



Rulebook

This Rulebook outlines the rules that should at all times be followed when participating in the Rainbow Six Benelux League. Failure to adhere to these rules may be penalised as outlined.

It should be remembered that it is always the League Administration that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

To encourage everybody to be at their best behaviour during and outside the tournament, every team who participates in the League Play and works towards the outcome of a fair tournament will be awarded a bonus.

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1. Introduction and basic definitions

1.1. Introduction to the rulebook

This is the official ruleset of the seventh (7th) season of the “**Rainbow Six Benelux League**”, which will take place between March 2022 and September 2022. These rules will apply to the players (main line-up and substitutes) and support staff (coaches, analysts, managers and team owners) throughout all stages of the competition which are:

- Open qualifiers
- Qualifier Playoffs
- Group Stages
- Finals

Failure to adhere to these rules can and will be penalised as outlined. It should be noted that tournament administrators and referees have the final word, and the power to make decisions which will benefit the leagues competitive level and integrity. This means that in extreme cases the administrators and referees have the power to overrule this rulebook to maintain a fair competition and a certain level of sportsmanship.

This competition will be classified as the regional championship to develop the competitive community within: **The Netherlands, Belgium and Luxembourg**. We hope all participants, spectators and press will enjoy the competition, and give it their best attempt to make it a fair, fun and exciting competition.

1.2. Definitions

1.2.1. Time zone

Any time mentioned during official communications regarding the Benelux League will always be in the time-zone currently used in Amsterdam (AMS), the Netherlands. That means the following:

- Between the 27th of March 2022 and the 30th of October 2022 – CEST
- Between the 30th of October 2022 to 26th of March 2023 - CET

1.2.2. The Season

The season will include the qualifiers all the way up to the finals.

1.2.3. Benelux Region

The Benelux Region is defined as residents of Belgium, the Netherlands or Luxembourg.

1.2.4. The European Region

The European Region is defined as residents of: 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.

1.2.5. Offenses

1.2.5.1. Minor offenses

A minor offense will be given to minor incidents, including but not limited to:

- Being late, past scheduled match time. (as stated in section 5.15.2 below)
- Confirming the line-up past given time stamp.
- Banning maps past given time stamp.
- Small toxicity offenses.
- Providing non to insufficient information when asked for.
- Not providing a winner's interview
- Failing to upload match data
- Breaking rules to a certain extent (i.e. use of forbidden skins past warning limit)

Each minor offense will be a deduction of 3% in prize money. 5 minor offenses will evolve in a major offense and will follow disqualification and a competitive ban for Season 8 or any other National Championships in 2022 and 2023 (Exceptions can be made for individuals)

1.2.5.2. Major offenses

Major offenses will be given for either tallying up to 5 minor offenses, or for major incidents including but not limited to:

- Cheating, hacking or the use of macro's
- Extreme toxicity of players/support staff (This can be in game, or in private & public media such as Twitter or Discord)
- Failing to maintain respect for other players/admins
- Deliberately deceiving admins
- Use of a fake ID in order to play

A major offense will deduct all prize money the team would receive and will result in a disqualification of Season 7 and a competitive ban for the team in Season 8 or any other National Championships in 2022/2023 (Exceptions can be made for individuals).

1.2.5.3. Match Forfeit

In the event a team forfeits a Benelux League match or is given a match forfeit, it will result in a 7-0 match result for the opposing team in the specific match-up. Each match forfeit will be a deduction of 5% in prize money. In the event of multiple match forfeits during the same season of Benelux League, more severe punishments may be given out at the sole discretion of Ubisoft or META.

1.2.5.4. Disqualification Threshold

When a player or a team has reached a total of one (1) Major offense or five (5) Minor offenses, he/she or they will receive a disqualification from further participation in the Benelux League. The license will be withdrawn, and a competitive ban will be instated for the remainder of 2022 and 2023.

1.2.6. Live matches

The term Live matches will be used to refer to matches that take part in a public location, during events, LAN finals or any match broadcasted on the Rainbow6BNL channel.

1.2.7. Title used

The title used for reference in this rulebook is: Rainbow Six: Siege, Ubisoft

1.2.8. Tournament organisation

The tournament will be organized in a joint operation between Ubisoft B.V. and META (formerly known as 4Entertainment). Both can be contacted by using their respective contact points.

1.2.9. Participants

A participant of the Benelux League can be classified as a team or player that is taking part within the Benelux League. Any member of a team that is active within the league, will be locked to this team, regardless of the fact whether the player has played an official match with the team or not.

1.3. Player information

1.3.1. Standard Information

Each participating member must provide Ubisoft and META with the following personal details:

- Filled in player card
- Participant photos as requested
- Proof of residence
- IDs

The information above will be required from all teams after the Qualifier Playoffs stage has finished and before the Group Stage has started. The exact deadline will be shared through Discord. If teams do not send all the required information before the deadline, they forfeit their position for the Group Stage.

1.3.2. Nicknames

If a player is to change nicknames during the duration of the Benelux League, he must first notify the administration, and wait for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances. Next to this, nicknames must be acceptable (up for interpretation of the administration team) meaning, no racism, excessive L33T speak or offensive names. Nicknames are also not allowed to reflect negatively on the Benelux League brand.

1.3.3. Photo

The member's photo must be a current photo from within the last two (2) years, altered pictures are not allowed (photoshops) and must be clearly recognizable. Next to this, it must only contain the member in question.

1.3.4. Game account

Every playing member must have their right game account entered on the document that will be used for the license sheets. If players use the wrong game account, they will receive a minor offense and will not be allowed to continue playing that match. Exceptions will be made if the player filed a change request before the play day starts.

1.4. Teams

1.4.1. Standards

Teams must carry a professional name. Names such as 'Team Kapsalon', 'Team Patat', 'Team Boefman' are not allowed. Next to this, teams and organisations are required to have a relevant and identifiable logo which does not include photos of real people or are parodies of real brands. The tournament operations team has the final say on what names and/or logos are deemed professional or appropriate.

1.4.2. Team names

Team names are not allowed to have any extensions such as BNL, or R6. The team name can hold one sponsor name such as “Vodafone Giants”. However, this sponsor name is not allowed to conflict with any of the Benelux League partners (Such as Ubisoft, META BV and other sponsors). Next to this, team names are not allowed to be references to active organisations, players, personal outside their own organisation. Next to this, team names are not allowed to reflect negatively on the Ubisoft or Benelux League brand.

2. License and Team Composition

2.1. License Sheet

This will be the complete listing of players, substitutes and support staff of a team. All teams participating in the Benelux League will have to fill in this license sheet. (All these roles will be discussed in section 2.2).

Official license sheets will be required from all teams after the Qualifier Playoffs stage has finished and before the Group Stage has started. The exact deadline will be shared through Discord. If teams do not send all the required information before the deadline, they forfeit their position for the Group Stage. Invited teams will have to hand in the 2022 license sheet before 15st of March 23:59 to claim their spot.

Note that any player on this sheet will NOT be allowed to take part in ANY other NATIONAL/REGIONAL CHAMPIONSHIP in the European circuit for the 2022 season, unless officially TRANSFERRED to a team in another region during the transfer window. Teams cannot swap NATIONAL/REGIONAL CHAMPIONSHIPS until the end of the 2022 season (After SIX INVITATIONAL 2022).

2.1.1. License eligibility

To be eligible for a license you need to fulfil the following before qualifying:

- Have 3/5 players of the main roster be resident in the Benelux Region (described in section 1.2.3) and the remaining members be part of the European Region (described in section 1.2.4).
 - This rule does not take your nationality in consideration, only your residency. For example: if you are a player with a Dutch nationality, but have your main residence in Spain, you will not be considered as a Benelux player. On the other hand, someone from Spain with their main residence in the Benelux region will be considered a Benelux player.
- If invited to the qualifier playoffs stage or group stage phase, have a majority roster of the previous season signed up on your new license. This means 3/5 of the roster playing when qualifying – which means the roster that played LAN in case of a group stage invite and 3/5 who have played at least 50% of matches during Season 6 for relegation stage.

Only in very dire situations (e.g., in case of emergencies relating to health), when there is no other option available and the team has done everything within its power to bring forth a majority Benelux residency line-up, an exception can be made by discretion of Ubisoft & the Tournament Organizer. The team will have to show its efforts made and, when breaching the rule on multiple occasions, the team can expect sanctions. The sanctions will be determined on a

case-by-case basis and can include but is not limited to the loss of Fair Play Fee, a % decrease in prize money or receiving penalty points.

2.1.2. License conditions

When the license has been obtained by meeting the requirements noted in section 2.1.1, you need to follow the following guidelines to maintain the license, and to prevent it from getting revoked.

- Line-up and organisation cannot be part of any other tournament in the European circuit.
- The license must always maintain a 3/5 Benelux line-up during the season.
- Always maintain 3/5 players of the original license sheet submitted after the Six Invitational 2022.
- Do not tally up 5 minor offenses or 1 major offense in the Benelux League.

2.1.3. License being revoked

If the conditions in section 2.1.2 are not met, Ubisoft reserves the right to revoke the license from the license holder. With this Ubisoft reserves the right to put down a competitive ban to all players and the organisation for the remainder of the 2022 esports year (ends after Six Invitational 2023) or beyond that time frame if deemed adequate. This ban prohibits players and organisations to take part in any Ubisoft sponsored event or tournament.

2.1.4. 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 for Ubisoft and META. The license holder is the only person authorized to act as a representative of the team, and exercise the prerogatives attached to the license. The License holder may appoint someone else from its organization as official point of contact for the team (usually the team's manager).

The Point of Contact can thereon execute all official communications on behalf of the license holder, 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.

2.1.4.1. Responsibilities of license holder

The license holder or the designated point of contact will be responsible for keeping the team in order and maintaining the license sheet. This person is also responsible for all actions and commitments of the team. This also means that this person will make sure that match procedures will proceed as intended (for instance line-ups, bans, et cetera) and that all needed documentation to compete in Benelux League is delivered in time.

Any changes in the team license must be reported to and accepted by Ubisoft and META before it can be followed through. Failure to report changes in the license or leaving critical information outside of Ubisoft or META their reach could result in a punishment and might be awarded a minor offense point or get the license revoked.

2.1.4.2. License owner when an organisation is involved

When a team is represented by a legal entity or organisation, then that specific organisation automatically becomes the license owner. This means that players from the roster are **no** longer allowed to be registered on the license sheet as the license owner. The acquired license therefore belongs to the legal entity.

2.1.4.3. License owner when no organisation is involved

The team will then be represented by a team member of that team provided all players agree to appoint this team member as their legal representative **by executing the acknowledgement letter that is available in the appendix**. This person will then be the designated point of contact for Ubisoft and META.

By appointing someone as the legal representative, this automatically makes that person the license owner. However, a majority roster must be maintained across each stage of the competitive year. If the license holder leaves the team, Ubisoft will decide whether the team can continue or not, and who becomes the new owner of the license.

Should a team be promoted through the promotion/relegation system from Benelux League to Challenger League, then the team will have to comply with the obligation to be represented by a legal entity as condition for such promotion to be effective.

2.1.5. Changing license holder

A license holder can request Ubisoft to transfer the license to another person present on the license sheet during a season if there is an adequate reason for doing so. Ubisoft's discretion will be used to decide whether the reason is deemed adequate or not.

Once the license holder has been changed, the majority roster of the original license must be maintained for the remainder of the current stage and season. If that's not the case, the license will be withdrawn. This restriction is meant as a protection of the players and to promote a stable Benelux scene.

2.1.6. Withdrawal of license

Ubisoft has the right to withdraw the license from any participants if the Benelux League feels that the participant(s) in question have not followed and behaved according to the guidelines set by Ubisoft and META.

2.2. Team composition

In this chapter we will discuss the team composition, the age requirement and responsibilities for each role. To play official matches in the Benelux League, all players are required to be 18 years of age or older.

2.2.1. Team positions

2.2.1.1. Team Manager

The team manager must be at least 18 years old, the team manager is responsible for day-to-day operations of the team, such as writing match statements, updating and maintaining the roster for playdays and being the main contact person of the team towards Team META and Ubisoft. This person is responsible for keeping himself, and the team updated with regards to rules and regulations around the Benelux League. The Team Manager is NOT able to play in official league matches, unless also indicated as a player/substitute on the license sheet.

2.2.1.2. Coach

The coach must be at least 18 years old, and is responsible for supporting the players during official matches. The coach will also be contacted by Team META or Ubisoft in important matters and is thus also responsible in keeping the rest of the team updated. The coach can also give after match interviews and has the exceptional right to request to substitute one of the roster's players in an official match.

In the event a player of a roster, due to exceptional circumstances, is not able to play an official match, with no substitute player of his roster available to replace him, the roster's coach may request the ability to step-in temporarily as a substitute player. A coach may only step-in with the approval of Ubisoft and META and will not be allowed to step-in as a player in case of non-compliance with the eligibility conditions set forth in section 2.2.4.

2.2.1.3. Analyst

The analyst must be at least 18 years old, and mainly fulfils purpose within the team however he will be held accountable for his/her actions during the Benelux League, meaning that unprofessionalism or toxicity of said person can be punished. The Analyst is NOT allowed to play official matches, unless listed as a player/substitute in the license sheet.

2.2.1.4. Team Captain

This is the captain of the team, this is the only member of the team allowed to file protests, comment about certain issues or debates, or communicate about issues during matches. This person will be the spokesperson of the team whilst matches are being played. Next to this the team captain can be interviewed after the match and will be the third and final contact point to META and Ubisoft, meaning that he carries the responsibility to keep his team updated about rules and regulation changes.

2.2.1.5. Player

Besides the team captain, there will be 4 other main players active within each team. All these members must be over 18 years of age. The players don't have any further rights/duties/tasks in any case, however, will be held accountable for his or her own actions.

A player cannot be a coach, a team manager or an analyst at the same time. An exception can be made for the coach to temporarily step-in as a player, if permitted by Ubisoft and META. This exception is only possible in the event the team does not have enough players or substitutes to participate in a match. The procedure for this can be found in section 2.2.1.7.

2.2.1.6. Substitute

Each team may have up to 2 substitutes on their license sheet. These players are not required to be 18 years of age; however, they will be if they are to play official matches within the Benelux League. Substitutes do not have any specific rights, tasks or duties.

Adding substitutes to your roster is highly recommended. If a team chooses to not add substitutes to their roster, and because of this they are unable to field a complete roster for a scheduled match, they are entirely responsible for the penalties that follow. (e.g. match forfeits, disqualification, ...)

2.2.1.7. Player substitutions

Throughout the Benelux League, a team may request that one or two of the registered substitute players of its roster replaces one or two of the registered main players of said roster for a given match.

To request a substitution, the coach or manager of the team must notify META at the latest at 13:00 CET/CEST on the play day itself. The notification must mention the name(s) of the main player(s) that will be substituted out and the name(s) of the substitute player(s) that will be substituted in. Following acknowledgement of substitutions for both teams, META will then notify each team of the updated roster of their opponent for said match. No team should be notified of their opponent's final roster for a match ahead of the other, and no team can request a substitution once they have been notified of their opponent's final roster for a match.

2.2.2. Insufficient number of players and a stand-in player

If a team is not able to have five players participating in a particular match, including through calling substitute players, 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 this player is not under contract with, for a limited period of time for the sole purpose of avoiding the team from being disqualified for breach of the team composition requirements. Authorization for a team to compete with a stand-in player is always subject to approval of Ubisoft and META and is subject to the following limitations:

- If a stand-in player is used more than twice during the duration of the Benelux League, that team will automatically lose their fair-play fee.
- Stand-in players must meet all eligibility requirements presented in section 2.2.4. Exceptions can be made for the residence eligibility rule for offline competitions only and subject to the approval of Ubisoft and META 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 that player is standing-in for. This applies across all competitions of the Rainbow Six Circuit.
- A stand-in player cannot be registered on the roster of another team that is competing in the same competition he is asked to stand-in for.

2.2.3. License spots

On the license sheets each spot is marked with the team position it takes up. To sum this up, each license has: 1x Team Manager, 1x Coach, 1x Analyst, 1x Team Captain, 4x Players and 2x Substitutes.

2.2.4. Player and team staff eligibility

All players and team staff part of a team shall comply with the eligibility requirements below at all times during their participation in the Benelux League.

2.2.4.1. Compliance with the rules

Players will be eligible and remain eligible to compete in the Benelux League 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 2.2.3.

2.2.4.2. Compliance with local labor and immigration laws

Participation in the Benelux League is conditioned to the obtention, by each player of any necessary official documentation (visas, work permits, governmental authorizations...) required to comply with applicable local laws where the competition is held.

UBISOFT and/or the Tournament Organizer cannot be held responsible for the failure of a player and/or its team's failure to secure any required documentation needed to participate in Benelux League in compliance with the applicable law. Teams are responsible for providing to the Tournament Organizer operating a competition with supporting document substantiating the compliance of their players at the beginning of each Season and no later than seven days prior to the team's first official match in the Benelux League or during the Season whenever a new player is acquired.

2.2.4.3. Age

Each player, coach or any other support 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 Benelux League in order to be eligible to participate.

A substitute player is allowed to be under 18 years old. However, this person is not allowed to play or partake in any given match until they are 18 years old. For example: substitutes are only eligible to play when they are 18 years or older and coaches can't partake in tactical timeouts (see section 5.12.3).

2.2.4.4. Residence

Any player competing in the Benelux League must reside in the European region. As is described in Section 2.1.1. the majority of the roster must have their residency in the Benelux region.

A Team Coach (as defined in Section 2.2.1.2) is allowed to perform his role from a different Region its Roster competes in for online competitions but must be physically present to perform its role for any competition taking place in an offline environment.

2.2.4.5. No competition suspension

A player may not participate in the Benelux League if that player is subject to a competitive suspension issued by UBISOFT or the Tournament Organizer of Benelux League, preventing the player from participating in any Rainbow Six competition.

3. Licensed tournaments

A licensed tournament is a tournament which acknowledges the licenses used for the Benelux League and offers an advantage to these teams in their tournament structure or grants immediate access to their tournaments (if it is a closed tournament).

3.1. List of licensed tournaments:

- **Ubisoft's Rainbow Six Benelux League:**
License is required to participate in this tournament.
- **Rainbow 6 Benelux Cup**

More tournaments may be added to this list later this year.

4. Benelux League information

4.1. Contact points and referees

Name	Role	Party
Manon "SmikkelManon" Raterman	Esports manager	Ubisoft
Wessel "MrWeasley" Smeekes	Ubisoft Esports trainee	Ubisoft
Stijn "Hap" Hapers	Esports adviser, Caster	Ubisoft
Zazu_0420	Tournament Director	META

Thiadrik "Toldersma" Oldersma	Community Manager, Caster	META
Rib	Tournament Manager	META
SirMrDany	Head Referee	META
Stoffel	Head Referee	META

4.2. Tournament organiser

The tournament organiser of the Benelux League is a joint venture between Ubisoft and META BV (previously known as 4Entertainment). Together they will make up the list of contact points and referees described in section 4.1.

4.3. Communication

4.3.1. Email

Email is the primary and official form of communication, that will be used by the tournament officials. The team managers, coaches and captains all will be contacted through email to notify them about upcoming changes, their license sheets or other information that needs to be shared. Emails must always be sent to info@rainbow6bnl.com, when submitting documents or trying to contact the tournament officials.

4.3.2. Discord

Discord, and specifically, the Rainbow 6 BNL server (<https://discord.gg/qFFT2ft>) will be our secondary communication tool. Meaning most communication sent over email will also be able to be read through discord.

Information that needs to be dispatched swiftly, last minute changes, will be announced through the Discord with the appropriate roles tagged.

Each Group Stage participating team gets its own voice channel. Only that team's players and staff will be able to see and join the voice channel. People do not have speaking permissions in these channels. They are meant to serve as a POV streaming channel to the team's coach.

All players and the coach are obligated to be on their own channel as soon as they join the lobby. If, due to FPS reasons, someone prefers not to be in the Discord channel, they should close the Discord app completely so it is no longer running in the background and does not appear in the player's MOSS file.

To summarize: a player is either in the discord channel or has no Discord app in their MOSS.

4.3.3. TeamSpeak

The Benelux League teams will use the official TeamSpeak server (IP and passwords will be shared with participating teams) during match days. Every player and every coach is obligated to join the assigned channel. TeamSpeak recordings of all teams will be saved for fair play and other tournament purposes.

4.3.4. Disclosure

All communication over email or the private channels in the Discord server are considered confidential. Anyone spreading these text messages over social media or any other means will be

penalised for doing so, and possibly face disqualification depending on the severity and confidentiality of the message(s).

4.4. Broadcasting rights

4.4.1. Rights

Ubisoft owns all rights of the Benelux League and all its broadcasting rights. This includes but is not limited to live streams, replays and TV Broadcasts.

4.4.2. Waiving rights

Ubisoft has the right to hand out these rights (Section 4.4.1) for one or multiple matches to a third party or the participants themselves. If this is the case, the broadcast will be rearranged with a member of the contact points and referees (4.1).

4.4.3. Declining broadcast

Under no circumstances can a player or a team, refuse to have their match broadcasted by Ubisoft or other authorized broadcasters. The broadcast can ONLY be rejected by a member of the administration team (Section 4.1). The players and teams will thus automatically agree to make enough accommodation to make sure the broadcasting can take place.

4.4.4. Player interviews

During the broadcast a team member will be asked to deliver an interview on stream. A team is in no way allowed to decline that request. The person delivering the interview should have a decent audio and video setup so the quality of the interview is sufficient to show on stream.

4.4.5. Streaming own matches

Players are allowed to stream their own Qualifier and/or Qualifier Playoff matches only when they stream from their own point of view and apply a 240 second delay. Players will not be authorised to stream their own Group Stage matches.

4.5. Span of the league

The league consists out of 4 stages, each of them will have their own span. The stages are listed below with their corresponding time frames.

Stage	Dates
Open Qualifiers	2 one day open qualifying stages in the week of 14 th March
Qualifier Playoffs	Multi day closed qualifying stage in the week of the 21 st of March
Group Stages	14 playdays crossing the period of 6 th of April to 13 th of July
Finals	Multi day closed bracket from Saturday 6 th to Sunday 7 th of August

All dates and times mentioned above are subject to change for up to two weeks before the matches take place.

4.6. Participation requirements

The following conditions must be met in order to participate in the Benelux League.

4.6.1. Age restriction

All participants (team manager, main roster, active subs) must be over 18 years of age before their first participation in the competition. If in doubt, Ubisoft and Team META reserve the right to confirm eligibility. Ubisoft or Team META have the right to request a scan of the ID method (passport, driver's license or ID card) or video call to confirm eligibility.

4.6.2. Regional limitations

Teams must follow roster specifications according to section 2.1.1, meaning they need to have a majority roster resident in the Benelux region with the remaining players being resident in Europe.

4.6.2.1. Home country / residence

A player's residency is the country where their main place of residence is located. For an organisation, the country where their HQ is legally based is considered their home country.

4.6.3. Numbers of teams per organisation

Each organisation can only have one (1) team in the entire European circuit. This is introduced in the sense of sportsmanship and legality of the competition. As stated in section 2.1 an organisation can only swap from one regional tournament to another, at the end of an esports year. However, the same line-up can be active across multiple tiers of the circuit.

If a team decides to have more than one (1) team active in the European circuit, disqualifications of these teams will follow from the current season(s).

4.6.4. Requirements to start with the competition

Teams who have been invited to either the group stages or the qualifier playoffs due to their final placement in the open qualifiers or the previous season must consist of at least five (5) main players and up to 3 substitute players. At least two (2) of the main players must be members of the team that have played (at least 50% of the matches) in said open qualifier or the previous season.

Organisations that previously participated in the Benelux League are also eligible to reapply, if they have at least two (2) players on their main roster who played on a National League level during the previous Rainbow 6 Circuit season.

4.6.5. Requirements to remain in the competition

Three (3) out of five (5) main players need to be members of the team until the end of the season to be allowed to play during Season 7. If at any point this restriction is not fulfilled, the team will lose its spot in the Benelux League. With this all members of said team will receive a competitive ban for the next season (Season 8).

4.7. Player changes

4.7.1. Transfer rules

Any transfer of a player and/or team coach from one team to another team of the Rainbow Six Circuit, or any addition of a free agent player, is considered a player or coach transfer. A "free agent player" is an individual who is not contracted by a team competing in the Rainbow Six Circuit, whether in local or regional competitions. At the beginning of each Stage, teams shall provide any documentation set forth in section 1.3.1 for all new players and/or coach in their roster (players and/or coach that weren't already part of said team during the previous stage) to META.

Player and/or coach transfers can only occur during the pre-established transfer windows set forth in section 4.7.3 and are subject to the limitations set forth in the section 4.7.4. Any period outside of these transfer windows is considered a period of roster lock with no addition to a team's roster of players (main or substitute) permitted.

4.7.2. Transfer process

Only license holders are allowed to get in touch with other license holders in order to discuss and/or initiate the transfer of a player. License holders are not authorised to reach out or contact any other

players or team staff from another team themselves 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 on his or her behalf for the transfer discussion and negotiation purposes. Appointment of said team staff shall immediately be notified to Ubisoft and META. Breach of this rule will be considered poaching and will be heavily sanctioned.

4.7.3. Transfer windows

Transfer windows are timeframes during which license holders may execute the transfer of a player from one team to another. 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. There are 3 mid-season transfer windows in 2022 and 1 off-season transfer window at the start of 2023.

4.7.3.1. Season 2022

Season 2022	Dates	Type
Mid-Season Transfer Window 1	From May 23 rd , 2022, 9 AM CEST until June 5 th , 2022, 9 AM CEST	Mid-Season Transfer Window
Mid-Season Transfer Window 2	From August 22 nd , 2022, 9 AM CEST until September 4 th , 2022, 9 AM CEST	Mid-Season Transfer Window
Mid-Season Transfer Window 3	From November 21 st , 2022, 9 AM CET until December 4 th , 2022, 9 AM CET	Mid-Season Transfer Window
Off-Season Transfer Window	From February 20 th , 2023, 9 AM CET until March 5 th , 2023, 9 AM CET	Off-Season Transfer Window

4.7.4. Transfer limitations

4.7.4.1. Mid-Season Transfers

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

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

4.7.4.2. Off-Season Transfers

The last transfer window of each season - occurring in February after the end of the Six Invitational will be considered an off-season transfer window. During the Off-Season Transfer Window, Teams are allowed to swap their Coach and/or as many Players as they want between their Rosters.

4.7.5. Roster registration

At the start of the season and/or of any given stage, each team must provide META with a list of information regarding its official roster for the upcoming stage of competition, as part of a roster registration process. This list should include, for all newly acquired player(s), coach(es) or other team staff the following information:

- First name
- Last name
- Role (Player or substitute)
- Birthday
- Uplay ID

Additionally, for all players and coach(es), the location of residence must be updated/reconfirmed.

Once those information are provided and registered by META, the roster of a team is considered locked until the next transfer window meaning that no changes of players or coach can be made.

4.7.6. Global Contract Database

In order to facilitate player transfers during transfer windows, to avoid poaching and encourage best practices across all teams, a set of key information regarding players availability during transfer windows will be made available to license holders within the Global Contract database managed by Ubisoft. The Global Contract Database will also include contact details of the license holders for each team (at minimum the email address). The key information required are:

- For players: legal first name, legal family name, Uplay ID and contract end date.
- For license holders: legal first name, legal family name, email address.

If a license holder appoints a point of contact to manage player transfers in its behalf, access to the Global Contract Database will be granted to the appointed person. 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 information 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 Benelux League.

Any change in such key information shall be notified to Ubisoft whenever a change occurs. If this is not done correctly, Ubisoft reserves the right to award minor offenses or prize money deduction to the team. Key information contained in the Global Contract Database will be deleted from the Global Contract Database once a Player or the License Holder leaves the Rainbow Six Circuit.

4.7.7. Multiple contracts

It is strictly forbidden for a player active within the Benelux League to have a contract or agreement with 2 or more teams active within the Rainbow 6 Esports circuit (Nationals, Challenger and European league). If such contract or agreement is found to be in existence, Ubisoft reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, Ubisoft reserves the right to remove said player from the competition or take the licenses of said organisations away.

4.7.8. Line-up restrictions

Each team must maintain the majority roster across stages which means:

- Bring the majority from Open Qualifiers to Qualifier Playoffs
- Bring the majority from Qualifier Playoffs to Group Stage
- Bring the majority from Group Stage to Finals

If these requirements are not met, Ubisoft has the right to revoke the license in question.

4.8. Qualification

4.8.1. Qualification into the Benelux League

To qualify for the Benelux League, you have to go through either option:

- End top 4 within the previous Benelux League season.

- Reach a qualifying spot through the Qualifier Playoff matches.

4.8.2. Qualification Process

4.8.2.1. Direct Invite

In case of participating in the Benelux league prequel to the Benelux League Season 7, you will be invited to either: Group Stages season 7 (Top 4 teams) or Qualifier Playoffs Season 7 (5th & 6th place). These teams will have to hand in the 2022 license sheet before 15st of March 23:59 to claim their spot.

If an organisation is eligible for a direct invite to the 2023/2024 season of the Benelux League, but chooses to try-out for a different National League. Their invite will be revoked.

4.8.2.2. Qualifier Playoffs

The Qualifier Playoffs are the last hurdle to qualify for the Benelux League, the Qualifier Playoffs will be a two group, double round robin format and will hold up to 8 teams (4 teams per group). The fifth (5th) and sixth (6th) place teams of Season 6 will be automatically invited to this stage, if for some reason teams do not claim their spot, teams from the open qualifiers will be invited to play the Qualifier Playoffs.

Normally the top four (best two teams per group) of the Qualifier Playoffs will qualify for the Group Stages, however, if teams who receive the direct invite to the group stages, have not filled in a license sheet, this number may increase with the same number as teams not filling in the license sheet.

For example: If there are 5 spots left in Group Stage, they will be filled by the top 4 teams from the Qualifier Playoffs and the final spot will be claimed by the winner of a tie-breaker match between the 3rd place Qualifier Playoffs teams in each group.

4.8.2.3. Open Qualifiers

There will be 2 qualifiers, each played in one day. All teams are allowed to sign up for these qualifiers as long as they follow the rules described in section 1. Teams will receive qualifier points depending on their finish per qualifier. These open qualifiers will be a double elimination best-of-one format. 5th/6th and 7th/8th matches will be played to determine final placements per qualifier.

Qualifier points distribution (per qualifier)

Qualifier finish	Points
1 st	125
2 nd	90
3 rd	60
4 th	50
5 th	40
6 th	30
7 th	20
8 th	10
9 th and below	0

The teams with the most qualifier points after both qualifiers, will fill the remaining spots in the Qualifier Playoffs.

Qualifier points tie-breakers:

If after both qualifiers teams are tied in qualifier points, the tie will be broken as follows:

1. Highest placement
2. Round difference
3. Head-to-head
4. Match win percentage
5. Round win percentage
6. Tie-breaker match (to be played on the first day of the Qualifier Playoffs)

4.9. Prize Money

All prize money should ideally be paid out within 30 days after the conclusion of the Benelux League (This means finals). However, it can take up to 60 days. The license holder will claim their prize funds via a web form that will be emailed to the winning teams. All teams that receive prize money should be a registered company, otherwise Ubisoft might be unable to transfer the prize money.

4.9.1. 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.

4.9.2. Prize deductions

Every offense a team acquires during an event or its qualifiers is penalised with a prize money deduction. These deductions are as listed below:

- For each Minor offense a 3% overall prize money deduction will occur.
- For each Major offense a 100% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the offline or online event in question, including both online and offline won prizes, but excluding any expenses that are to be provided by Ubisoft or Team META.

Next to this, additional deductions can occur if other rules described in this rulebook are broken.

4.9.3. Withdrawal of prize money

If the prize money for the Benelux League or other tournaments have not been paid out yet, Ubisoft reserves the right to cancel any pending payment if any evidence of fraud, foul play or match fixing have been discovered.

4.9.4. Transferring prize money

The prize money will be sent via a bank transfer as specified by the License holder. Failure to provide enough information for the payments to be completed will result in payments not being made. If a participant has not collected or redeemed their winnings within two (2) months of the conclusion of a season, the winnings will be forfeited.

4.9.5. Prize money distribution

The total prize money available will be **€17.000**, - for Season VII (7).

4.9.5.1. Group Stages

To reward teams who participate and finish the group stages in a fair and competitive way, €3,000. - will be distributed between the teams who behave in a sportsmanlike manner and finish the league in its entirety. This additional fee will be called the “Fair Play Fee”.

- If 8 teams finish the league in a sportsman way, each team will be awarded €375. -
- If 6 teams finish the league in a sportsman way, each team will be awarded €500. -
- Etc.

In certain scenario’s teams will lose their cut of this Fair Play Fee:

- If a team has received 3 or more minor offenses.
- If a team uses an emergency stand-in more than twice during the season.
- Repeated occurrences of non-sportsmanlike behaviour.
- Major violations against the fairness and competitive integrity of the League.

What classifies as non-sportsmanlike behaviour or violations against the fairness and competitive integrity of the League is at the sole discretion of Ubisoft and META.

4.9.5.2. Finals

For the Finals the distribution is as follows:

Placement	Prize money awarded
1 st place	€7,000. -
2 nd place	€3,500. -
3 rd place	€1,750. -
4 th place	€1,750. -

4.10. League ranking

Every match will give teams a certain amount of points. These points are distributed as follows:

- Win = 3 pt
- OT win = 2 pt
- OT loss = 1 pt
- Loss = 0 pt

In case of two teams rallying up the same amount of points, the following tiebreaker rules will be used to decide who will end up on the higher rank of the leader board.

4.10.1.1. Application of the tiebreaker rules

These tiebreaker rules act sequentially. If there is a set of tied teams and a rule can break at least part of the tie, this rule is applied and we move on to the next rule to break the remaining tied teams (ie: if there are three teams tied and the first rule 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).

4.10.1.2. Round difference

If two or more teams are tied, the first tie-breaker will be decided by round difference. To calculate the round difference, the total rounds lost in the season will be deducted from the total rounds won. The team with the better round difference will win the tie.

4.10.1.3. Head-to-head record

If the previous rule was not able to resolve the ties, head-to-head records will be considered. 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.

4.10.1.4. Percentage of matches won in the Benelux League

If the previous rule was not able to resolve the ties, the percentage of matches a team has won in the Benelux League will be considered. The team with the highest percentage will win the tie.

4.10.1.5. Percentage of rounds won in the Benelux League

If the previous rule was not able to resolve the ties, the percentage of rounds a team has won in the Benelux League will be considered. The team with the highest percentage will win the tie.

4.10.1.6. Tiebreaker match

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

5. Benelux League Specific Rules

5.1. Rule changes

Ubisoft and Team META reserve the right to amend, remove, or otherwise change the rules or any other component surrounding the competition, without further notice. Ubisoft and META BV also reserve the right to make judgement calls on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship. Players will be expected to have knowledge of the latest rulebook, which can be found on the Rainbow6bnl.com website, Benelux League, Rulebook.

5.2. General

When a player or team has broken one or several rules set forth by this document, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and catalogued.

5.3. Match schedule

The tournament schedule will be published on the Benelux League website. META and Ubisoft reserves the right to make changes to this schedule. Team members should check the website to make note of any possible changes.

5.4. Validity of the ruleset

If any rule(s) within this rulebook are void for any legal reasons in any specific country, the remainder of the rulebook will remain valid for that country.

5.5. Confidentiality

The content of protests, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent of a Ubisoft employee or the tournament director of Benelux League. If the contents have been shared without consent, then this could lead to a minor or major offense following possible disqualification.

5.6. Code of Conduct

All participants of Benelux League agree to behave in an appropriate and respectful manner towards all other participants, spectators, the press, the broadcasting team, and members of the tournament administration. By taking part in the competition players and support staff become role models for the community and should behave accordingly.

All parties participating in the Benelux League (player, teams, staff, etc.) agree to the rules established in this rulebook and confirm that they have read and understood the [R6 Esports Code of Conduct](#).

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.

5.7. Drugs, alcohol and other substances

To play a match, on or offline, you are not allowed to be under the influence of:

- Drugs (Unless prescribed)
- Alcohol
- Performance enhancers

If found under influence of said substances, Ubisoft has the right to disqualify said player and/or team from the competition resulting in a ban for the remainder of 2022 and the 2023 esports year.

Ubisoft and Team META reserve the right to perform a drug/alcohol test on individuals to preserve competitive integrity.

5.8. Betting

Betting on matches in a league or tournament where you, or the team you are licensed with are involved in is strictly forbidden. Betting against yourself, or against your own team, accepting receipts of a currency derived from a third party's bet on one of your matches, will be punished by disqualification of your team and a worldwide competitive ban for the player(s) in question.

5.9. Additional contracts or agreements

The Benelux League, Ubisoft and META are not responsible for any additional agreements, nor do they agree to enforce such agreements made between individual players and organisations/teams. The Benelux League highly discourages these agreements taking place, and such agreements that are contradicting this rulebook are under no circumstances allowed.

5.10. Connection to active players

In the sense of sportsmanship and legality of the competition, rivalling teams, Ubisoft and META are not allowed to have any ties to active players currently playing in the Benelux League. This includes but is not limited to: Team Managers, Team Owners, Coach, Advisors, Analysts, Players, Substitutes and creators. Only exceptions would be active loans of players or support staff.

5.11. Breach of etiquette

For a pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one minor or major offense depending on the severity. The most important and common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

5.11.1. Insults

All insults occurring in connection with the Benelux League will be punished, this primarily applies to insults during a match but also on the website. Insults on IRC, IM programs, email or any other means of communication will be punished if they can be linked to the Benelux League and the evidence is clear.

Severe abuse cases with radical statements or the threat of physical or mental violence can result in significantly heavier penalties including the exclusion or to the removal of the player or to the team in team leagues or tournaments. In team competitions players may be suspended from playing for one or more matches.

5.11.2. Spamming

The excessive posting of senseless, harassing or offensive messages is considered spamming by Ubisoft. Spamming on the website, protests, in matches (if it disturbs the flow of play) or anywhere else can be punished depending on the nature and severity.

5.12. Unsportsmanlike behaviour

For a pleasant gaming experience and game, it is essential that all players have a sportsmanlike mind and a fair attitude. Breaches of this rule will be punished with a minor to major offense and possible prize money deduction. The most common offenses are listed below, however, Ubisoft and META remain the right to assign penalties which are not explicitly listed below.

5.12.1. Misconduct

The attempt to mislead admins or other players using false information or in other way deceive other participants will be punished as follows.

5.12.2. Faking MOSS

Faking match media will be punished with a minor offense, and could potentially be punished with further deductions of prize money. If cheating is suspected, and match media has been faked a major offense can be awarded to the team in question.

5.12.3. Ringer/Faker

Any player involved in faking or ringing a player will be suspended for 3 matches. Also 1 Minor offense will be awarded.

5.12.4. Playing with a suspended player

If a team plays with a suspended player, the match will be forfeited into a 7-0 for the opposing team. Next to this a Minor offense will be granted, and the player will be suspended for 3 more matches.

5.12.5. Misleading admins or players

Any attempts to deceive opposing players. Admins or anyone else related to the Benelux League may be penalised with 1 Minor offense.

5.12.6. Cheating

When a player or multiple players are discovered cheating, they will receive a major offense. The team in question will have their license revoked, players not caught cheating however will NOT receive a competitive ban for 2022. The players who have been caught cheating WILL receive a two (2) year global ban across all Ubisoft tournaments.

5.12.7. Use of remote desktop programs

It is strictly prohibited to have any remote desktop program running during an online match. When a remote desktop program is discovered, the team will be awarded 1 minor offense combined with a default loss of the map. This includes programs such as but not limited to: Teamviewer, Skype, Chrome remote access and any other program capable of granting remote access to the operating system.

5.13. Match procedures

5.13.1. Line-up

For each team, the line-up must be confirmed on Discord before 13:00 on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 30 minutes of delay.

The line-up must be confirmed in the dedicated Discord channel provided by the tournament referees.

5.13.2. Map bans

5.13.2.1. Deadline

For every match, the map-bans must be completed before 18:00 on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 30 minutes of delay. **THIS WILL ONLY COUNT FOR THE "GUILTY" PARTY, THIS MEANS THE TEAM STALLING WILL BE PUNISHED, NOT THE TEAM THAT WAS READY AND WAITING. WE ADVISE YOU TO CONTACT AN ADMIN AT LEAST 30 MINUTES BEFORE DEADLINE TO SHOW INITIATIVE**

Map bans must be done through the map pick/ban feature on the Benelux League tournament platform.

5.13.2.2. Banning procedure

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.

During the Benelux League Group Stage, all teams play each other twice. This means that both teams will be able to choose if they are Team A or Team B in the pick/ban procedure once each. The team mentioned on the left side of the match-up on the tournament platform, will be able to choose if they are Team A or Team B.

Starting from the playoffs, there will be a coin toss to determine who chooses “side selection” or “who bans map first”. There will be another coin toss to determine who gets “side selection” for the decider map.

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 – 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. B Ban – A Ban – B Ban – A Ban – B Ban – A Map pick – B Ban – 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. New coin toss to determine who gets “side selection” for the decider map. A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider
Best of 5	If the format of the competition this is used for features a Single Elimination bracket: coin toss, winner chooses either “side selection” once a map is selected or “who bans a map first”. “Side selection” goes to the other team for the second map. New coin toss to determine who gets “side selection” for the decider map. A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider

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”.

5.13.3. Interviews

For each team, the interviewee must be confirmed on Discord before 15:00 on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 30 minutes of delay.

The interviewee must be confirmed in the dedicated Discord channel provided by the tournament referees.

5.13.4. TeamSpeak

All players and coaches should be in the designated TeamSpeak server as soon as their standby time starts. They cannot leave before the designated admin has said so.

5.13.5. Discord Team voice channel

All players and the team's coach should be present in their team's discord voice channel in the Rainbow 6 Benelux Discord as soon as their standby time starts. People do not have speaking rights in this channel. These channels are the only POV streaming from players to the coach that is permitted.

If, due to FPS reasons, someone prefers not to be in the Discord channel, they should close the Discord app completely so it is no longer running in the background and does not appear in the player's MOSS file.

To summarize: a player is either in the discord channel or has no Discord app in their MOSS.

5.13.6. Coaching timeouts

Tactical timeouts are short pauses in the flow of a game that can be requested by a team's 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 its players. 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 past, 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.

5.13.7. Match result

When a match concludes, both teams have to confirm the outcome of the match to the referee, if a team does not confirm they have to protest the result with a valid reason. When confirmed, the match will be ended, and the scores will be pushed through to the scoreboard.

This, however, does not mean a match is not protestable after the match has concluded. If a team finds valid reason to protest the match after confirmation, they can do so for seventy-two (72) hours after conclusion.

5.13.8. Match media (MOSS files)

Each playing participant is required to upload his MOSS files on the Rainbow6 Benelux tournament platform as a form of anti-cheat. Failing to do so will award the team a minor offense. Next to this the player will be warned, by a third warning within 4 playdays the player will be suspended for the next official match-up. Also note that the player is still urged to upload his MOSS files to the Benelux League tournament platform after the warning has been given off, failing to do so can lead into suspension for the next official match. Every player needs to upload their own MOSS on the tournament platform before 2:00 A.M. CEST the day after the match.

5.13.9. Leaving match

All players and coach should remain in the match server and TeamSpeak server until the League Officials say it is ok to do so. One player from the winning team should be put forward to do an interview. The team captain needs to appoint 1 player each match for the interview. They need to

notify @[Producer] ErwinBtje in the #team-captains channel. Do this before 15:00 CEST on the match day.

5.14. Leaving the Benelux League

5.14.1. Leaving during a licensed event

If a participant leaves, disbands, gets disqualified or get their license revoked during an ongoing licensed event, the participants forfeit all prize money from this event and season. **Furthermore, ALL players from the license will be banned for the 2022 season.** This rule has been implemented to promote teams of staying active, and to maintain an active and reliable competition. Exceptions to the rule can be made in special cases.

5.14.2. Deletion of matches

All matches involving the teams that have left, disbanded, got disqualified or had their licensed revoked before the end of the event and/or season will have their matches deleted/removed. In a bracket system the next upcoming match (depending on the situation) of the participant will be considered a default win for their opponent.

5.15. Match start

5.15.1. Punctuality

All matches in the Benelux League should start as stated on the website. If a team wants to reschedule, this needs to be approved by all teams in question, and the tournament director. All participants need to be standing by 30 minutes before the match starts (in case when it's the first match of the evening) or by the time the match prequel to the participants match have started.

To visualize:

- TEAM A and B be ready 30 minutes before match start.
- TEAM C and D be ready when Match 1 starts.
- TEAM E and F be ready when Match 2 starts.
- TEAM G and H be ready when Match 3 starts.

This way we want to ensure a fast and fluent broadcast.

5.15.2. Delaying the match-up

If teams are not ready within the time stated in 5.14.1, and thus the match will have a delayed start, one minor offense will be awarded to the team in question. For each 5 minutes the team is delaying the broadcast, an extra 1% deduction in prize money will be awarded. If said team is not ready 20 minutes past the moment when the timer started, they will be awarded a match forfeit (as described in section 1.2.5.3 above). This means that the match will automatically end in a 7-0 for the opposing team. Not showing up to a match will result in: **1 minor offense (3% deduction) and a 7-0 match forfeit (5% deduction).**

Delay	Penalty
0-5 minutes	1 Minor offense (3% deduction)
5-10 minutes	1 Minor offense + 1% additional deduction (4% total)
10-15 minutes	1 Minor offense + 2% additional deduction (5% total)
15-20 minutes	1 Minor offense + 3% additional deduction (6% total)
20+ minutes	1 Minor offense + Match forfeit (8% total)

5.15.3. Timer

The timer will start 5 minutes after the initial invites have been sent by the observer. After this point each 5 minutes will count as delay.

5.15.4. Exception

In case of a match ending up in a no-show, the participants for the next match-up will get an additional 20 minutes to get ready for the match. Meaning that 25 minutes after the first invite has been sent out the delay timer will start.

5.16. Match protests

5.16.1. Definition

A protest is for issues and incidents that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication platform/protocol between the parties and the referee.

5.16.2. Match protest rules

5.16.2.1. Deadline for protests

The latest time that a participant is allowed to issue a match protest is the earliest of the following:

- 72 hours after the confirmation of the match-up
- Only at offline events; the end of the event day

5.16.2.2. Contents of a match protest

The protest must contain a detailed explanation about why the protest has been filed. Things that should be described is: Why or what happened, and when it happened. A protest can be declined if proper documentation is not presented.

5.16.2.3. Contact member for a match protest

In team matches, only one representative (Team Captain) per team is allowed to file, and reply to a protest. Violations can be punished with a minor offense.

5.16.2.4. Behaviour in match protests

Insults and rants are strictly prohibited in a protest, and may result in a minor offense and possibly the protest being ruled against the insulting/ranting party.

5.17. Results of a rematch

If due to a referee decision, a match can be replayed, it is up to the victim to decide whether they want to or not. If the victim decides to replay the match, the old result is null and void, and only the new result will count in the rankings.

5.18. Rehosts

Rehosts can occur in the following cases:

- Any issue before the action phase starts.
- Player cannot move (rehost within 30 seconds of the action phase if no one took damage)
- Game mechanic not working as intended (rehost within 30 seconds of the action phase if no one took damage)
- Disconnect/hardware/software problems (rehost before the end of the preparation phase)

- Observer issue (rehost within 30 seconds of the action phase if no one took damage)

Each team has the right to request 1 rehost per map. Any other rehosts need to be approved by the referees.

5.18.1. Rehost request procedure

If in need of a rehost, players should use the in-game chat to request a rehost followed by the reason. Players should continue the game until the observer confirms that a rehost is coming through.

5.18.2. Continuing an interrupted game

After a rehost, the game will go on where it left off. Meaning the same score line will be used but also the same bombsite and operators have to be picked as were being used before the rehost. Different strategies or executions however are allowed.

5.19. Technical issues

Players are responsible for their own hardware, software and internet connection. Matches will not be rescheduled or paused because of technical issues. If a team cannot play with the number of players that is stated in the requirements then this will be counted as a forfeit. Substitutes can be used with permission of the opponent and the admin. A penalty point might be given to the team with the technical issues. Circumstances will be taken into account and the admin will decide.

5.20. Interviews

For every online match that is broadcasted by Ubisoft, the team captain or coach must be available after the match to provide an interview via Skype or other video chat software. For offline events, all players must be available for media, including but not limited to photographs, video interviews and filming for motion graphics.

5.21. Media day

All participants and teams are required to take part of the media day that will be organised and announced before the start of the league. Failing to do so can lead to a minor offense, and a deduction in prize money.

6. Offline events

6.1. Play-off stages

The play-off stages are playing a single elimination format, these are considered the final stages of the competition in a best-of-three format.

6.2. Punctuality

Unless stated otherwise, players are expected to be at the venue 90 minutes before their match starts to set up, prepare and solve any technical problems that might occur. If you notice at any point you will be late for any match, please inform tournament officials as soon as possible. Delays caused by showing up late may lead to Minor offenses and prize money deduction.

6.3. Equipment

Ubisoft and META BV will only provide computers, monitors and headsets. This means that any additional equipment required will have to be brought in by the participants. This includes, but is not

limited to: keyboards, mice, in-ears, mouse mats. Please note that our systems do not support PS2 connections, and PS2 to USB adapters will not be provided by the tournament organiser. Other types of controllers such as PS4 and Xbox controllers are permitted, however it is the responsibility of the participant to make sure they are PC compatible.

6.4. Clothing

The player and team need to ensure that they are all in equal coloured team attire, failure for a player or team to bring such attire will result in Ubisoft providing suitable clothing for the participants. The cost of this clothing will be deducted from the prize money paid out to the participants.

6.5. Gaming areas

If nothing else has been announced, it is forbidden to bring or eat food in the gaming areas, with the exception of unbranded bottles of water. Smoking is also strictly prohibited. All mobile telephones should be switched off or handed over to the referee to promote sportsmanship. Exaggerated loud noises and offensive language is forbidden and may be punished with a prize money deduction.

6.6. Administrators

The instructions of Administrators should always be obeyed and followed, failure to do so may result in a minor offense, prize money deduction and Round, Map, Match losses or disqualification and removal of the license.

6.7. Press conference/signing/photograph or video session

If Ubisoft decides that a player needs to be part of a press conference, autograph, photograph or video session, then the player cannot deny this and must attend.

6.8. Stage matches

Each participant is required to play his/her/their stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical declaration) proving disability to play on a stage is provided.

6.9. Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament director.

6.10. Warm-up period

A warm-up period of 30 minutes is normally provided before a Live match; however, this period is NOT guaranteed.

6.11. Photo and other media rights

By participating, all players and other team members grant Ubisoft and META BV the right to use any photographic, audio or video material on their websites or for any other promotional purposes. Additionally, each player may have to sign two copies of a release that he will receive before hand for reading and having to sign before he starts his first match.

7. Game rules

7.1. Cosmetics

During Benelux League official matches, players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are banned from use in competitive play:

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

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

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

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

Using skins which are banned will, if protested, result in the following punishments:

- 1st offense: A warning to the player will be given, the round CAN be rehosted
- 2nd offense: The round will be forfeited by the offending party.
- 3rd offense and further: All remaining rounds will be forfeited by the offending party. A Minor offense will be awarded.

7.2. Bugs and glitches

7.2.1. Allowed

- 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 wall.
- Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere
- Any position that Players can get to, and out of, by passing through any object, wall, floor, ceiling or surface and the Player can be both seen and attacked/shot at as normal.
- Utilizing a Teammate to boost.
- Standing on a window ledge and being detected.
- Shield boosting, including on to a detected window ledge.
- Long-arming.
- Destroying the whole floor of a bomb site so the enemy team cannot plant the defuser.

7.2.2. Unallowed

Using these bugs will result in an instant round loss.

- 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 position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 3D models collisions)

- Standing on a window ledge undetected.
- Blocking window vaulting with a destructible shield.
- Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces.
- Placing any equipment or gadget in a place where it cannot be destroyed.
- Vaulting on ledges and proning to reach normally inaccessible spots.
- Vaulting onto skylight windows.
- Using a Mira shield boost.
- Shield boosting onto undetected window ledges.
- One-way shots.
- Placing a Maestro's Evil Eye on Alibi's decoy.
- Any Team or Player action in which results in the kill of an attacker during the first two (2) seconds of an action phase, normally referred to as spawn killing.
- Parkour/Ledge exploit.
- Vigil boosting that renders Vigil undetectable.

7.3. Game settings

	Best of 1 Match format	Best of 3 Match format	Best of 5 Match format
Game Mode	TEAM DEATCHMATCH BOMB		
Ping	Max. 100		
Plant duration	7	7	7
Defuse duration	7	7	7
Fuse time	45	45	45
Preparation	45	45	45
Action	180	180	180
Time of day	Day	Day	Day
HUD settings	Pro League	Pro League	Pro League
Number of bans	4	4	4
Ban Timer	20	20	20
Number of rounds	12	12	12
Attack/Defense swap	6	6	6
Overtime Rounds	3	3	3
Overtime score difference	2	2	2
Overtime role change	1	1	1
Objective rotation parameter	2	2	2

Objective type for rotation	Rounds played	Rounds played	Rounds played
Individual Attacker Spawn	On	On	On
Pick Phase timer	15	15	15
6th pick phase	On	On	On
6th pick phase timer	15	15	15
Reveal phase timer	5	5	5
Damage handicap	100	100	100
Friendly fire damage	100	100	100
Injured	20	20	20
Sprint	On	On	On
Lean	On	On	On
Death Replay	Off	Off	Off

7.4. Map pool

The following maps are in the current competitive map pool:

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

At the end of every stage of the circuit or of the season, Ubisoft may change some of the maps in the map pool. Ubisoft and META will notify competing teams at least 2 weeks prior to the start of the next stage or season.

8. Miscellaneous

8.1. Privacy

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

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

Personal Data collected	Purpose of processing
Identification information including full name, birthdate, contact details, home address, nationality, social media, Ubisoft ID, username, and nickname, Team information (including team name, abbreviation, registration name, logo, social media page, Player’s role in the Team), Team manager information.	<ul style="list-style-type: none"> • Registration to and administration of the Rainbow Six Circuit; • Roster Registration and maintenance of the Global Contract Database as described in Section 4.5.4.4 hereabove; • Reservation of flights, travel arrangements, and accommodation (if applicable); • Ensuring effective and ongoing communication with Players and Team Staff.
Game data, including game statistics.	<ul style="list-style-type: none"> • Game analyses and statistics; • Audience engagement. <p>Please note: Ubisoft may make publicly viewable Players game data and may share such data with third parties through APIs</p>
Video and media recording, including recording of their voice, image, appearance, and screen.	<ul style="list-style-type: none"> • Broadcast and live streaming on TV channels and social media platforms and networks; • Drive audience engagement and public interest for the Rainbow Six Circuit and esports events and tournaments in general; • Document the history of the Rainbow Six Circuit and esports tournaments and events.
Sanction(s) and offenses data, offenses committed, as well as any sanctions, penalties, or disciplinary measures (past or current) taken against them in compliance with the Rules (including the time, date, and duration of such measures).	<ul style="list-style-type: none"> • Ensure Players and Team Staff compliance with the Rulebook and Ubisoft Terms of Use; • Maintain and monitor the register of sanctions and penalties • Report any breach of the Rules and associated Sanction(s)
Key contractual information regarding Player’s and Coach’s availability for a transfer and any other relevant information, in accordance with the transfer rules set forth in this Rulebook (see Section 4.7)	<ul style="list-style-type: none"> • Ensure compliance with the transfer rules set forth in this Rulebook (see Section 4.7) through Ubisoft’s Global Players Contract Database • Monitor, document, and operate transfers in compliance with the transfer rules.
COVID-related information, which may include information regarding the Player or Team Staff COVID vaccination status, COVID symptoms, and COVID test results.	<ul style="list-style-type: none"> • Ensuring the physical security and health of the Players and Team Staff. <p>Please note: this Personal Data will only be collected from Players and Team Staff who attend a tournament or event in person, and</p>

	will be permanently deleted within a month after the end of the tournament or event.
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8.2. 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.

8.3. Sponsorships & Product Placement

8.3.1. Sponsorships

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

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

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

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

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

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

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

8.3.2. Product Placements

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

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

8.3.3. Approval process

Any approval from UBISOFT or META 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

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 acknowledgment letter; and
- **Allow the transfer of our TEAM's license to participate into a Local Competition** to a third party provided that the condition of such transfer have been agreed in writing between us and the TEAM MEMBER through a legally binding document explaining any and all consequences of such transfer explaining any benefits we may obtain arising therefrom.

ADDITIONAL ACKNOWLEDGMENTS

We further acknowledge and agree that:

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

TEAM MEMBER 1

Signature: _____

Full name: _____

TEAM MEMBER 2

Signature: _____

Full name: _____

TEAM MEMBER 3

Signature: _____

Full name: _____

TEAM MEMBER 4

Signature: _____

Full name: _____

TEAM MEMBER 5

Signature: _____

Full name: _____

COACH (IF APPLICABLE)

Signature: _____

Full name: _____

APPOINTED TEAM MEMBER

Signature: _____

Full name: _____

Annex B

ESPORTS PROGRAMS & PRO LEAGUE BATTLE DRESS UNIFORMS AND HEADGEARS PERMITTED IN COMPETITIVE PLAY

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

Ace; Heyday (Y6S4)

Alibi; Sharp Adversary (2021 North America League), Outstanding Performance (Y6S2)

Bandit; Resilient Entrant (2021 APAC League), Ultimate Competitor (Y5S4)

Blackbeard; Septentrion (2020 NAL Bundle), Hardy Candidate (2021 LATAM Bundle)

Blitz; Eastern Sunrise (2020 APAC League Bundle), Beyond Terrific (Y6S2), Competitor Blitz (SI 2020)

Buck; Elated Prodigy (2021 NAL Bundle)

Capitão; Athletics Professional (2021 LATAM Bundle)

Castle; NA Major (2021)

Caveira; Golden Courage (2020 LATAM League), Competitor Caveira (SI 2020)

Doc; Disciplined Contestant (2021 EUL Bundle)

Ela; Assiduous Venture (2020 APAC League), Art Explosion (SI 2022)

Finka; Unfailing Perseverance (2021 EUL Bundle), Nano Revolution (SI 2022)

Flores; Talented Strategist (2021 LATAM Bundle)

Frost; Sturdy Aspirant (2022 NAL Bundle)

Gridlock; Arduous Hardship (Y5S4)

Hibana; Triumphant Challenger (Y5S4), Competitor Hibana (SI 2020)

Iana; SI 2022

IQ; Doyenne (Y6S3)

Jager; Herculean (2020 EUL)

Kaid; One of a Kind (2020 EU Major Set)

Kali; SI 2022 Battlepass

Kapkan; Eminent Unity (2021 EUL)

Lesion; Dedicated Athletics (2021 APAC), APAC Major (2021)

Maestro; Studious Player (2021 EUL Bundle)

Maverick; Record Breaking Stamina (2020 NAL Bundle)

Melusi; Unending Endurance (2021 LATAM Bundle)

Mira; Wild Exuberance (2021 LATAM Bundle)

Mozzie; Competitor Mozzie (SI 2020), Split Squatter (SI 2022)

Nomad; Spirited Victor (2020 LATAM League Bundle)

Osa; Tough Partaker (2021 EUL Bundle)

Pulse; Seasoned Contender (Y5S4), Beating Heart (SI 22)

Sledge; Road to SI 2021, SI 2020 Attendee, Competitor Sledge (SI 2020)

Smoke; Orbes & Maples (2020 NAL League Bundle), Mortal Cloud (SI 22)

Tachanka; SI 2021 VIP

Thermite; Competitor Thermite (SI 2020)

Thunderbird; SI 2022 VIP

Twitich; Fierce Alliance (2020 EUL Bundle), Preeminent (Y6S4)

Valkyrie; SuperJock (2021 NAL Bundle)

Ying; Prestigious Heritage (2021 APAC Bundle)

Zofia; Soaring Flame (SI 22)