

# EVA Challenger League RULEBOOK

Version 1.0 – [13/02/2026]

LATEST RULEBOOK AMENDMENTS	
DATE	SUBJECT
13/02/2026	Update to the map pool from 01/05/26 to 16/09/26 following a map pool update error.

## PREAMBLE

This Rulebook (the "**Rulebook**") sets forth the governance framework, operational rules, and integrity standards applicable to all participants in the EVA Challenger League (the "**League**" or "**CL**"). This Rulebook applies uniformly to all Teams.

EVA SAS, a French simplified joint-stock company with a registered office at 145 Boulevard Chanzy, Montreuil, France, registered under number 834704447 ("**EVA**"), operates the League as the first VR-based franchised esports competition.

By participating in the League, each Team acknowledges and agrees to comply with all provisions of this Rulebook.

## ARTICLE 1 – DEFINITIONS

"**EVA Venue**" means any physical location authorized by EVA for the conduct of League matches, including:

- (a) EVA-owned and operated locations (subsidiaries);
- (b) EVA franchised locations operating under a valid EVA franchise agreement; or
- (c) temporary venues set up by EVA specifically for League events (including but not limited to Season Finals, Playoffs, and special competitive events)

"**Gross Misconduct**" means conduct of such severity that it fundamentally undermines the integrity of the League or causes serious reputational harm, including but not limited to: (a) match-fixing or manipulation of competitive results; (b) fraud or misappropriation of League funds; (c) criminal conduct related to League activities; (d) repeated violations of the Code of Conduct after prior sanctions; or (e) conduct that poses a threat to the safety of participants

"**League**" means the EVA Challenger League, the VR-based franchised esports competition operated by EVA.

"**Organiser(s)**" means EVA and its designated contractor(s) organising the League matches.

"**Team**" or "**Teams**" means an esports organization that holds a valid slot in the League.

**“Participant(s)”** means player(s) in a Video Game.

**"Roster"** means the group of players registered by a Team to compete in League matches.

**"Season"** or **"Split"** means one competitive cycle of the League, consisting of a Regular Season and Playoffs.

**"Slot"** means the right to participate in the League as a Team.

**“Video Game”** means the game played during a League match.

## **ARTICLE 2 – LEAGUE STRUCTURE**

### **2.1 Composition**

The League is composed of sixteen (16) Teams.

### **2.3 Season Format**

(a) Each Season consists of one (1) Split per year, comprising:

- A Regular Season of scheduled matches;
- Playoffs for qualifying Teams;

(b) Detailed competitive formats, including match structure, tiebreakers, and scheduling windows, shall be set out in the Competition Rules Annex, which may be updated by EVA.

## **ARTICLE 3 – EVA'S ROLE AND OBLIGATIONS**

### **3.1 League Operation**

EVA is responsible for the organization, management, and execution of the League to professional and industry standards, including:

- (a) Scheduling and match oversight;
- (b) Rules enforcement and arbitration;
- (c) Player services and eligibility verification;
- (d) Live production and broadcast;

### **3.2 Production and Broadcast**

EVA shall oversee the broadcast, technical production, and media coverage of all League matches, ensuring consistent quality and brand alignment across all platforms.

### **3.5 Financial Commitment**

(a) EVA shall fund and cover all League operating costs, including production, staffing, marketing, and event management.

(b) Teams shall not be required to contribute to League operating costs. Costs borne exclusively by each Team are limited to: player salaries, staff costs, travel expenses to the designated Venue, and session

fees incurred when booking gameplay sessions for League matches.

### **3.4 Integrity and Compliance**

EVA maintains authority to enforce compliance with League rules, policies, and conduct guidelines, and shall ensure fair and consistent application of all regulations.

## **ARTICLE 4 – TEAM OBLIGATIONS**

### **5.1 Participation**

- (a) Each Team shall actively participate in the League, fielding a competitive Roster that complies with all eligibility and roster regulations.
- (b) Teams must attend and play all scheduled matches at the designated EVA Venues, in accordance with this Rulebook and the Competition Rules Annex.
- (c) Teams are responsible for all costs related to their participation, including player salaries, staff, travel, and session fees for League matches.

### **5.2 Roster Requirements**

- (a) Each Team shall maintain a Roster of at least [five (5)] eligible players at all times during the Season.
- (b) Roster changes must be notified to EVA at least [seven (7)] days before the next scheduled match, except in cases of emergency.
- (c) All players must meet eligibility requirements set forth in the Competition Rules Annex.

### **5.3 Conduct Standards**

- (a) Teams, their players, staff, and representatives shall conduct themselves professionally and in accordance with EVA's Code of Conduct.
- (b) Prohibited conduct includes, without limitation:
- Match-fixing or manipulation of competitive results;
  - Use of unauthorized software, exploits, or cheating;
  - Harassment, discrimination, or abusive behavior;
  - Disclosure of confidential League information, including private correspondence as defined in Annex D, Section 1;
  - Actions that bring the League into disrepute.

### **5.4 Co-operation**

All Teams agree to cooperate with EVA in maintaining the credibility and professionalism of the League, including participation in investigations and compliance audits.

## **ARTICLE 6 – SANCTIONS AND PROCEDURES**

## 6.1 Slot Review

EVA may initiate a slot review if a Team:

- (a) Fails to participate or repeatedly forfeits scheduled matches;

## 6.2 Contradictory Procedure

Before imposing any sanction other than minor penalties (warnings, bans), EVA shall follow this procedure:

- (a) **Written Notice:** EVA shall provide the Team with written notice detailing the alleged breach or grounds for review, with supporting evidence.
- (b) **Cure Period:** The Team shall have thirty (30) days to remedy the breach (except in cases of gross misconduct or repeated violations, where no cure period applies).
- (c) **Right of Response:** The Team may submit a written response within fifteen (15) days of the notice.

## 6.3 Available Sanctions

Following review, EVA may impose one or more of the following sanctions:

- (a) Written warning; (b) Suspension from one or more matches; (c) Reduction or forfeiture of bonus eligibility; (d) Slot revocation.

## 6.4 Slot Revocation

(a) Slot revocation is a measure of last resort, applicable only in cases of:

- Repeated material breaches after failed remediation;
- Gross misconduct (match-fixing, fraud, criminal conduct);
- Insolvency or dissolution of the Team.

(b) In case of slot revocation, the Team shall be entitled to receive:

- Any earned but unpaid revenues through the date of revocation;

(c) The Team shall not be entitled to compensation for the value of the slot itself.

## 6.5 Mediation

Before initiating court proceedings, either party may request mediation through CMAP – Centre de Médiation et d'Arbitrage de Paris or another mutually agreed mediator. Mediation shall be completed within sixty (60) days of the request.

## ARTICLE 7 – SLOT OWNERSHIP AND TRANSFERABILITY

### 7.1 Nature of Slot

Each Team holds a conditional right of participation in the League. The slot is not a property right and

cannot be pledged, encumbered, or used as collateral.

## **7.2 Transfer Restrictions**

(a) Any assignment, or transfer of the slot, or any change of control of the Team (including merger, acquisition, or structural reorganization affecting more than 50% of voting rights or ownership), requires prior written approval from EVA.

(b) EVA retains a right of first refusal on any proposed transfer, exercisable within thirty (30) days of receiving written notice of the proposed terms.

## **7.3 Consequences of Unauthorized Transfer**

(a) Any transfer without EVA's prior written approval shall be null and void.

(b) EVA may revoke the slot following the contradictory procedure set forth in Article 6.2, provided that:

- The Team shall have fifteen (15) days to regularize the situation;
- If regularization is not possible, the Team shall be entitled to receive earned but unpaid revenues only.

## **7.4 Voluntary Exit and Slot Transfer**

(a) Within two (2) months following the end of each Season, a Team may notify EVA in writing of its wish to exit the League, subject to identifying a replacement Team, or EVA identifying such replacement.

(b) Any proposed replacement is subject to EVA's prior written approval, which shall consider the proposed replacement's financial standing, esports experience, and commitment to League standards.

(c) EVA's right of first refusal under Article 7.2(b) shall apply to any proposed voluntary exit transfer.

## **ARTICLE 8 – AMENDMENTS**

### **8.1 Modification Process**

(a) EVA may amend this Rulebook at any time, subject to:

- Ten (10) days' prior written notice to all Teams;

### **8.2 Emergency Amendments**

In cases of urgent necessity (regulatory changes, force majeure, integrity threats), EVA may implement temporary amendments with immediate effect.

## **ARTICLE 9 – MISCELLANEOUS**

### **9.1 Governing Law**

This Rulebook shall be governed by and construed in accordance with the laws of France.

### **9.2 Jurisdiction**

Subject to the mediation provision in Article 6.5, any disputes arising from or related to this Rulebook shall be subject to the exclusive jurisdiction of the courts of Paris, France.

### **9.3 Severability**

If any provision of this Rulebook is held invalid or unenforceable, the remaining provisions shall continue in full force and effect.

### **9.4 Language**

This Rulebook is executed in English. In case of translation, the French version shall prevail.

### **9.5 Key Legal Terms**

By participating in the League, each Team and its players, staff, and representatives acknowledge and agree to the legal provisions set forth in Annex D, including:

- (a) the grant of image rights to EVA and its partners for a period of fifty (50) years (Annex D, Section 2);
- (b) the limitation of each Organiser's liability to the aggregate amount of the League prize pool (Annex D, Section 4); and
- (c) the collection and processing of personal data in accordance with Annex D, Section 5.

## **ANNEX A – COMPETITION RULES**

### **1. SEASON STRUCTURE**

#### **1.1 Season Composition**

Each Season consists of one (1) Split comprising:

- (a) **Regular Season:** A single round-robin format, where each team faces the other teams in its conference once, for a total of seven (7) matches per team.
- (b) **Playoffs:** The top four (4) Teams from each conference of the Regular Season qualify for Playoffs
- (c) **Stage 2 EVA Summit :** The top four (4) Teams from each conference of the Regular Season qualify for the Stage 2 of EVA Summit
- (d) If a qualified team cannot participate, EVA may assign the spot to another team at their discretion.

#### **1.2 Match Format**

- (a) **Regular Season Matches:** Best-of-three (Bo3) format.
- (b) **Playoff Matches:** Best-of-three (BO3) format for the quarterfinals and Best-of-five (BO5) format starting from the semifinals.

#### **1.3 Game Settings**

- (a) Matches are played in EVA Stadium location via After-H Battle Arena. EVA reserves the right to update the Video Game during the league. Matches will be played on the version of the Video Game specified by EVA.
- (b) Mode:
  - Domination
  - Hardpoint

#### **1.4 Match Duration**

Each game round shall have a maximum duration of ten (10) minutes in domination mode and twelve (12) minutes in hardpoint mode.

#### **1.5 Win Condition**

- (a) Score reaches 100%
- (b) Or highest score at time limit
- (c) Overtime: 5 minutes in case of tie
- (d) If score is 100 - 100: match replayed

## **1.6 Points distribution**

(a) At the end of a match:

- Win: 3 points awarded to the winner
- Loss: 0 points awarded to the loser

(b) After all matches, a temporary ranking is established based on the total number of points obtained.

## **2. SCHEDULING**

### **2.1 Match Days (for Season 2026)**

(a) Regular Season matches shall be scheduled on Tuesday during the Season.

(b) EVA shall publish the complete Season schedule at least fifteen (15) days before the first match.

(c) Match start times shall be communicated at least fifteen (15) days in advance.

(d) Upcoming Season Calendars will be communicated within three (3) months after the end of the preceding season.

### **2.2 Schedule Changes**

(a) EVA may reschedule matches due to:

- Technical issues affecting broadcast or gameplay;
- Force majeure events;
- Conflicts with major esports events (subject to EVA's discretion).

(b) Teams shall be notified of schedule changes at least seventy-two (72) hours in advance, except in cases of emergency.

### **2.3 Match Readiness**

(a) Teams must have their Roster ready and connected to the game server at least fifteen (15) minutes before the scheduled match time.

(b) Failure to be ready may result in:

- First offense: Warning
- Second offense: Game forfeit
- Third offense: Match forfeit

## **3. TIEBREAKERS**

### **3.1 Regular Season Standings**

(a) In case of tied records at the end of the Regular Season, the following tiebreakers shall apply in order:

1. **Game differential** (games won minus games lost) after all matches played against all teams
2. **Game differential** (games won minus games lost) after all matches played only between the tied teams.
3. **Capture score difference [%]** (scores for minus scores against) after all matches played only between the tied teams.
4. **Capture score difference [%]** (scores for minus scores against) after all matches (BO) played against all teams.
5. The **highest average cumulative score** by all players of each team in all games played only between the tied teams.
6. The **average match duration** for matches played only between the tied teams.

(b) If at least two teams are still tied after applying all the tiebreaker criteria, a tiebreaker match or tournament will be organized. The teams will be informed of the format and dates later by EVA.

### 3.2 Tiebreaker Matches

(a) If a tiebreaker match is required, it shall be played within fifteen (15) days of the Regular Season conclusion.

(b) Format: Best-of-five (Bo5) match.

## 4. MATCH PROCEDURES

### 4.1 Pre-Match

(a) Teams must submit their starting roster by 2 p.m. on the day of the match.

(b) Map veto/selection process shall follow the procedure as below :

- The lowest-ranked team chooses to be the Home Team or the Away Team. (Heads or tails on the first evening).
- Choice of side and character played
- Alternation of bans and picks of maps

#### **Choice of side and character played**

The Home team decides which side it will play for the entire duration of the Best-Of. Both teams will play the chosen character, namely either Trooper, Mecasme, Rogue, or Explorer, and the Home team will have priority regarding the choice of the skin.

#### **Alternation of bans and picks of maps**

The alternation of bans and picks of maps is carried out as follows and in this order:

The Away team bans one map (1)

The Home team bans one map (2)

The Away team selects the map for game 1

The Home team selects the map for game 2

The Away team bans one map (3)

The Home team bans one map (4)  
The Away team inherits (BO3) / chooses (BO5) map 3  
The Home team selects the map for game 4 – BO5  
The Away team inherits the map for game 5 – BO5

In the Final Phase (playoffs), the winner of a coin toss may choose to be the Home team or the Away team.

(c) The map selection procedure for matches will be carried out on the same day as the match, between 10:00 a.m. and 2:00 p.m., under the supervision of an administrator.

(d) Teams must complete equipment checks at least thirty (30) minutes before match time at the designated Venue.

(e) Teams are responsible for arriving at the designated Venue at least sixty (60) minutes before the scheduled match time to allow for equipment setup, calibration, and pre-match briefings.

(f) By default, the person who creates the game must be an administrator

(g) The Organisers may designate another person to create the game. Nevertheless, EVA Challenger League players are prohibited from creating games themselves without the Organisers' agreement and must follow the Administrators' instructions to join EVA Challenger League games.

(h) Teams must comply with the instructions indicated by the Organisers for launching matches. Administrators may, at any time, indicate additional instructions that teams must comply with to launch matches. Teams undertake to comply with the instructions issued by the Organisers or the Administrators

#### **4.1.1 Avatar customization**

(a) All four players of the same team must all use the same customization items (skin) for their matches, and these must be different from those of the opposing team. In case of disagreement regarding the customization items of the two teams facing each other during a match, the Home team will have priority regarding the choice of the avatar skin (color, appearance / cosmetic).

(b) The skin must remain the same throughout the match. In case of non-compliance with this, the team is exposed to an in-game sanction against the player(s) (admin kill).

(c) Any decision taken by the Organisers regarding the prohibition of a customization item will be communicated to the teams as soon as possible.

(d) All players in the match (8) must use the character selected by the Home team during the map selection.

(e) Players must exclusively equip the male version of the selected character. Female players are authorized to equip the female version (if it exists) or the male version of the character.

#### **4.1.2 Playable characters**

(a) Only the Trooper, Mecasme, Rogue, and Explorer characters are playable in competition.

(b) Players must exclusively equip the male version of the selected character. Female players are authorized to equip the female version (if it exists) or the male version of the character.

(c) All skins on these characters are playable, except:

- Mecasme - Carrot Cracker

#### 4.1.3 Eligible maps

(a) The maps that may be chosen during the EVA Challenger League are the following:

- **Ceres** : **DOMINATION** mode
- **Silva** : **DOMINATION** mode
- **Artefact** : **DOMINATION** mode
- **Polaris** : **DOMINATION** mode
- **The Cliff** : **DOMINATION** mode
- **Helios Station** : **DOMINATION** mode
- **Lunar Outpost** : **DOMINATION** mode
- **Atlantis** : **DOMINATION** mode
- **Outlaw** : **HARDPOINT** mode
- **Engine** : **DOMINATION** mode
- **Horizon** : **DOMINATION** mode

(b) The Organisers reserve the right to modify the maps indicated above at any time, provided that participants are informed before the start of their match.

(c) For the regular phase of the EVA Challenger League, only seven of the eleven maps may be selected.

(d) A seasonality system with rotations of the available maps is implemented. For the EVA Challenger League Playoffs, this number of seven maps increases from seven to nine.

(e) The content of the map rotations is as follows :

- From 01/01/26 to 30/04/26: ARTEFACT, ATLANTIS, ENGINE, OUTLAW, HORIZON, CLIFF, HELIOS STATION
- From 01/05/26 to 16/09/26: ARTEFACT, CERES, SILVA, OUTLAW, ENGINE, POLARIS, THE CLIFF
- PLAYOFFS : TBD

#### 4.1.4 Eligible weapons

(a) All weapons and grenades available in After-H Battle Arena are playable in competitive play.

#### 4.2 During Match

(a) From the start of the game until one of the two teams wins it, only the participants on the field of the same team are authorized to communicate with each other, by any means whatsoever.

(b) The only persons authorized to communicate with the participants on the field are the Organiser.

(c) Any other external intervention may lead to the disqualification of the Participant or another disciplinary sanction.

(d) **Substitutions:**

- At the end of each map played, the team captain has one (1) minute to announce a change of players (regardless of the number) for the next map.
- Each captain is authorized to make two change requests per BO3 and BO5.
- Several players (no limit) may be replaced during a single change request.

#### 4.2.1 Technical Pauses

(a) Players are not authorized to pause the game after the match has started, except where a player is in danger or in case of a technical problem or a risk to their safety (for example: illness, fainting, injury), subject to compliance with the following conditions:

- the pause must not exceed 5 minutes unless EVA authorizes a longer pause
- a pause for a technical problem is not authorized when a team reaches 90% of the Domination or Hardpoint score
  - the pause between 90% and 95% may be authorized only if the gap between the two teams is strictly greater than 30%

(b) **Technical Pauses:** Each Team is entitled to three (3) technical pauses per game, lasting a maximum of sixty (60) seconds each except if EVA authorizes a longer pause

(c) If a player is not fit, for health reasons, to resume the ongoing game, their team may choose between continuing the match 3v4, replacing the unfit player with the team substitute, or forfeiting.

(d) If the Administrator decides that an event beyond the players' control totally prevents the match from resuming, the match will be rescheduled with the following rule:

- the game will be restarted from zero if both teams' scores are below 30%
- the game will be restarted by resuming the scores (%) and the life state (dead/alive) of the players preceding the incident if one of the teams has a score greater than or equal to 30%

(e) Using a pause without a valid reason is punishable by a sanction (admin kill) against the player and/or their team.

(f) EVA may request a pause at any time.

(g) EVA may request a restart if an administrator finds that a bug or major technical problem is disrupting the proper conduct of the match.

#### 4.3 Post-Match

- (a) Teams must remain available for post-match interviews for up to fifteen (15) minutes.
- (b) Match results are final once confirmed by the referee and enter the match result on TOORNAMENT.
- (c) Protests must be filed within thirty (30) minutes of match conclusion.

## **5. PROTESTS AND APPEALS**

### **5.1 Protest Procedure**

- (a) Protests must be submitted in writing to the League Operations team via the designated platform (discord private channel).
- (b) Protests must include:
  - Match identification
  - Specific rule allegedly violated
  - Supporting evidence (screenshots, recordings)
  - Requested remedy

### **5.2 Review Process**

- (a) EVA shall acknowledge receipt within two (2) hours.
- (b) Initial ruling shall be issued within forty-eight (48) hours.
- (c) Appeals may be filed within forty-eight (48) hours of the initial ruling.

### **5.3 Final Decision**

- (a) Appeal decisions are final and binding.
- (b) EVA reserves the right to review and overturn match results in cases of proven misconduct, even without a formal protest.

## **6. TECHNICAL REQUIREMENTS**

### **6.1 Venue and Equipment**

- (a) All League matches shall be played exclusively at authorized EVA Venues, which include:
  - EVA-owned and operated locations (subsidiaries);
  - EVA franchised locations; or
  - Temporary venues set up by EVA specifically for League events.

A complete list is available in Annex C.6.Physical Presence.

- (b) Teams are not permitted to participate in League matches from private or unauthorized locations. EVA shall designate the specific Venue for each match in the Season schedule.

(c) For Regular Season matches, EVA shall endeavor to schedule matches at Venues reasonably accessible to both competing Teams. For Playoffs and Season Finals, EVA shall designate a central Venue.

(d) For all events, EVA shall provide standardized equipment. Teams may request approval to use personal peripherals in accordance with EVA's equipment policy.

(e) To participate in matches, EVA temporarily provides participants with furniture as well as various equipment and IT hardware, including in particular VR headsets, computers, computer peripherals, etc. Players must use the equipment provided by EVA, including audio headsets. Refusal to use the peripherals and equipment designated by EVA may lead to the participant's disqualification. As EVA arenas are equipped differently, participants accept that matches played against teams located in another EVA arena may be equipped with hardware of a different brand but with close or similar technical characteristics.

(f) Each participant remains fully responsible for the equipment made available to them and undertakes to use it peacefully and to avoid any improper use that could cause any direct or indirect damage.

(g) In addition to the equipment provided by EVA, players undertake to play with their own protective equipment against sweat:

- Anti-sweat cap
- Front facemask (HTC only)
- Rear facemask (HTC only)

## **6.2 Technical Issues and Game Environment**

(a) Teams must use the official game client version designated by EVA at the authorized Venue. The legal terms governing the capture and exploitation of participants' image, voice, and likeness are set forth in Annex D, Section 2 (Image Rights).

(b) Use of unauthorized modifications, overlays, or third-party software is prohibited.

(c) EVA shall ensure that all authorized Venues meet minimum technical specifications for competitive play, including arena size, tracking quality, and network infrastructure requirements.

(d) In the event of technical failure at the Venue during a game:

- the game will be restarted from zero if both teams' scores are below 30%
- the game will be restarted by resuming the scores (%) and the life state (dead/alive) of the players preceding the incident if one of the teams has a score greater than or equal to 30%

(e) Types of technical failures covered:

- VR tracking system malfunction
- Network infrastructure failure at the Venue
- Equipment malfunction (headsets, controllers, servers)
- Power outage or facility issues
- Game client crashes affecting multiple players

(f) EVA shall ensure that all authorized Venues have:

- Backup systems for critical infrastructure
- Technical support personnel available during League matches
- Documented incident response procedures

(g) Player-attributable technical issues: Repeated technical failures attributable to a Team's conduct (intentional equipment damage, unauthorized software, deliberate system interference) may result in match forfeit at EVA's discretion.

(h) If a player is unintentionally disconnected from the game, the match will be paused until the player can rejoin under the same conditions as before the disconnection. The map will be resumed (end of technical pause) under conditions as close as possible to the situation preceding the incident.

(i) If the referee considers that the player cannot return under identical conditions to the situation prior to the disconnection, the referee may decide to restart the game under the same conditions as Section 6.2.d

(j) If a match is voluntarily interrupted by a player, the administrator may decide either to continue the game or to disqualify the team of the player who voluntarily caused the interruption.

## **7. PRIZES**

### **7.1 Amount of Prizes**

(a) Teams may win fifty thousand euros (€25,000) in prizes during the EVA Challenger League, distributed as follows:

- €12,000 (twelve thousand euros) excluding tax for the team finishing 1st in the playoffs
- €7,000 (seven thousand euros) excluding tax for the team finishing 2nd in the playoffs
- €3,000 (three thousand euros) excluding tax for the team finishing 3rd in the playoffs
- €3,000 (three thousand euros) excluding tax for the team finishing 4th in the playoffs

(b) The amount of the prize will be divided into equal shares corresponding to the number of players on the team.

(c) The amount of the cash prize will be paid in full by EVA to the players of the team according to the terms indicated below.

(d) Any question, comment, or complaint regarding prizes must be addressed directly to EVA.

### **7.2 Designation of a team legal representative**

(a) Players of a team, aged at least sixteen (16) years, who have won a cash prize must unanimously designate a single legal representative.

(b) The team's legal representative may be a natural person or a legal entity. The legal representative will be responsible for redistributing the shares due to the team players aged at least sixteen (16) years.

(c) EVA will contact the team's legal representative to discuss the terms relating to the payment of the prize. EVA disclaims any responsibility in the event of non-redistribution of the cash prize by the team's legal representative.

### **7.3 Payment of winnings to the team's legal representative**

(a) The shares corresponding to the winnings of players aged at least sixteen (16) years will be paid in full to the legal representative unanimously designated by the players of the team aged at least sixteen (16) years.

(b) If the legal representative is a legal entity, it must issue an invoice for an amount corresponding to the prize won by the team, increased by the VAT in force on the day of issuance, where applicable. EVA undertakes to pay the corresponding invoice no later than sixty (60) days from the date of issuance of said invoice. The information necessary for the preparation of the invoice will be communicated by EVA to the legal representative by any means, including by email.

(c) If the legal representative is a natural person, payment will be made within sixty (60) days from receipt of all information necessary to make the payment. Payment will be made by EVA in accordance with the applicable legal and regulatory provisions, after deduction of all applicable taxes and levies, including any withholding taxes in the event that the legal representative is domiciled outside France.

### **7.4 Payment of winnings for minor participants**

(a) For players under sixteen (16) years of age who have won a cash prize, EVA will pay the winnings directly to the Caisse des Dépôts et Consignations (Article R.321-45 of the French Internal Security Code), after deduction of all applicable taxes and levies, including any withholding taxes.

## **ANNEX B – CODE OF CONDUCT**

### **1. GENERAL PRINCIPLES**

#### **1.1 Professional Standards**

All participants in the EVA Challenger League (Teams, players, staff, and representatives) shall:

- (a) Conduct themselves professionally at all times during League activities;
- (b) Treat all participants, officials, and fans with respect and dignity;
- (c) Uphold the integrity and reputation of the League;
- (d) Comply with all applicable laws and regulations.

#### **1.2 Scope**

This Code of Conduct applies to:

- (a) All official League matches and events;
- (b) All League-related communications (including social media);
- (c) Any public appearance where the participant is identifiable as a League participant.

### **2. PROHIBITED CONDUCT**

## 2.1 Competitive Integrity Violations

The following are strictly prohibited:

- (a) **Match-fixing:** Any attempt to manipulate the outcome of a match for personal gain or the benefit of third parties;
- (b) **Betting:** Placing bets on any League match, directly or through intermediaries;
- (c) **Cheating:** Use of unauthorized software, exploits, bugs, or any method to gain an unfair advantage;
- (d) **Collusion:** Any agreement between Teams or players to manipulate match outcomes or standings;
- (e) **Information sharing:** Disclosing confidential competitive information (strategies, picks, bans) to opponents or third parties.

## 2.2 Personal Conduct Violations

The following are prohibited:

- (a) **Harassment:** Any conduct that creates a hostile environment, including verbal abuse, threats, or intimidation;
- (b) **Discrimination:** Any conduct based on race, ethnicity, national origin, religion, gender, sexual orientation, age, or disability;
- (c) **Violence:** Physical altercations or threats of violence;
- (d) **Substance abuse:** Use of prohibited substances during League activities (as defined by WADA, This list can be consulted [here](#) or applicable regulations);
  - All substances listed and mentioned in this list as prohibited out of competition and/or in competition are strictly prohibited, in the same proportions and under the same periodic conditions.
  - The use of beta-blockers as well as stimulant medications is strictly prohibited, except in the case of a medical opinion and prescription from a specialized physician.
- (e) **Disrepute:** Any conduct that brings the League, Teams, or esports into disrepute.

## 2.3 Communication Violations

The following are prohibited:

- (a) **Hate speech:** Any public statement promoting hatred or violence;
- (b) **Defamation:** False statements damaging to the reputation of the League, Teams, or individuals;
- (c) **Confidentiality breaches:** Disclosure of confidential League information without authorization;
- (d) **Impersonation:** Misrepresenting identity or affiliation.

## 2.4 Prohibited in-game behaviors

In case of repeated unsportsmanlike behavior, the Organisers have full discretion to temporarily or definitively exclude a player from a map, a match, or the competition.

### 2.4.1 Movement & locomotion

(a) To avoid collisions between players, running is prohibited during matches. Light jogging is, however, allowed.

(b) Players must also ensure that they do not engage in dangerous behavior. Examples / associated sanctions:

- Sprinting, i.e. being unable to stop on a single step / warning
- Sliding / immediate kill or kill at respawn
- Having both knees on the ground / immediate kill or kill at respawn
- Moving a knee while it is in contact with the ground / immediate kill or kill at respawn
- Pivoting on a knee on the ground by more than 90° / immediate kill or kill at respawn
- Sitting down (buttocks on the ground) / immediate kill or kill at respawn
- Moving forward with one hand on the ground or pivoting with one hand on the ground / immediate kill or kill at respawn
- Jumping, regardless of position or situation / immediate kill or kill at respawn
- Placing the dominant hand in front of the secondary hand on the weapon / immediate kill or kill at respawn
- Colliding with an opponent or a teammate / immediate kill or kill at respawn
- Passing through an opposing ghost (inter-venue matches only) / immediate kill or kill at respawn
- When returning to spawn, orienting the headset on an axis different from that of the white line without necessity / kill at the moment of respawn
- When returning to spawn, moving at a speed higher than a brisk walk / warning or kill at the moment of respawn
- Lifting the headset during a technical pause / temporary exclusion (45 seconds) and return to spawn

(c) The Organisers may also take any decision to immediately stop dangerous behavior (including excluding a participant).

(d) Decisions taken by the Organisers and the Administrators regarding a player's behavior are not subject to appeal. The interpretation of what constitutes dangerous behavior is at their sole discretion.

### 2.4.2 Teleporters

(a) Players are prohibited from remaining more than 4 seconds in a teleporter they have just used. Beyond this time, the player will be sanctioned by a penalty (automatic kill by the Administrator) and possibly a more significant sanction in case of repeat offense, at the administrator's discretion. The 4 seconds are counted from the moment the player fully enters the teleporter.

## 2.5 Unsportsmanlike conduct

### 2.5.1 General conduct

(a) No unsportsmanlike behavior will be tolerated, including in particular:

- Giving information on the position or status of enemies encountered during the return to spawn / kill at respawn
- Having part of one's virtual body inside a game texture and thereby obtaining an undue advantage / immediate kill or at respawn
- Lifting the headset during a technical pause / temporary exclusion (45 sec – 3 admin kills) and return to spawn

### **2.5.2 Prohibition of bugs/glitches or other undue advantages**

(a) Players are not authorized to exploit bugs and/or glitches known by the Video Game esports community, whether or not specified in the Rules. If an Organiser determines that a player voluntarily used a bug and/or glitch resulting in an undue advantage, the Organiser may decide either to return the game to the state prior to the use of the bug and/or glitch, or to impose a disciplinary sanction on the player, in particular if such use was voluntary. The Organiser is solely competent to determine the voluntary nature of the use of the bug and/or glitch.

(b) Usebug is defined as being inside the game textures (+50% of the avatar's body surface), in particular to benefit from that advantage in order to kill an opponent. The Organiser is solely competent to determine whether the action constitutes a usebug.

### **2.6 Modification of the Rules**

(a) The Organisers reserve the right to modify these Rules at any time, without prior formalities, without specific notice, and without their liability being engaged on this basis.

(b) The Organisers undertake to contact the teams, by any means, including via electronic messaging services, to inform them of modifications relating to the format of the EVA Challenger League or in the event of a change in match schedules.

## **3. SANCTIONS**

### **3.1 Available Sanctions**

(a) EVA may impose the following sanctions for Code of Conduct violations:

<b>Sanction</b>	<b>Description</b>
<b>Warning</b>	Formal written notice
<b>Game Suspension</b>	Prohibition from participating in one or more games
<b>Match Suspension</b>	Prohibition from participating in one or more matches

<b>Season Suspension</b>	Prohibition from participating for remainder of Season
<b>Indefinite Ban</b>	Permanent prohibition from League participation
<b>Prize Forfeiture</b>	Loss of prize money or bonuses
<b>Point Deduction</b>	Reduction in standings points

(b) EVA may impose the following sanctions for prohibited in-game behaviors :

<b>Sanction</b>	<b>Description</b>
<b>Warning</b>	Message in the player's headset
<b>Kill Admin</b>	Kill by the admin and return to spawn
<b>Temporary Exclusion</b>	x2 Kill admin (30seconds)
<b>Temporary Exclusion</b>	x3 Kill admin (45seconds)
<b>Match Exclusion</b>	Definitive exclusion from the match
<b>Match Suspension</b>	Prohibition from participating in one or more matches
<b>Season Suspension</b>	Prohibition from participating for remainder of Season
<b>Indefinite Ban</b>	Permanent prohibition from League participation

(c) Each player is entitled to 2 warnings per BO.

(d) After 2 warnings, the player is exposed to a kill for any action deemed illegal or controversial.

(e) After 2 same sanctions the player is exposed to the next sanction

(f) The Organisers and the Administrators may also take any decision to immediately stop dangerous behavior (including excluding a participant).

(g) Decisions taken by the Organisers and the Administrators regarding a player's behavior are not subject to appeal. The interpretation of what constitutes dangerous behavior is at their sole discretion.

### 3.2 Sanction Guidelines

Violation Category	First Offense	Second Offense	Third Offense
Minor (unsportsmanlike conduct)	Warning	Match suspension	Season Suspension
Moderate (harassment, discrimination)	Match suspension	Season suspension	Indefinite ban
Severe (match-fixing, cheating)	Season suspension	Indefinite ban	N/A

### 3.3 Aggravating and Mitigating Factors

EVA shall consider:

- (a) **Aggravating:** Prior violations, premeditation, impact on League integrity, refusal to cooperate;
- (b) **Mitigating:** Cooperation with investigation, genuine remorse, first offense, voluntary disclosure.

### 3.4 Forfeit

- (a) If a team is unable to participate in a match for any reason whatsoever, the team will be considered to have forfeited that match, and the opposing team will automatically be considered to have won the match.
- (b) The team that forfeits loses 1 point in the EVA Challenger League standings.
- (c) If a team voluntarily forfeits twice, it will then be declared forfeited for the entire season and will therefore hold last place in the standings. In addition, all matches played by that team will be cancelled.

## 4. REPORTING AND INVESTIGATION

### 4.1 Reporting

- (a) Any participant may report suspected violations to EVA via [esports@eva.gg](mailto:esports@eva.gg)
- (b) Reports may be submitted anonymously.
- (c) EVA shall acknowledge receipt within forty-eight (48) hours.

### 4.2 Investigation

- (a) EVA shall conduct investigations confidentially.

- (b) Accused parties shall be informed of allegations and given opportunity to respond.
- (c) EVA may engage independent investigators for serious matters.

#### **4.3 Co-operation**

- (a) All participants must cooperate fully with investigations.
- (b) Failure to cooperate may result in additional sanctions.
- (c) Providing false information is a separate violation.

### **5. SOCIAL MEDIA GUIDELINES**

#### **5.1 General Principles**

- (a) Participants are encouraged to engage positively on social media.
- (b) All public statements are subject to this Code of Conduct.
- (c) Personal opinions should be clearly distinguished from official League positions.

#### **5.2 Prohibited Content**

- (a) Content violating Section 2 of this Code;
- (b) Confidential League information;
- (c) Disparaging comments about sponsors, partners, or officials;
- (d) Content promoting illegal activities.

#### **5.3 Endorsements**

- (a) Participants must disclose sponsored content per applicable regulations.
- (b) Endorsements of competitors to EVA or League sponsors require prior approval.

### **6. RECORDING AND BROADCASTING MATCHES**

- (a) Only the Organisers are authorized to record and broadcast content related to the EVA Challenger League worldwide, on the internet, on television, or on any other means of communication, known or unknown. Participants are therefore not authorized to record or broadcast matches without first obtaining the Organisers' written consent.
- (b) It is also forbidden to broadcast any match considered and/or named as training (also called a "scrim") to anyone outside of the two teams concerned, without authorization from both teams. The person and the team that broadcast this content, as well as the person and the team that requested it, will be considered at fault.

(c) Any breach of this rule exposes the offenders to a sanction ranging from a points deduction to immediate disqualification from the competition.

## **7. TEAM SPONSORS**

(a) The Organisers allow the display of sponsor logos on participant clothing, but any other brand promotion is prohibited during the EVA Challenger League.

(b) Participants may not promote or associate with companies in the following sectors:

- Tobacco products
- Cigarettes, e-cigarettes
- Pharmaceutical products or services
- Firearms industry products or services
- Any product or service harmful to the Organiser's activities or reputation
- Any illegal product or service

(c) The team authorizes the Organisers, the companies of their respective groups, their affiliates, and media partners to broadcast any image (including videos) captured during the EVA Challenger League and including the team's partners' brands, logos, and visuals, on any media now known or unknown. The team guarantees the Organisers against any claim, complaint, recourse, request, action, or proceedings relating to the capture and broadcast of the team's partners' brands, logos, and visuals.

## **8. ON SITE CONSUMPTION - HYGIENE - HOUSE RULES**

(a) Consumption of food or drink is strictly prohibited in the play areas. The Organisers may tolerate the consumption of non-alcoholic beverages or food in the EVA arena, outside the play area.

(b) As the EVA arena is a shared place, the participant undertakes to keep the play area clean and, where applicable, to clean up their waste and throw it in the trash.

(c) In addition, participants undertake to comply with the house rules of the EVA arena in which they play their matches.

---

## **ANNEX C – ELIGIBILITY REQUIREMENTS**

### **1. PLAYER ELIGIBILITY**

#### **1.1 Age Requirements**

(a) Players must be at least twelve (12) years of age at the start of the Season.

(b) Players under eighteen (18) must provide written parental/guardian consent available at this address: [\[link\]](#). The form should be sent to the following address: [esports@eva.gg](mailto:esports@eva.gg)

#### **1.2 Identification**

(a) Players must provide valid government-issued identification.

(b) Players must maintain accurate contact information with EVA.

### **1.3 Exclusivity**

- (a) Players may only be registered with one (1) Team during a Season.
- (b) Players may not compete in other professional VR esports leagues without EVA approval.

### **1.4 Eligibility Restrictions**

The following individuals are ineligible:

- (a) EVA HQ employees or contractors;
- (b) Individuals with ownership interest in multiple Teams;
- (c) Individuals currently serving a ban from EVA or other major esports organizations;
- (d) Individuals with pending criminal charges related to fraud, violence, or match-fixing.

### **1.5 Required Accounts**

- (a) To participate in the EVA Challenger League, participants must have:
  - a TOURNAMENT account (<https://www.toornament.com/>)
  - a DISCORD account (<https://discordapp.com/>)
  - an EVA account with a subscription (<https://www.eva.gg/fr-FR/battlepass>)

### **1.6 Players Status**

- (a) A player is considered a Free Agent (FA) when playing in another competition than the EVA Challenger League or EVA Pro League.

Examples:

- A Challenger League player is as FA for an EVA Pro League team, but not for other Challenger or Local League teams.
- A Local League player is considered as FA for both Challenger and EVA Pro League teams.

### **1.7 Transfer Freeze (Freeze Period)**

- (a) If an EVA Pro League player leaves their team during the season, they will be subject to a one-month “freeze” period before being able to join a team in a lower tier only (Challenger League or Local Leagues). This rule applies to Challenger players, who can only join local league teams after the freeze period.
- (b) At any time during the season, an EVA Challenger League player may be recruited by an EVA Pro League team without delay or freeze period. This rule also applies to players from local leagues, who may be recruited at any time by a Challenger League or PRO League team.

## **2. ROSTER REQUIREMENTS**

## 2.1 Roster Size

- (a) **Minimum:** Five (5) eligible players
- (b) **Maximum:** Seven (7) eligible players (including substitutes)

## 2.2 Roster Submission

- (a) Teams must submit their initial Roster at least fourteen (14) days before the Season start.
- (b) Roster changes must be submitted at least seven (7) days before the next scheduled match.
- (c) Teams may recruit eligible players (those who have not yet registered during the Season).
- (d) A player can be removed at any time during the season, provided the Organiser is notified at least seven (7) days before by email to the following address: [esports@eva.gg](mailto:esports@eva.gg)

## 2.3 Roster Lock

- (a) Rosters are locked during Playoffs.
- (b) No roster changes permitted after the Playoff roster submission deadline.

## 2.4 Transfer period

- (a) Period #1: December 8, 2025 - January 31, 2026
- (b) Period #2: December 1 - December 31, 2026
- (c) During these periods, teams may transfer players who have played for another team.

## 3. TEAM STAFF ELIGIBILITY

### 3.1 Required Staff

Each Team must designate:

- (a) **Team Manager:** Primary point of contact with EVA;

### 3.2 Optional Staff

Teams may register additional staff:

- (a) **Head Coach:** Responsible for competitive strategy and player management.
- (b) Assistant coaches;
- (c) Analysts;
- (d) Team psychologists;

(e) Content creators.

### **3.3 Staff Restrictions**

- (a) Staff members may only be affiliated with one (1) Team.
- (b) Staff members are subject to the Code of Conduct.
- (c) Staff members must pass background checks if required by EVA.

## **4. REGISTRATION PROCESS**

### **4.1 Initial Registration**

- (a) Teams must submit complete roster and staff information to EVA's designated staff.
- (b) Required documents:
  - Player identification document copies
  - CGP (General Terms of Participation) signed by the players.
  - Parental consent forms (if applicable, players under 18)
  - Staff identification and role assignments
  - Selected EVA Venue

### **4.2 Verification**

- (a) EVA shall verify all submissions within seven (7) business days.
- (b) Incomplete or inaccurate submissions may delay eligibility confirmation.

### **4.3 Ongoing Compliance**

- (a) Teams must notify EVA of any changes to player or staff status within forty-eight (48) hours.
- (b) Annual re-verification may be required.

## **5. TEAM AND PLAYER NAMES**

- (a) The name, logo, or any official element representing the team or the participant must not contain content that is offensive, insulting, abusive, threatening, vulgar, obscene, sexual, racist, defamatory, contrary to, or likely to harm the interests of the Organiser, the partners of the EVA Challenger League, and more generally any element contrary to ethics, esports values, or punishable under any applicable legislative or regulatory provision.
- (b) The team name may be modified by the team's legal representative, provided the Organisers are notified within a reasonable time. The Organisers may, however, refuse any abusive and/or repeated modification request.
- (c) Each team must decide on a team name abbreviation consisting of three to five letters.

(d) Participants must keep the same identifier (nickname) throughout the duration of the EVA Challenger League. Any change of identifier not authorized by the Organisers may result in a disciplinary sanction and, where applicable, disqualification from the EVA Challenger League.

(e) Each participant must place, at the beginning of their nickname, the abbreviation of their team name followed by an "x" and then their nickname.

## **6. PHYSICAL PRESENCE**

(a) Due to the specific nature of the Video Game (virtual reality with specific equipment), participants must be physically present in one of the eligible EVA Venue to participate in each EVA Challenger League match. To participate in match nights, participants must pay participation fees equivalent to two Battlepass sessions per match night.

(b) Participation in the stages of the EVA Challenger League is possible only in standard EVA Venue:

- EVA Aix en Provence
- EVA Amiens
- EVA Angoulême
- EVA Avignon
- EVA Bayonne
- EVA Beauchamp
- EVA Bethune / Bruay
- EVA Boissy-St-Léger
- EVA Bordeaux Bègles
- EVA Bordeaux Lac
- EVA Bretigny-sur-Orge
- EVA Brussels
- EVA Caen
- EVA Cannes-Mougouin
- EVA Clermont-Ferrand
- EVA Dijon
- EVA Evreux
- EVA Grenoble
- EVA Haguenau
- EVA Hénin-Beaumont
- EVA La Rochelle
- EVA Lançon-Provence
- EVA Le Havre
- EVA Le Mans
- EVA Les Mureaux
- EVA Liège
- EVA Lille
- EVA Limoges
- EVA Lyon-Nord
- EVA Lyon-Sud
- EVA Malmedy
- EVA Marseille
- EVA Maurepas
- EVA Meaux

- EVA Metz
- EVA Montauban
- EVA Nantes St Herblain
- EVA Nîmes
- EVA Orléans
- EVA Paris Est
- EVA Perpignan
- EVA Reims
- EVA Reims
- EVA Rennes
- EVA Rouen
- EVA Saint Avold
- EVA Saint Briec
- EVA Saint-Etienne
- EVA Saint-Quentin
- EVA Savigny Le Temple
- EVA Thionville
- EVA Toulouse Montaudran
- EVA Toulouse Blagnac
- EVA Tours
- EVA Troyes
- EVA Valence

(c) Players from the same team must be present in the same EVA Venue, but it is not necessary for the two teams to be in the same arena to compete against each other.

(d) Each team designates an affiliated arena in which they must play all their matches for the entire duration of the season. This arena will also be the one the team represents during official competitions.

## **7. HEALTH SITUATION**

(a) In the event of changes to regulations relating to the health situation, EVA reserves the right to modify or adapt its reception system to access the arenas allowing participation in the EVA Challenger League and, where applicable, to make access conditional upon presentation of a valid health or vaccination pass, wearing a mask, etc.

## **ANNEX D – SPECIFIC LEGAL PROVISIONS**

### **1. CONFIDENTIALITY**

(a) During the EVA Challenger League, the Organisers may engage in private correspondence with one or more players. Messages intended exclusively for one or more identified persons are considered private correspondence.

(b) Private correspondence is protected by confidentiality, and the recipients of these messages are not authorized to publicly disclose their content. Unauthorized disclosure of private correspondence may give rise to both civil and criminal liability of the recipient. Such disclosure also constitutes a violation of Article 5.3(b) and the Code of Conduct, Annex B, Sections 2.1(e) and 2.3(c), and may result in sanctions under Article 6.

## **2. IMAGE RIGHTS**

(a) The participant hereby authorizes, free of charge, each Organiser, the companies of their respective groups, their subsidiaries, the media and commercial partners of the EVA Challenger League, or any person acting on behalf of the Organisers, to capture and record the participant's image (including voice, silhouette, name, and nickname) by any means (photography, video, recording, etc.) and to exploit, use, reproduce, represent, broadcast, modify, adapt, translate, subtitle the participant's image, name, nickname and/or voice, on all media, whether currently known or unknown, in particular on any digital medium, websites and mobile versions thereof, including the websites of the Organisers, the companies of their respective groups, their subsidiaries, the media and commercial partners of the EVA Challenger League, the social networks of these companies, and the services offered by these companies, television channels (linear, cable or satellite, internet IPTV, or non-linear such as catch-up television, VOD, SVOD, OOH, in-flight entertainment), press publications, whether in digital or print editions, in any format, including CD-ROM, DVD, Blu-Ray, computer, mobile phone, in any language, by any processes known or unknown to date, worldwide, for a period of fifty (50) years.

(b) This authorization also includes videos, recordings, or images sent by the participant to the Organisers, as well as the right to broadcast any action performed by the participant in the video game (for example: gameplay).

(c) The operational rules governing the recording and broadcasting of League matches are set forth in the Code of Conduct (Annex B, Section 6).

## **3. INTELLECTUAL PROPERTY**

(a) The trademarks, logos, software, designs, models, databases, online services, the game, and the names of the game characters used during the EVA Challenger League are protected by intellectual property rights and are the property of their respective owners.

(b) Any use, reproduction, or representation not authorized by the rights holder is prohibited.

## **4. LIMITATION OF LIABILITY**

(a) Participation in the EVA Challenger League implies full recognition and acceptance of the characteristics and technical limitations of electronic communication networks. Use of the Video Game requires an internet connection. The participant acknowledges that the online services are provided "as is," without any warranty of any kind, and that their use is at the participant's own risk. The Organisers cannot guarantee that the services will not be subject to interruptions, that they will be free from defects, or that any anomalies will be corrected, and shall not be held liable for the partial or total interruption of certain services used during the EVA Challenger League.

(b) The Organisers shall not be held liable for any direct or indirect damages resulting from the use of the services or of the Video Game, or resulting from any harmful or damaging behavior attributable to a participant or a third party. Any direct or indirect damages suffered by the participant or by third parties during the EVA Challenger League shall not engage the liability of any Organiser or of their commercial or media partners, except in the event of a serious breach of a safety obligation. Each Organiser's liability is strictly limited to the amount of the EVA Challenger League prize pool.

(c) The Organisers inform participants of the risks inherent in intensive video game practice (addiction, isolation, dependency, etc.), and, on this basis, the Organisers disclaim any liability for any direct or indirect damage resulting from such practice.

(d) Epilepsy warning: some persons may experience epileptic seizures or momentary loss of consciousness when exposed to certain types of flashing lights or patterns commonly present in everyday environments. Such persons may need to take special precautions before using the Video Game serving as the platform for the EVA Challenger League. If you experience symptoms related to an epileptic condition (for example: loss of consciousness or epileptic seizure), consult your physician immediately before using a video game.

## **5. PERSONAL DATA**

### **5.1 Data collected**

(a) At the time of registration for the EVA Challenger League, EVA collects personal information concerning the player, including data relating to their identity and, where applicable, data related to the Video Game, which the player certifies to be adequate, accurate, and relevant. This data is strictly necessary to ensure the proper organization of the EVA Challenger League and its media coverage (in particular, to share players' results online via their nicknames).

(b) Any registration for the EVA Challenger League with incomplete or inaccurate data may result in the cancellation of the registration and, where applicable, lead to a disciplinary sanction at the Organisers' discretion.

### **5.2 Purposes of processing the collected data**

(a) The data collected by EVA is used to:

- verify eligibility conditions
- ensure the proper conduct of the EVA Challenger League
- share participants' performances on the internet, social networks, and with the media (in particular TV and internet)
- produce statistics
- process disciplinary sanctions
- send prizes

(b) By participating in the EVA Challenger League, each participant consents to this processing, which is strictly necessary for its organization.

(c) Such processing is necessary for the legitimate interests of the Organisers in order to demonstrate the proper execution of the EVA Challenger League and to draw all consequences from any behavior contrary to the Rules.

### **5.3 Retention of collected data**

(a) The data collected is kept by EVA for a period of one (1) year from the end of the last tournament in which the player registered or from their last participation in a tournament organized by EVA.

(b) The data may be kept for a longer period corresponding to the duration for which a disciplinary sanction has been imposed. Data relating to disciplinary sanctions is kept for a period of one year after the end or withdrawal of the sanction.

(c) Furthermore, EVA reserves the right to keep the nicknames used by players during tournaments for a period of fifty (50) years in order to preserve the integrity of the results.

(d) Any player wishing to oppose the retention of their nickname may request its deletion at any time by contacting EVA at the following email address: [esports@eva.gg](mailto:esports@eva.gg)

#### **5.4 Data recipients**

(a) The data is shared with the services used by the Organisers for the organization of the EVA Challenger League. The player is also informed that the data collected during the EVA Challenger League may be shared with technical subcontractors in order to ensure the aforementioned processing purposes, in particular the material organization of the EVA Challenger League and its proper media exposure, or to fulfill legal and regulatory obligations.

(b) In the event that data is transferred to a subcontractor, the Organisers guarantee that they have taken the necessary precautions to ensure that the subcontractor undertakes to process the data in accordance with the Organisers' instructions and that appropriate security measures have been implemented.

(c) Certain data is collected and processed by Discord during registration and use of its services. Discord's privacy policy is available at the following address: <https://discord.com/privacy>.

(d) Certain data is collected and processed by Toornament during registration and use of its services. Toornament's privacy policy is available at the following address: <https://www.toornament.com/fr/privacy-policy>.

#### **5.5 Rights of data subjects**

(a) The participant is informed that they have the right of access, rectification, erasure, and portability of the personal data concerning them, as well as the right to object to or request restriction of processing, under the conditions and limits provided by applicable regulations. The participant also has the right to define directives relating to the fate of their personal data after their death.

(b) The participant may exercise their rights via the following contact details: [esports@eva.gg](mailto:esports@eva.gg).

#### **5.6 Data Protection Officer**

(a) EVA has appointed a Data Protection Officer responsible for assisting the data controller in complying with European regulations. For any questions relating to the protection of personal data, a contact address is available: [esports@eva.gg](mailto:esports@eva.gg).