continued one-on-one communication after requests to cease • Illegal possession, use, or distribution of alcohol or drugs, steroids or other performance enhancing substances; • Lack of respect and provocation, including verbal insults or insulting gesture or defamation <p>Depending on the nature of the prohibited conduct, a minor may qualify as a Major misconduct or constitute a criminally prosecuted activity enforced by the local police authorities.</p>	2	Warning	\$5,000 (USD)	6 Months	12 Months	
Major misconduct	<p>Any of the following prohibited behavior mentioned in the R6 Esports Code of Conduct automatically qualifies as Major misconduct:</p> <ul style="list-style-type: none"> • Any actions or statement which may be found offensive and related to gender identity and expression, sexual orientation, disability or mental illness, ethnicity, nationality, skin color, religion • Impersonation of any team players, managers, admins or Ubisoft employee 	2	\$5,000 (USD)	12 Months	Depending on the nature of the Major misconduct	Lifetime	36 Months

	<ul style="list-style-type: none">• Theft-related crimes such as burglary, robbery or larceny• Deliberate intimidation, actual or threatened physical violence against another person• Stalking, harassment, inappropriate physical contact, unsolicited sexual attention <p>Depending on the nature of the prohibited conduct, a Major infraction may also be considered a criminally prosecuted activity enforced by the local police authorities.</p>						
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ANNEX C

2021 RULEBOOK UPDATES CHANGELIST

This document provides an overview of all the changes and updates that were made to the Rainbow Six Circuit Global Rulebook for the start of Season 2021

Overall

Wording updates to clarify some rules without changing their meaning

Introduction

- Addition of a Privacy notice introduction

2.1 Regions

- Update to the country list of APAC South
- US and CA divisions removed from the NA country breakdown

2.5 Regional Structures

- All Regional structures have been updated to reflect the changes to their esports programs

3.1.1 License Requirements

- Addition of a grace period to meeting license requirements when a team is promoted from a Local competition to a Regional competition

3.1.2 License Restrictions

- Section reworded to better reflect License Restrictions in regard to the possibility Teams now have to register 2 Rosters across different competitions

3.1.5 License Transfer or Exchanges Limitations

- Section added to regroup all limitations to License Transfers and Exchanges
- Addition of requirements to validate an organization's ability to operate an acquired license prior to its acquisition

3.2 Players and Team Staff Eligibility

- Extension of most Players Eligibility rules to registered Team Staff members (Compliance with the Rules, compliance with local labor and immigration laws, age, Uplay account in good standing, no competition suspension)

4. Team composition and Transfers

- Section restructured to reflect the possibility for Teams to register 2 Rosters across different competitions, and the substitute Players each Roster may register
- Addition of a Definition section
- Addition of Main and Secondary Rosters' structures

- Addition of stand-in limitation to Players registered in the same competition
- Removal of the 2020 Transfer Window section
- Addition of the notion of Player Swaps, for transfers of Players between a Team's Main and Secondary Roster
- Addition of Roster Registration

5.1.3.1 Map Pool

- Updated Map Pool

5.1.3.2 Map Bans

- Reworded Map ban process to better reflect Team's options throughout the process

5.1.3.4 Cosmetics

- Updated list of authorized cosmetics

5.1.3.5 Unauthorized usage of bugs or in-game exploits

- Updated unauthorized behavior

5.1.4 Tactical Timeouts

- Section added

5.2 Good Sportsmanship Rules

- Updated

5.3.1 Players' substitutions

- Section added

8.3 Privacy

- Update of the Privacy terms

8.6 Sponsorship

- Added limitation to Players' nicknames in-game

APPENDIX 1-4

- Updated to reflect all changes to Section 2.5

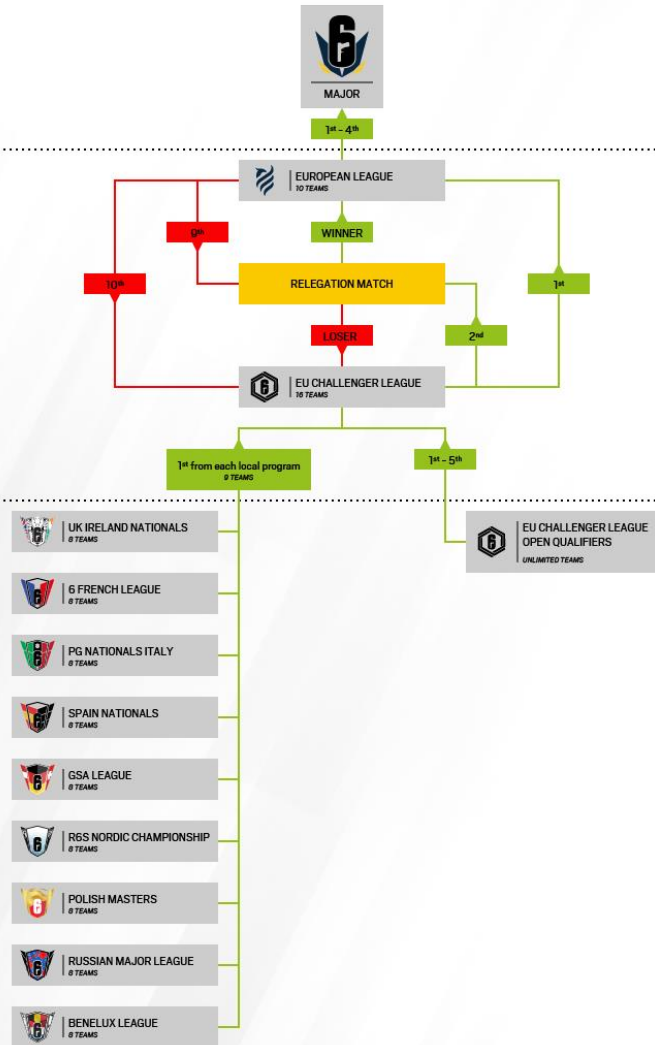
APPENDIX 1 – EUROPE – REGIONAL STRUCTURE

6 EUROPE
REGIONAL STRUCTURE

GLOBAL
COMPETITION

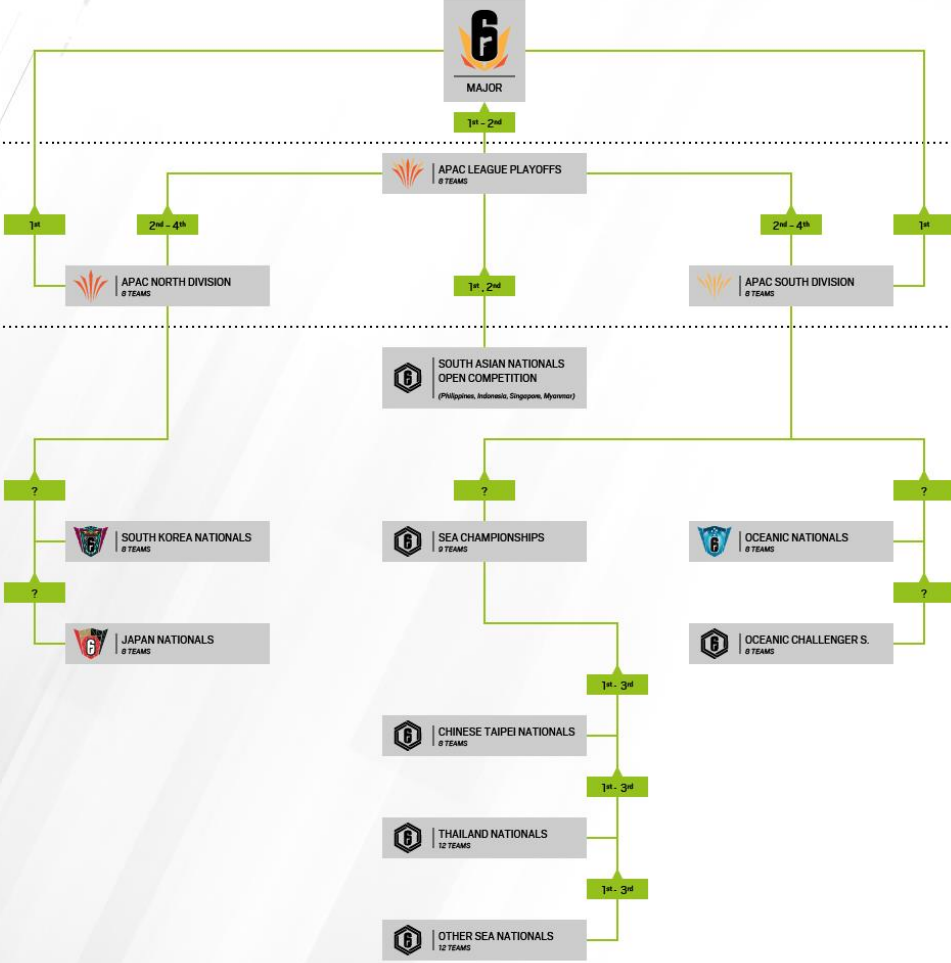
REGIONAL
COMPETITION

LOCAL
COMPETITION



APPENDIX 2 – APAC – REGIONAL STRUCTURE

6 APAC
REGIONAL STRUCTURE



GLOBAL
COMPETITION

REGIONAL
COMPETITION

LOCAL
COMPETITION

APPENDIX 3 – NORTH AMERICA – REGIONAL STRUCTURE



GLOBAL
COMPETITION



MAJOR

1st - 4th

REGIONAL
COMPETITION



LAST

WINNER

RELEGATION MATCH

LOCAL
COMPETITION

LOSER

1st



APPENDIX 4 – LATAM – REGIONAL STRUCTURE



GLOBAL COMPETITION

REGIONAL COMPETITION

LOCAL COMPETITION

LATIN AMERICA LEAGUE

LATIN AMERICA CHALLENGER LEAGUE

