

OFFICIAL RULES
EMEA TEKKEN CUP N°4
Effective Date : December 1st 2025

INTRODUCTION. EMEA TEKKEN CUP is a series of tournament events (each referred "Tournament Event" and collectively, the "EMEA TEKKEN CUP" or the "Tournament") brought to Players by BANDAI NAMCO ENTERTAINMENT EUROPE S.A.S. ("**BNEE**"), a company formed in accordance with and by virtue of the laws of France, registered under number 987 675 576, and with its registered office at 15 rue Félix Mangini, CS 90618,69258 Lyon Cedex 09, France, or any other company that may be assigned by BNEE, and acting hereunder both on its own behalf and on behalf of its affiliates/companies as BANDAI NAMCO ENTERTAINMENT FRANCE ("**BNEF**"), BANDAI NAMCO ENTERTAINMENT FRANCE Sede Secondaria ("**BNE IT**"), BANDAI NAMCO ENTERTAINMENT NORDIC ("**BNE Nordic**"), BANDAI NAMCO ENTERTAINMENT GERMANY GmbH ("**BNEG**"), BANDAI NAMCO ENTERTAINMENT IBERICA ("**BNE IBERICA**"), BANDAI NAMCO ENTERTAINMENT UK LTD ("**BNE UK**") , BANDAI NAMCO ENTERTAINMENT HELLAS E.P.E. ("**BNE HELLAS**") (hereinafter collectively referred as "**BNE**") and is subject to the present Official Rules (the "**Rules**").

1. **Definitions** Throughout these Rules, certain capitalized words and phrases have been given specific definitions, which can be identified wherever those words or phrases first appear in quotes. Accordingly, in addition to terms that are defined above or below this Section 1, the following terms are defined as follows:

"**BNEI**" means Bandai Namco Entertainment Inc., , a company formed in accordance with and by virtue of the laws of Japan, and with its registered office at 5-37-8, Shiba, Minato-ku, Tokyo, 108-0014, Japan;

"**Champion**" means the winner of the Tournament Finals ;

"**Country**" designates a country listed in the Region ;

"**Deliverables**" means any Tournament images, photographs, audio/visual works, and recordings incorporating the Player's appearance, including without limitation the Player's name, avatar, logo, game play data, results, statistic, biographical information, gamertag or equivalent, username, image, likeness, voice, other personal characteristics and/or related Intellectual Property Rights ;

"**Eligibility Criteria**": The set of requirements a Player shall imperatively meet, details in Section 6, in order to participate and remain in the Tournament. These criteria apply throughout the entire Tournament. Failure to meet these criteria at any point during the Tournament will result in disqualification ;

"**Game**" means the video game TEKKEN 8 ;

"**Judge**" means an official responsible for ensuring that the rules of the Tournament (and Tournament Event) are followed, making decisions on disputes, and maintaining fair play throughout the event ;

"**Last Chance Qualifier**" or "**LCQ**" means the last event serving as an opportunity for Players to qualify for the TOURNAMENT Finals ;

"**Legal Resident**" means individual whose permanent residence is in one of the Country and who resides in that Country for the entire duration of the Tournament ;

"**Match(es)**" means a competition between two (2) Players ;

"**Player(s)**" means each individual player who participates in the Tournament and is subject to the Eligibility Criteria ;

"**Prize**" means each prize awarded to a Winner and Champion, according to the Prize Schedule ;

"**Rankings**" means the rankings available via the Ranking Website ;

"**Points**" means the Points awarded to Players based on their performance in officially recognized Tournament Events, including Major and Dojo Events, which determine their position on the applicable Regional Leaderboard ;

"**Ranking Website**" means the website (*available at: <https://tekken-esports.bn-ent.net/>*) owned and operated by BNEI where Players can access Rankings information, register and participate in Tournament Events.

For a Player's, Points to be counted and information to be displayed in the Rankings, a Player must: (i) register on the Ranking Website and consent to applicable terms and conditions; and (ii) have a valid account for any applicable Tournament Events platform supported by the Ranking Website; and (iii) select a Regional Leaderboard based on the Legal Resident , in accordance with the Eligibility Criteria set forth in Section 6.

Accordingly, each Player acknowledges and agrees that if Player does not complete the foregoing requirements, such Player's Points will not be counted and such Player's Ranking information will not be displayed in the Rankings, which could result in Player's being ineligible to receive Prize.

The Ranking Website may be incomplete or contain errors or inaccuracies that could cause the display of inaccurate or incomplete information, failures, corruption and/or loss of data or information. Players expressly acknowledge and agree that, to the extent permitted by applicable law, all use of the Ranking Website is at Players' sole risk and responsibility. BNE IS PROVIDING THE RANKING WEBSITE "AS IS" BASIS AND WITHOUT ANY WARRANTY OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, NON-INFRINGEMENT, ACCURACY, COMPLETENESS, PERFORMANCE, AND FITNESS FOR A PARTICULAR PURPOSE.

"Region" means each the following Region excluding any countries, states determined by BNE or as required by applicable law :

Region 1: France, Guadeloupe, Guyana, Martinique, Mayotte, Reunion Island, Saint Pierre and Miquelon, Saint-Martin, Clipperton, French Southern and Antarctic Territories, Scattered Islands, Saint-Barthélemy, French Polynesia, Wallis and Futuna, New Caledonia.

Region 2: Belgium, Netherlands and Luxembourg.

Region 3: Spain, Andorra and Portugal.

Region 4: Italy and Malta.

Region 5: Poland.

Region 6: United Kingdom and Ireland.

Region 7: Germany, Switzerland and Austria.

Region 8: Denmark, Finland, Iceland, Norway and Sweden.

Region 9: Greece.

Region 10: Madagascar.

Region 11: Ivory Coast.

Region 12: Kuwait.

Region 13: Iraq.

Region 14: Saudi Arabia.

Region 15: United Arab Emirates.

"Regional Leaderboard" means the official ranking table maintained for each Region, which lists and ranks Players

according to their performance and accumulated Points within their respective Region ;

"Rules" means all following provisions, terms and conditions established by BNE governing the organization, participation and conduct of the TOURNAMENT ;

"Set" means an in-Game set, played as a best-of-five;

"Tournament Events" means an official individual event (Majors Events and Dojos) of the Tournament in Region ;

"Tournament Event Organizer" means an independent third party organizer responsible for organizing, managing, and producing Tournament Events, including supplying and fulfilling prizes ;

"Tournament Finals" means the final tournaments of the EMEA TEKKEN CUP, in which the top-ranked Players from each Region compete to determine the overall Champion

"Tournament Group" means, collectively: (i) BNEE; (ii) BNEE's respective affiliates, related companies, and authorized agents, including without limitation their parent, sister and subsidiary companies, retailers, franchisees, advertising and promotion agencies, sponsors and suppliers of material and services related to the TOURNAMENT (excluding Dojos), and any other corporation, partnership, sole proprietorship or other legal entity directly involved in the TOURNAMENT (excluding Dojos) and their respective officers, directors, employees, agents, and other representatives. For the sake of clarity, any entity involved in organizing, managing, producing, promoting, or sponsoring a Dojos Event shall be excluded from Tournament Group ;

"Tournament Website" means the official Tournament website, available at: tekkencup.eu ;

"Winner" means each Player that is awarded a Prize in a Tournament Event, subject to verification of such Player's compliance with the Rules.

2. Applicability and Amendment of the Rules When a Player participates in the TOURNAMENT, the Player fully and unreservedly agrees to comply with all the provisions of these regulations. These Rules apply to all Players participating in the TOURNAMENT.

BNEE reserves the right, at any time and without prior notice or obligation to provide justification, to amend, suspend, extend, shorten, or cancel the Tournament, in

whole or in part. In such cases, BNEE shall not be held liable in any manner whatsoever, and no compensation or indemnity shall be due to any Player.

Any amendment or update to these Rules shall take effect upon their publication on the official Tournament Website. Continued participation in the Tournament following such publication shall constitute full acceptance of the revised Rules.

Players who do not accept the amendments must immediately cease participation in the TOURNAMENT.

3. Tournament Structure The Tournament is an open league divided into multiple competitive Regions. Within each Region, eligible Players can earn Points by participating in officially recognized Tournament Events, including both Major and Dojo Events.

Points contribute to each Player's position on their respective Regional Leaderboard. Each Player may register for only one Regional Leaderboard and must be a legal resident of a country included in that Region, as defined in the official Region list.

At the end of the Tournament season, the top-ranked Players from each Region will qualify for the TOURNAMENT Finals.

In the event that a Region does not produce a qualified Player eligible to participate in the Tournament Finals, such vacant slot shall be filled by the reigning Champion of the European TEKKEN Cup 2024, subject to compliance with the Eligibility Criteria.

If more than one (1) Region fails to produce a qualified Player, BNEE reserves the right, at its sole discretion, to determine the process for filling the remaining vacant slot(s), which may include, without limitation, invitation of Players or allocation based on Rankings or other competitive criteria.

3.1 Tournament Schedule The EMEA TEKKEN CUP will commence in December 6th 2025 and end after the Tournament Finals according to the schedule set forth below, dates subject to change.

- The Dojos season will start on December 6st, 2025 until February 15th, 2026 ;
- Major Events : From the 6th of December 2025 until 28th of February 2026
- Tournament Finals : The dates of the Finals will be announced at a later date.

3.2 Major Events are prestigious offline open Tournament Events, designated by BNEE as Major Events. Large amounts of Points, as set forth below, will be available for Players to earn at each Major Event. Main or designation may be revoked if the tournament is unable to be held offline. Points at Major events are Region-free. Any player can register for any Major Event. Any eligible player registered on a Regional Leaderboard can earn points at a Major event.

3.3 Dojos are independently operated open offline Tournament Events that have opted in to be recognized as part of one of the Region of the Tournament via an application process on the Ranking Website (as defined below), or other website designated by BNEE. A Dojo cannot be recognized as part of the Tournament if it is not based in one of the Region.

Each Dojos depends on the Region location where the Dojo is organized. To be recognized as a Dojo, the DOJO must be located in one of the Region.

Dojos are required to use the Ranking Website (or other websites designated by BNE) to (i) list their Dojo; (ii) take registration; and (iii) setup and record the bracket. Dojos are required to comply with these Rules, including the Tournament format and ruleset set forth in Section 4. BNE is not involved in or responsible for Dojos; and organizers of Dojos shall be solely responsible for organizing, operating, and reporting results from, each Dojo. Dojos are not sponsored by, endorsed by administered by, or associated with BNE. By entering a Dojo, each Player hereby releases and agrees to hold BNE harmless from any liability arising out of such Player's participation in the applicable Dojo. Any questions, comments, or complaints regarding a Dojo should be directed to the appropriate organizer of the applicable Dojo and not to BNE. BNE reserve the right in their sole discretion to disqualify Points earned by Players in any Dojo if BNE suspects any Dojo of incorrectly calculating points, engaging in or allowing outcome fixing, failing to comply with any provision of these Rules, or other facts and circumstances that cause BNE or the Tournament Organizer to question the integrity of the results of such Dojo. Varying amounts of Points will be available for Players to earn at Dojos, based on the number of registrants. The Dojo submission process is as follows:

- After a Dojo is created by a Tournament Event Organizer's using a tournament platform

supported by the Ranking Website, Dojos will be submitted for review through the Ranking Website. The Tournament Event Organizer must submit the Dojo through the Ranking Website for all platforms, after which the BNE will decide if the Dojo eligibility criteria set forth herein have been met. Tournament Event Organizers are solely responsible for ensuring their Dojo meets the eligibility requirements set forth herein. BNE reserves the right to deny Dojo status at their sole discretion.

- Dojos that meet the requirements set forth herein will be added to the selected Region by BNE. After the Dojo's conclusion, Dojos will be reassessed based on archived stream footage before Points will be allocated based on the Point System set forth below. Dojos that are suspected of fraud, manipulation, attempt to mislead BNE, and or are otherwise in violation of these Rules, may face disciplinary action the sole discretion of BNE.
- Points at Dojo Events are region-locked. Any player can register for any DOJO event; however, only eligible Players registered on the Regional Leaderboard corresponding to the DOJO Event's Region can earn points.

3.4 Regional Leaderboard Selection Players must select one of the Region while registering on the Ranking Website. Points awarded at Major Events and Dojo Events will impact players Ranking on their respective regional leaderboard.

3.5 Venue It is prohibited for a Tournament Event Organizer to reuse a venue that hosted a Tournament Event for hosting additional Tournament Event within ninety-six (96) hour timeframe

3.6 Point System and Rankings Ranking Points earned at Major Events and Dojos contribute to each Player's standing on their respective Regional Leaderboard. Rankings are determined by the Player's two (2) best Major Event results and their four (4) best Dojo results within the Tournament Season. The top-ranked Player from each Region will qualify for the EMEA TEKKEN CUP Finals. Points will be available at Major Events and Dojo as set forth in the chart below. If two (2) or more Players in Rankings have the same number of points, the tiebreaker

will be resolved in favor of a single Player by applying the following tiebreaking mechanisms, in order of application: (i) top one (1) placing at Major Events; (ii) top two (2) placing at Major Events; (iii) highest point total from an individual Dojo; (iv) highest total points earned from all participated Dojos; or (v) an custom and equal tie-breaker solution determined by BNE.

Placement	Major Event	Dojo +64	Dojo +48	Dojo +40	Dojo +32	Dojo +24	Dojo +16
1st	450	250	180	120	80	60	40
2nd	300	180	120	80	60	40	20
3rd	220	120	80	60	40	20	10
4th	180	80	60	40	20	10	5
5th	120	60	40	20	10	5	
7th	80	40	20	10	5		
9th	60	20	10	5			
13th	40	10	5				
17th	20	5					
25th	10						
33rd	5						

3.7 Tournament Finals All details regarding the final of the Tournament will be provided at a later date

3.8 Tournament Event responsibilities BNE is not responsible for the operation of any individual Tournament Event. The Tournament Event Organizer of each event is solely responsible for organizing, running, and reporting results. By participating in a Major Event or Dojo, each Player releases BNE from any liability related to their participation. Any questions, comments, or complaints regarding the event should be directed to the Tournament Event Organizer, not BNE.

BNE reserve the right to disqualify any Points earned if there is reason to believe that the event miscalculated

points, engaged in or allowed outcome manipulation, or otherwise compromised the integrity of the results.

Tournament Event Organizers may set their own eligibility criteria, which may differ from those of the Tournament. Therefore, a participant in a Tournament Event may still be ineligible to compete in the EMEA TEKKEN CUP if they do not meet its requirements.

4. Tournament Event format and Rules

4.1 Rules Set The rules set out in this section apply to all Matches within the different Tournament Event. In the event of any inconsistency between the provisions outlined in the Rules and those outlined for one of the Tournament Event, those of the Rules shall prevail

4.2 Double Elimination Each Tournament Event will be played as a double elimination (a **“Double Elimination”**) bracket competition, in which Players compete in Matches (the **“Match”**) starting from what is known as the winner’s side of the bracket (the **“Winner’s Bracket”**). If a Player loses a Set while in the Winner’s Bracket, that Player will be moved to the loser’s side of the bracket (the **“Loser’s Bracket”**). If a Player loses a Set while in the Loser’s Bracket, that Player is eliminated and will no longer advance further in the bracket for that Tournament Event. The winner of the Winner’s Bracket will play against the winner of the Losers Bracket in the Grand Finals of the Tournament Event, as set forth below.

4.3 Match Play All Matches will be best-of-three, in which the Player who wins two (2) Matches first wins the Set, with the exception that the Losers Bracket semi-finals, Winner’s Bracket finals, Losers Bracket finals, and Grand Finals of each Tournament Event bracket will be best-of-five, in which the Player who wins three (3) Matches first wins the Set.

The winner of any single Match is determined when the Game awards the win to that Player or upon the opponent causing a match disruption or other violation of the Rules as determined by the Tournament Organizer staff member.

During a Set, the winner of any single Match must comply with the following winner lock rules:

4.3.1 At the start of a Set: Players select their sides. Players may mutually agree on who sits on left and right side, corresponding to Player 1 and Player 2, respectively, at the start of a Match. Players are committed to this selection for the entirety of the Match. If Players cannot

agree to a Side Selection, they will play a Best-of-Three Rock-Paper-Scissors to determine who picks their side for the first Round. For all subsequent Rounds and Matches, the winner may select a side first.

Each Player selects their character and the stage is selected at random;

After any single Match, the winner is "locked" into their character and they are not permitted to switch their character until or unless they lose a subsequent single Match

4.3.2 All single Matches are loser's choice; and The loser of any single Set may choose between returning to stage select and choosing a new randomly selected stage or returning to character select to choose a new character and a new randomly selected stage.

4.3.2 All Matches must use the following in-Game Settings:

Rounds: 3 out of 5 Time Limit: 60 seconds

Stage: Random (Required for first game of Match)

Character Customizations: Off

Character Preset Costumes are legal for Tournament use with the exception of the following: Players cannot use the same Preset. Should both Players wish to use the same Preset, they will play a tiebreaker as determined by the Tournament Organizer or Tournament Event Organizer (as applicable) to determine who may use their preferred Preset Costume for the duration of the Match.

Players must use a Game version on one of the following platforms as determined by the Tournament Organizer or as otherwise set forth herein: PlayStation 5, Xbox Series X|S, or Steam.

4.4 Player Options. Prior to commencement of a Set, Players may exercise the following options:

- **Blind Pick.** Players may request a method of character selection known as blind pick (**“Blind Pick”**) to keep their character selection secret until the first Match begins. In the Blind Pick process, the Players will each tell a Tournament Organizer staff member, in secret, their character selection for the first Match. Players will then select their character with the Tournament Organizer staff member validating their selections. If a Player purposely does not select the character they told the Tournament Organizer staff member, that Player will forfeit that single Match.

- **Draws.** In the event of a tied Match declared by a

double K.O. or timeout on the Game screen, the Match will not be scored and both Players will replay the tied Match with the same character selections.

- **Grand Finals.** The “Grand Finals” is a Set series comprised of up to two (2) best-of-five Match between the final two (2) Players left in a Tournament Event. In the event the Player from the Winner’s Bracket wins the first Set, the Grand Finals immediately ends, giving the Player from the Loser’s Bracket their second and eliminating loss, and making the Player from the Winner’s Bracket the overall winner of the Tournament Event. In the event that the Player from the Loser’s Bracket wins the first Set, thereby giving the Player from the Winner’s Bracket their first loss, a second best-of-five Set will be played. The Players may choose different characters and exercise any pre-Set options for this new Set. The Player that wins this final Set, thereby giving the other Player their second and eliminating loss from the Tournament Event, is declared the winner of such Tournament Event. For the sake of clarity, the foregoing shall not apply to Tournament Finals, the details of which are specified in Section 5.

- **Missing Players** Players must be present at the call time for a Set. Players that are not present and ready to play within ten (10) minutes of this call time are subject to Set forfeiture.

- **Match Disruptions.** If a Player intentionally or accidentally causes a pause in a Match, whether by pressing the Options button or a controller disconnection, the Player that caused the pause will forfeit the current round of the Match. If a Match disruption occurs that is out of control of the Players of the Set, such as action of another Player’s un-desynced controller or a Game software crash or console hardware failure making Players unable to continue a Match, the Tournament Organizer staff member shall order the Players to restart the Match.

- **Coaching.** Players may designate one (1) individual to be their coach during a Match.

- Coaching will only be allowed for the Player that lost the previous Set.
- Players may consult with the coach only one (1) time for the Match.
- Players may consult with the coach for a maximum of one (1) minute.
- Coaching while a Set is in play is not allowed and is subject to Set forfeiture.
- If a Rules violation occurs, a Player can notify the Tournament Event Organizer.

- Tournament Event Organizer may issue a warning for any Rules violations.
- Failure to adhere to coaching rules after a warning from the Judge will result in forfeiting the next Set.

- **Button Binds.** Sequence mapping is banned. A Player may not program functions on a controller using methods outside the basic functions of the Game, including, but not limited to, programmable and turbo controllers. The following are sequences are prohibited :

- A single input that results in the execution of multiple subsequent inputs.
- Combination inputs except for those that can be applied within the game’s controller settings.
- A single button input which results in a directional movement input and an attack input.
- BNE and/or the Tournament Organizer reserve the right to inspect a Player’s controller to ensure compliance with these Rules, non-compliance of which may result in disciplinary action, including, but not limited, to disqualification, suspension, and/or banning.

- **Bugs and glitches :** Players are not allowed to exploit known bugs and/or glitches. If the Tournament Event Organizer or BNE determines that a Player used a bug or glitch that resulted in an unfair advantage, the Tournament Event Organizer or BNE may decide either to return to the Game state before the use of the glitch or impose a disciplinary sanction against the Player if such use is voluntary. The Tournament Event Organizer and BNEE are the sole authority to determine the voluntary nature of the use of glitch.

- **Equipment :** Players will have to check the correct functioning and configuration of their buttons before the start of a Match. Once the match has started, Players will be unable to modify the configuration of their buttons.

- **Pauses and Disconnections :** Any disconnections initiated by a Player will result in the loss of the current round, except if the disconnection is due to a problem with the Game. If the disconnection is due to a problem within the Game, the current round will have to be played once more.

Only the Organizer has the authority to determine whether the pause has been caused by a Game related problem.

5 Tournament Finals format and rules

The Tournament Finals is an invitational Tournament Event in which fifteen (15) Players who have qualified from the Regional Leaderboard Rankings will compete, along with additional Players qualifying through the Last Chance Qualifier (“LCQ”), to determine the Champion of the Tournament.

The Tournament Finals will take place over three (3) days and will consist of three (3) stages: Group Stage, Last Chance Qualifier (“LCQ”), and Final Bracket.

Unless otherwise specified in this Section, all Matches played during the Tournament Finals shall follow the Tournament Event format and rules set forth in Section 4.

All stages of the Tournament Finals will be played on the PlayStation 5 platform.

Group Stage

Participants

The Players eligible to participate in the Group Stage are the following:

- Players who qualified through the Regional Leaderboard Rankings.

Fifteen (15) Players will be divided into three (3) Groups of five (5) Players each (each, a “Group”).

Format

Each Group will be played in a round robin format, in which each Player will compete against every other Player in their Group. All Matches will be played as best-of-three (BO3).

Advancement

The top two (2) Players from each Group will advance to the Final Bracket.

Group Assignment

Players will be assigned to Groups via a random draw conducted by BNEE.

Tiebreakers

In the event of a tie between two (2) or more Players within a Group, placement will be determined in the

following order:

- (i) Number of Match wins;
- (ii) The net Set win score (total Sets won minus total Sets lost);
- (iii) The head-to-head Match results between the tied Players.

In the event of a tie between three (3) or more Players that remains unresolved after applying the above criteria, BNEE may conduct additional tiebreaker Matches.

Last Chance Qualifier (LCQ)

Participants

Players that did not advance to the Final Bracket from the Group Stage are eligible to participate in the LCQ.

Seeding

Players that participated in the Group Stage will benefit from pre-established seeds decided by BNEE.

Players that did not participate in the Group Stage, if any, will be seeded based on their total Points earned at Major Events.

The order in which Players select their position in the LCQ bracket will be determined as follows:

- (i) Group Stage 3rd Place Players.
- (ii) Group Stage 4th Place Players
- (iii) Group Stage 5th Place Players.

Each category will participate in a random draw to determine the order in which they select their position in the LCQ bracket.

Format

The LCQ format will follow the Tournament Event format and rules set forth in Section 4.

Final Bracket

Participants

Eight (8) Players will compete in the Final Bracket:

- Six (6) Players from the Group Stage;
- Two (2) Players from the LCQ.

Seeding

Players will be seeded into the Final Bracket as follows:

- Group A 1st place vs Group B 2nd place
- Group C 1st place vs Last Chance Qualifier 2nd place
- Group B 1st place vs Group C 2nd place
- Last Chance Qualifier 1st place vs Group A 2nd place

BNEE reserves the right to adjust seeding at its sole discretion to preserve competitive integrity.

Format

The Final Bracket will be played using a double elimination format.

All Matches will be played as best-of-five (BO5).

All Players will start in the Winner's Bracket.

6 Eligibility Criteria The Tournament is only open to Players who, from the time of entry, until all Prizes have been awarded :

- (a) are of the age eighteen (18) years old on the date of Player registration.
- (b) are Legal Resident of one of the countries specified in the Region. The Tournament Group reserves the right to verify a Player;
- (c) possess a valid form of state or federal government-issued identification;
- (d) are not subject to any applicable sanctions or prohibitions, including, but not limited to, being banned or disqualified ;
- (e) are not officers, directors, employees, agents, or representatives of BNE or its respective parents, affiliated or related companies, agencies, suppliers of the materials or services related to this Tournament, or members of any immediate families (defined as parents, siblings, children and spouses, regardless of where they live) or households (whether or not related) of such officers, directors, employees, agents, or representatives;
- (f) are and remain in compliance with these Rules, including the Code of Conduct, and any applicable terms and conditions related to the Game, including the Game's end user license agreement ("EULA")

The Tournament Group reserves the right to verify such eligibility, and Players may be asked to provide documentation. Such documentation shall be used solely for verification purposes. The Tournament Group

reserves the right to disqualify any Player who fails to meet this requirement.

To the extent applicable, Players are solely responsible, at their sole cost and expense, for obtaining any visa or completing any other entry requirements necessary to enter a country to participate in the Tournament. BNE makes no representations or warranties regarding visas or entry eligibility

If a Player who does not meet the Eligibility Criteria becomes a winner, such Player participation will be void and the Player will be deemed ineligible which could result in Players being disqualified from the Tournament, unable to earn Points, and/or win Prizes. All applicable laws and regulations apply.

7 How to enter and entry conditions Players that meet the Eligibility Criteria can join the Tournament by completing the following steps :

1. Registering on the Ranking Website ;
2. Registering to enter a Tournament Event by such means of registration as specified for such Tournament Event.

As between BNE and the Player , BNE retains all right, title, and interest in any materials or content submitted or provided by a Player, to the extent permitted by applicable law. Players can find more information regarding the Tournament by visiting the Tournament Website.

By registering or otherwise participating in the Tournament, each Player confirms that such Player meets the Eligibility Criteria and has read, understands, and agrees to abide by these Rules, including the Code of Conduct, and all other applicable terms and conditions described or referenced herein.

Any Internet access required to register must be obtained by each Player, at no cost to the Tournament Group.

8 Representation and Warranties In connection with the Tournament, each Player represents and warrants that such Player:

(i) will not infringe, violate, or misappropriate the rights of any third party, including any copyrights, trademarks, trade secrets, industrial design rights, design and utility patents, rights to likeness, publicity, or privacy, and other similar intellectual property rights, as may be recognized in any territory throughout the World, whether registered or unregistered (collectively, "Intellectual Property Rights") ;

(ii) will submit such photographs, videos, audio clips, or

other recordings of the Player as may be requested by the Tournament Group, will license such content or materials to BNE and its nominees for any use related to advertising and marketing the Tournament, and will take care that any such content or materials will be free from all liens, charges, encumbrances, restrictions, licenses, equities, and claims of any third party; and

(iii) shall not submit any content or material that:

(a) promotes or contains libelous or defamatory materials, false or deceptive materials, hate speech, pornography or sexually explicit materials, obscene language, violence, the use of firearms, prescription drugs, alcohol or tobacco, or discrimination against a protected group (whether based on race, color, sex, religion, nationality, disability, sexual orientation, age, or similar category);

(b) is associated with any illegal activity (including gambling, trafficking, or the use of illegal substances);

(c) violates any Intellectual Property Rights of any third party, is invasive of another’s privacy, or is threatening, abusive or harassing;

(d) contains, links to, uses, or otherwise transmits or enables the transmission of any malware, viruses, worms, Trojan horses, adware, spyware, or other harmful code or programs for any purpose, including search hijacking or browser URL hijacking to drive traffic to any website, uses a “BotNet” or other automated or manual means of generating fraudulent traffic, clicks, impressions, or other actions on any website; or (e) promotes, facilitates, or enables the illegal downloading of videos, music, or other copyrighted material, (e.g., P2P/BitTorrent/MP3 tracking and indexing apps, “linking” or “leeching” apps, ROMs, “warez,” emulators, hacks, “phreaks,” “cracks,” or ripping software for illegally circumventing DRM or other copy protection devices.

All Player participation is subject to verification. The Tournament Group reserves the right to disqualify any Player that the Tournament Group reasonably believes or suspects provided forged, altered, or false information, or that has otherwise failed to comply with these Rules.

9 Prizes Prizes will be awarded as set forth the below chart.

EMEA TEKKE CUP	Prize
Major Events (ii)	2,000 €
Tournament Finals (i)	To be defined at a later date

MAJOR EVENTS	
1st	1 000 €
2nd	500 €
3rd	300 €
4th	200 €

Finals Prize Pool	
Prize	25,200 €

Finals Payout Structure	
1st place	10,000.00 €
2nd place	5,000.00 €
3rd place	2,500.00 €
4th place	1,300.00 €
5th place (tie)	1,000.00 €
7th place (tie)	700.00 €
Group - 3rd place (tie)	500.00 €
Group - 4th place (tie)	300.00 €
Group - 5th place (tie)	200.00 €

- (i) Prize payments for the Tournament Finals will be made in Euros, in accordance with industry standards payout methods and the Prize Restrictions set forth in Section 10.
- (ii) Prize payments for the Tournament Events will be determined by the respective Tournament Event Organizer, in accordance the industry standards and the Prize Restrictions set forth in Section 10. Tournament Event Organizer may award prizes in addition to the Prizes set forth here in its sole discretion (the “**Additional Prizes**”) in accordance with rules established by such Tournament Event Organizer and not by BNE.

Each Player acknowledges and agrees that the Prizes and Additional Prizes in Tournament Event are awarded solely by the Tournament Event Organizers and hereby release and hold BNE harmless from all costs, injuries, losses or

damages of any kind, including, without limitation, death and bodily injury, directly or indirectly, in connection with Player's receipt, use or misuse of any Prize and Additional Prize.

10 Prizes Restrictions In order to receive a Prize identified in the above-referenced notification, each Prize Winner must: (i) execute, scan and email to the Tournament Event Organizer, a written affidavit or declaration of eligibility, confirming such Prize Winner's fulfillment of the Eligibility Criteria and compliance with the Rules (the "Affidavit"), within twenty-four (24) hours of sending such Prize Winner such Affidavit; (ii) execute, scan and email to the Tournament Organizer a written release, releasing the Tournament Group from any liability in connection with the Tournament, the acceptance, possession, enjoyment, use or misuse of a Prize, or the public disclosure of such Prize Winner's identity in connection therewith (the "General Release") within twenty-four (24) hours of sending such Prize Winner such General Release; (iii) in the case of hotel or travel accommodations, complete and return a travel release form, releasing the Tournament Group from any liability, or any harm or injury caused or incurred in connection therewith (the "Travel Release"); and (iv) all tax documentation required by the law of such Prize Winner's jurisdiction ("Tax Documentation").

A Prize Winner's Prize may be forfeited if: (i) Prize Winner fails to respond to the Tournament Event Organizer within twenty-four (24) hours of the attempted notification described, above; (ii) Prize Winner fails to provide proof of fulfillment of the Eligibility Criteria (if requested) in a timely manner; (iii) Prize Winner fails to provide a completed Affidavit General Release, Travel Release, or Tax Documentation as described above; (iv) a Prize is unable to be paid due to legal restrictions imposed by a country or banking institution (v) Prize Winner violates or otherwise fails to comply with the Rules; or (vi) Prize Winner expressly declines a Prize.

In the event a Prize Winner's Prize is forfeited, the Tournament Event Organizer or Tournament Group shall have no further obligation to that Prize Winner and, at Tournament Group's sole discretion, such Prize may be awarded to another Player, within the Tournament Event Organizer or Tournament Group's discretion (time-permitting).

Proof of entry submission does not constitute proof of

receipt. Decisions of the Tournament Group will be final and binding on all matters pertaining to the Tournament. The Tournament is subject to all applicable law, of all applicable jurisdictions. The Tournament Group reserves the right to correct any typographical, printing, computer programming or operator errors.

Should a Prize Winner make any false statement(s) in any document referenced above, such Prize Winner will be required to promptly return to the Tournament Group or Tournament Event Organizer their Prize.

The Tournament Group reserves the right at its sole discretion to disqualify any Player who tampers or attempts to tamper with the registration process, the operation of the Tournament, Tournament Website, or violates the Rules or any other applicable terms or conditions, including the EULA. In the event of a dispute as to the identity of the individual who registered, the authorized account holder (i.e., the natural person who is assigned to an email address by an Internet access provider, on-line service provider, or other organization (e.g., business, educational institution, etc.) responsible for assigning email addresses for the domain associated with the email address in a disputed registration) of the email account referenced in such submission will be deemed to be the individual who registered. Prizes will be delivered only to Prize Winners that fulfill all applicable conditions set forth in this Section. Prizes must be accepted as awarded and may not be substituted, transferred, or redeemed for cash or otherwise.

Notwithstanding the foregoing, the Tournament Group reserves the right to substitute Prizes for a prize of equal or greater monetary value, in cash or otherwise, at its sole discretion, if a Prize, or any component of any Prize, cannot be awarded for any reason. The Tournament Group will not replace any lost or stolen Prizes.

Except as expressly provided herein, all taxes, costs, and expenses incurred in connection with the Tournament or Prizes shall be paid and borne solely by Prize Winner, as applicable, including without limitation all applicable taxes, costs of transportation to and from the airport of origin, alcoholic beverages, gratuities, insurance, laundry service, merchandise, room service, service charges, activities, souvenirs, and phone and internet charges. Air transportation is subject to all terms, conditions, policies, rules and regulations applicable to other commercial

airline passengers on flights within the Territory. Hotel accommodations are subject to all terms, conditions and policies applicable to all other guests at the hotel selected by the Tournament Group. Any violation by a Prize Winner of the foregoing terms, conditions, policies, rules and regulations constitutes a violation by such Prize Winner of these Rules.

11 Code of Conduct By accepting the Rules, Players agree to comply strictly with the Code of Conduct. This Code of Conduct was created to help ensure a safe, friendly, and inviting experience for all Players. This Code of Conduct applies to all online and in-person events, and applies when participants or attendees participate in or communicate about these events.

The organizers encourage all Players to adopt a fair-play attitude and to behave in an honest and respectful manner towards other Players. By participating in the competition, you must comply with the applicable laws and regulations of the country in which you reside but also respect additional rules of conduct that govern your participation in the competition. The purpose of these rules of conduct is to establish a non-exhaustive list of prohibited behavior as well as dishonest practices, which may provide an unfair, unnatural and unpredictable advantage. The Tournament Group reserves the right to modify these rules of conduct at any time and to take any appropriate disciplinary action in the event of non-compliance with the code of conduct, whether or not the behavior is listed below.

The following prohibited behaviors may result in a sanction:

- Cheating, colluding with other players, hacking, using exploits, or any other behavior aimed at obtaining an unfair advantage or disrupting the operation of the event.
- Impersonating any person or entity, including any BNE, Tournament Event Organizer, or Tournament Event officials, forum leaders, guides, hosts, employees, or agents, or falsely stating or otherwise misrepresenting your affiliation with a person or entity.
- Refuse to follow the instructions of the Tournament Event Organizer or BNE;
- Arriving late when called to a Tournament Events;
- Choosing a username or disseminating content indicating a false affiliation to the Tournament Event Organizer

that is vulgar, obscene, offensive, illegal or infringing on the rights of a third party;

- Harass, stalk, threaten, intimidate or engage in any harmful behavior towards other Players or BNE or the Tournament Event Organizer;
- Communicate any content that could be considered offensive, including illegal, offensive, insulting, abusive, threatening, vulgar, obscene, sexual, racist, defamatory,
- Communicate any content based on race, political or religious opinions, sexual orientation and more generally any content that is unethical, unsportsmanlike, or reprehensible by law or applicable regulations;
- Publish commercial advertising or promotional content or content that damages the reputation or image of the Tournament Event Organizer ;
- Create several "PlayerTag" accounts;
- Register for the Tournament via a third person account to play one or more Matches on behalf of the account owner;
- Create a false identity or impersonate a third person;
- Publish other players' personal information (such as their first name, last name, address, phone number, etc.) on a publicly accessible space, whether on social networks, on a website or any other medium, or on Discord;
- Using or knowingly exploiting a bug in the Game to gain an unfair advantage, whether or not it is defined in the Rules;
- Fraudulently accessing or remaining in all or part of the automated data processing systems;
- Using third party cheating software that modifies the Game's functionalities, rules, data or graphics rendering;
- Falsify or interfere with the proper functioning of any automated data processing system, whether it be the Game or the services;
- Transmit or facilitate the transmission of computer viruses, corrupted data or any other method designed to hinder the operation of an automated data system;
- Not notifying the Tournament Event Organizer of the existence of a bug or loophole that could give an unfair advantage during a Match;
- Publish any content that contains, links to, uses, or otherwise transmits or enables the transmission of any malware, viruses, worms, Trojan horses, adware, spyware or other harmful code or programs for any purpose, including search hijacking or browser URL hijacking to drive

traffic to any website, uses a “BotNet” or other automated or manual means of generating fraudulent traffic, clicks, impressions, or other actions on any website ;

- Publish any content that promotes, facilitates, or enables the illegal downloading of videos, music, or other copyrighted material (e.g., P2P/BitTorrent/MP3 tracking and indexing apps, “linking” or “leeching” apps, ROMs, “warez”, emulators, hacks, “phreaks”, “cracks”, or ripping software for illegally circumventing DRM or other copy protection devices.
- Failing to exert their best efforts to win a Match;
- Intentionally disconnecting or quitting during play, except as otherwise requested by the Tournament Event Organizer;
- Betting or setting up an illegal betting system on the competition;
- Manipulating the ranking of the Tournament.
- Violating the Game’s EULA.
- Cheating, colluding with other players, hacking, using exploits, or any other behavior aimed at obtaining an unfair advantage or disrupting the operation of the event.
- Impersonating any person or entity, including any event officials, forum leaders, guides, hosts, employees, or agents, or falsely stating or otherwise misrepresenting your affiliation with a person or entity.
- Harassing, threatening, embarrassing, bullying, intimidating, excessively shouting, using vulgar language, “spamming,” or engaging in hate speech or making statements about race, ethnicity, gender identity, heritage, sexual orientation, religion, or disability, or using offensive or defamatory usernames or personas.
- Transmitting or facilitating distribution of content that is offensive, harmful, abusive, racially or ethnically offensive, vulgar, sexually explicit, defamatory, invasive of personal privacy, infringes on intellectual property rights or publicity rights, or is objectionable; including wearing or using any apparel, accessories, or equipment that violates the foregoing.
- Inappropriate or unwanted behavior towards other players or participants, including sexual advances, comments, photography, or physical contact.
- Violence, threats of violence, or any activity that is immoral, unethical, disgraceful, or contrary to common standards of decency.

- Engaging in conduct determined by BNE and Tournament Organizer which may reflect unfavorably on BNE or its partners.
- Promote or advertise third party content without our express written approval.
- Intentionally disconnecting or quitting during play, except as otherwise requested by an event or Tournament Event Organizer.
- Doing anything that interferes with the ability of other users to enjoy playing the game, participating in the event or tournament, or that materially increases the expense or difficulty of the event Licensees in maintaining the game, event, or tournament, for the enjoyment of all its users. This includes impeding or disrupting the normal flow of the event or tournament by failing to obey any rules of event venues or instructions from event staff.
- Promoting or encouraging any illegal activity, including hacking.
- Possessing any firearms or weapons.
- Using, possessing, distributing, or selling any illegal or controlled substance at a Tournament. Players may not be under the influence of drugs or alcohol while participating in a Tournament. Players with prescribed medication may use such medication as instructed by a medical professional
- Gambling or betting on a match, including on its outcome, and gambling or betting of any kind in the event or tournament venue.
- Violating any applicable laws, rules, or regulations.
- Violating any other terms or policy communicated by the event Licensee or its partners from time to time, including any applicable end user license agreements.
- Engaging in any other behavior deemed by the event or Tournament Event Organizer or event staff to be inappropriate or otherwise tampers with gameplay.

The Tournament Event Organizer and BNE reserves the right to take any appropriate disciplinary action in the event of non-compliance with the rules of conduct, whether it concerns behavior listed above or behavior that disrupts or is likely to disrupt the proper conduct of the Game.

You may report any behavior or harmful content to the Tournament Organizer by contacting the Tournament Event Organizer or BNE at the following address: esports@bandainamco.eu

In case of violation of these terms and conditions or of the Rules of the competition in which you are participating, the Tournament Event Organizer and BNE reserves the right to impose sanctions according to the seriousness of the breach. The following is a non-exhaustive list of the sanctions that may be imposed by the Tournament Event Organizer or BNE. These sanctions depend on the good faith of the Player and the seriousness of the infraction:

- Warning
- Loss of a round
- Loss of a match
- Disqualification
- forfeiture of potential Prizes
- Ineligibility for future BNE Tournaments

Depending on the degree, seriousness and possible repetition of the established violation, the Tournament Group may decide to apply additional sanctions such as banning the Player from this competition and this Tournament, and from future Tournament or competitions.

Notwithstanding the foregoing, the Tournament Event Organizer and BNE reserves the right to prosecute any Player, depending on the nature and seriousness of the damages.

Disqualification for legitimate reasons, as stated above, will result in the full and complete cancellation of the Player's performance in the Tournament. In case of disqualification, the rankings are updated by taking into account that the disqualified Player has lost all of his/her Matches. The Tournament Event Organizer or BNE may, at its sole discretion, ask Players to replay Matches to break any ties caused by the disqualification.

12 Limitation of Liability The participation in the competition implies knowledge and acceptance of the characteristics and limits of the Internet, especially regarding technical performance, response times for consulting, querying or transferring information, risks of interruption and more generally inherent risks of any connection and transmission on the Internet, the lack of protection of certain data against possible misappropriation and the risks of contamination by possible viruses circulating on the network.

Accordingly, the Tournament Group shall in no circumstances be held liable, without this list being

restrictive:

- For the content of services available on the Tournament website;
- For the entry or participation in this Tournament, including any hotel and travel accommodations, visa or country entry requirements or restrictions, and access to and use of the Tournament Website and Ranking Website
- For the partial or permanent interruption of the services available on the Tournament Website;
- For the transmission and/or reception of any data and/or information on the Internet;
- For any malfunctioning of the Internet network preventing the smooth running/functioning of the Competition;
- For the failure of any reception equipment or communication lines;
- For the loss of any paper or electronic mail and, more generally, for the loss of any data;
- For the malfunctioning of any software and/or video games;
- For the consequences of any virus, computer bug, anomaly or technical failure;
- For any damage caused to the computer, console platforms, mobile device of a Player;
- For any technical, hardware or software failure of any nature that has prevented or limited the opportunity to participate in the Competition or has corrupted the system of a Player.
- For any claims based on personal or privacy rights, intellectual property rights, defamation or prize delivery
- For the acceptance, possession, use or misuse of any prize or supplied equipment.

It is the responsibility of each user to take all the necessary precautions to protect their data from potential attacks on their computer system.

It is clear that neither the Tournament Group shall not be liable for any direct or indirect damage resulting from an interruption, malfunction of any kind, suspension, modification or termination of the competition, and this for any reason whatsoever. It belongs to the Player to take all appropriate measures to protect against any attack of its own data and/or software stored on its computing

equipment. The participation of the Player at the competition is done at its own risk.

The liability of the Tournament Group shall not incur, in general, in case of force majeure or unforeseeable circumstances beyond its control.

Players recognize that they are fully responsible for their own behavior throughout the competition and the Tournament Group shall not be liable for any direct or indirect damage resulting from any misconduct by a Player. Players are warned of the risks inherent to the intensive practice of video games and, as such, the Tournament Group declines all responsibility in the event of direct or indirect observed damage resulting from such practice.

13 Personal Data

13.1 All personal information Players provide when subscribing on the EMEA TEKKEN CUP via the Ranking Website: <https://tekken-esports.bn-ent.net/> are collected, used and managed by BNEI only. Any information submitted or collected by BNEI may be subject to BNEI applicable privacy policy, and BNEI is not responsible for examining or evaluating and expressly disclaims all representations and warranties regarding the accuracy, completeness, timeliness, validity, legality, decency, quality, or any other aspect of such policies, or the privacy practices of BNEI.

The applicable privacy policy posted on the website : <https://tekken-esports.bn-ent.net/> will apply to information submitted or collected by BNEI in connection with the subscription on the Tournament. Please note that by accepting these Rules, Player acknowledges and agrees that Player is also accepting the terms such privacy policy.

13.2 All personal information Players provide when subscribing on a Tournament Event are collected, used and managed by Tournament Event Organizer. Any personal information submitted or collected by Tournament Event Organizer may be subject to Tournament Event Organizer applicable privacy policy, and BNEI is not responsible for examining or evaluating and expressly disclaims all representations and warranties regarding the accuracy, completeness, timeliness, validity, legality, decency, quality, or any other aspect of such policies, or the privacy practices of Tournament Event Organizer.

13.3 All personal information Players provide when entering a Tournament Event on the website: <https://start.gg/> are collected, used, and managed by Smash gg only for the purposes of administering the Tournament. Any information submitted or collected by Smash gg may be subject to Smash gg applicable privacy policy <https://www.start.gg/about/privacy> and BNEI, the Tournament Group and the Tournament Event Organizer are not responsible for examining or evaluating and expressly disclaims all representations and warranties regarding the accuracy, completeness, timeliness, validity, legality, decency, quality, or any other aspect of such policies, or the privacy practices of Smash gg.

The applicable privacy policy posted on a Tournament event start.gg page will apply to information submitted or collected by Smash gg and Tournament Event Organizer in connection with a Tournament Event. Please note that by accepting these Rules, Player acknowledges and agrees that Player is also accepting the terms such privacy policy.

13.4 For the purpose of organizing the Final, certain personal data may be collected directly by a third-party service provider appointed by BNEE (“Final Organizer Agency”). The Final Organizer Agency collects such data on behalf of BNEE and in accordance with BNEE instructions. Certain personal data collected by the Final Organizer Agency may not be transmitted to BNEE when it is not necessary for the performance of our contract with the Players (e.g. payment information). For the processing activities carried out on behalf of BNEE, BNEE remains the data controller.

The Final Organizer Agency may also process some personal data as an independent data controller for purposes determined by the Final Organizer Agency; in such cases, its own Privacy Policy applies.

13.5 BNEE may collect personal data of Players in order to manage the Tournament. Please see the privacy policy of BNEE for this processing in Appendix A.

13.6 By registering for and/or participating in the Tournament, each Player consents and agrees to the collection, transfer, storage, and processing of the Player’s information to and in the United States and/or to other countries outside the country of Player’s country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player’s country of residence. Such other countries may not have privacy laws and regulations that are similar to

those of the country of Player's country of residence.

14 Player Appearance release By participating in the Tournament, each Player irrevocably grants to BNE and its licensees, successors, and assigns the right to stream, film, photograph, record, or otherwise capture the Player's participation in the Tournament and any related activities, including the Player's name, username, logo, image, avatar, gamertag, voice, statements, likeness, and any other personal attributes (collectively, the "Appearance"). The Tournament Group shall have the right, but not the obligation, to use, reproduce, distribute, display, broadcast, adapt, or otherwise exploit the Appearance, in whole or in part, in any and all media now known or hereafter devised, throughout the universe and in perpetuity (or, for Players resident in France, for a period of twenty (20) years from the date of participation), for any purpose, including but not limited to the advertising, promotion, and marketing of the Tournament, the Tournament Group, or related products and services.

As between each Player and the Tournament Group, the Appearance shall be deemed a "work made for hire" specially commissioned by the Tournament Group. To the extent that such rights do not automatically vest in the Tournament Group, the Player hereby irrevocably assigns and transfers to the Tournament Group all right, title, and interest in and to the Appearance, including all copyrights and related rights, throughout the universe and in perpetuity. The Player agrees to execute any further documents and take any actions reasonably required to confirm or enforce such ownership.

The Tournament Group may, in its sole discretion, edit, adapt, modify, composite, dub, fictionalize, or otherwise alter the Appearance for any purpose. To the fullest extent permitted by applicable law, each Player irrevocably waives any and all moral rights (including, without limitation, rights of paternity, integrity, withdrawal, and publication) and agrees not to assert any claim arising from the use of the Appearance, including without limitation any claim for defamation, invasion of privacy, or infringement of publicity or personality rights.

The Tournament Group may freely assign or transfer its rights hereunder, in whole or in part, to any person or entity. The rights granted herein shall remain valid and enforceable even if a Player is disqualified or determined to be ineligible to participate.

15 Connection and participation fees to the competition In consideration of the services currently

available on the market that allow a completely free Internet connection (this gratuitousness including that of the telecommunication expenses for a sufficient duration of the participation in the competition), the Tournament Organizer notices that no disbursement is needed to participate to the competition.

16 Intellectual Property BNE and/or its nominees retain all right, title, and interest in the Game, including all intellectual property rights therein. All uses of the Game apart from those contemplated by this Agreement shall be subject to BNE's prior written approval, which may be approved or disapproved in its sole. For example, but is not limited to, it is expressly forbidden :

- Any adaptation, distribution, provided to the public at its request or not, rebroadcasting in any form whatsoever, networking, public communication of all or part of the works, services, brands and all elements protected or likely to be protected by intellectual property law;
- Any extraction or re-use, including for private purposes, of a substantial part of the content of the databases put together by the Ranking and Tournament Websites;
- Any repeated and systematic extraction or reuse, including for private purposes, of even a non-substantial part of the databases put together by the Ranking and Tournament Website;
- Any link, access, modification, addition, deletion concerning the automated processing system of the online edition and modifying the conditions of publication or the editorial policy.

Any Player who does not comply with the present terms and conditions of this article 16 is liable to civil or criminal prosecution, in particular for infringements of trademark law, copyright, neighboring rights, the rights of database producers as well as automated data processing systems.

The Players hereby grants to BNE a 20 years, royalty-free and worldwide license, for any purpose including, to use, sell, license, sublicense, translate, publish, disseminate, publicly display, advertise, distribute, edit, adapt, modify, transfer, enforce, or otherwise commercially exploit such Deliverables, by any and all means, whether now known or hereafter devised, in whole or in part, without any compensation to the Players.

17 Applicable Law These Rules are subject to French

law. In case of a dispute, the French courts shall have exclusive jurisdiction.

If one or more provisions hereof are declared invalid or declared as such in application of a law or regulation or following a court decision that has become final, the other provisions will remain in force and will continue to be applied.

By registering or otherwise participating in this competition, each Player hereby expressly waives any right to seek attorneys' fees in connection with any dispute, claim, or cause of action linked to the competition and hereby waives all rights to seek, indirect, punitive, incidental and consequential damages, and any other damages.

The invalidity or unenforceability of any provision of these Rules shall not affect the validity or enforceability of any other provision. Tournament Event Organizer's failure to enforce any term of these Rules shall not constitute a waiver of such provision.

18 Assignment The Organizer reserves the right to assign or transfer its rights, duties, and obligations under these Rules, to any other company of Bandai Namco Group, at any time during the Contest, without notice to the Players.

By participating in the Tournament, each Player consents to such assignment or transfer and agrees that all references to the "Organizer" in these Rules shall include any such assignee or transferee company. This provision shall be binding upon and inure to the benefit of the Organizer, its successors, and assigns.

19 Evidence convention It is agreed that, except in the case of manifest error, the Tournament Organizer may – in particular for evidence of any act, fact or omission – rely upon programs, data, files, records, operations and other elements (such as monitoring reports or other states) in computer or electronic nature, format or media, established, received or retained directly or indirectly by the Tournament Organizer, in particular in its information systems.

The Player undertakes not to contest the admissibility, validity or probative force of the elements in computer or electronic nature, format or media aforesaid, on the basis of any statutory provision whatsoever and which would specify that certain documents must be written or signed by the parties in order to constitute evidence.

Thus, the considered elements constitute evidences and, if they are produced as evidence by the Tournament Organizer in any litigation or otherwise, they will be admissible, valid and enforceable between the parties in the same manner, under the same conditions and with the same probative force than any document which would be created, received or retained in writing.

20 Additional Tournament Rules In addition to abiding by these Rules, Players must agree to abide by any reasonable additional rules that conform to the spirit of and do not conflict with these Rules, as announced in advance and applied by BNE, the Tournament Organizer, or the Tournament Event Organizer at its Tournament Event. In the event that any terms or conditions contained in any such additional rules are inconsistent or conflict with these Rules, the terms and conditions of these Rules will control over the terms of such additional rules

Version updated on March 19th 2026

APPENDIX A – PRIVACY POLICY

1. Introduction

Bandai Namco Entertainment Europe S.A.S processes your personal data to manage the EMEA TEKKEN Cup .

2. The data controller

The following information is communicated to you so that you know the commitments regarding the protection of personal data made by Bandai Namco Entertainment Europe SAS, whose head office is located 15 rue Félix Mangini, 69258 LYON CEDEX 09, France, who acts as the controller for the processing of personal data referred to in this document.

Bandai Namco Entertainment Europe SAS has designated a Data protection Officer you can contact at dpo@bandainamcoent.eu.

This data protection officer is in charge of advising, informing and monitoring compliance with data protection regulations.

3. What are our commitments regarding the protection of Personal Data?

We are committed to ensuring a high level of privacy protection for users who register for the EMEA TEKKEN Cup.

We undertake to comply with the applicable regulations (in particular Articles 5 and 6 of the RGPD) for all processing of personal data that we implement within the framework of the platform's services. In particular, we undertake to respect the following principles :

- personal data are processed lawfully, fairly and transparently (lawfulness, fairness, transparency) ;
- personal data are collected for specified, explicit and legitimate purposes and are not further processed in a way incompatible with those purposes (purpose limitation) ;
- personal data are kept adequate, relevant and limited to what is necessary for the purposes for which they are processed (data minimization) ;

- personal data are accurate, kept up to date and every reasonable step is taken to ensure that data which are inaccurate, having regard to the purposes for which they are processed, are erased or rectified without delay (accuracy).

We implement appropriate technical and organizational measures to ensure a level of security appropriate to the risk inherent in our processing operations, to meet regulatory requirements and to protect the rights and personal data of data subjects from the outset of processing operations.

In addition, we contractually impose the same level of protection of personal data on our subcontractors (service providers, suppliers, etc.), if any.

Finally, we are committed to respecting any other principle that may be required by the applicable regulations on the protection of personal data, and more specifically concerning the rights conferred on the persons concerned, the periods of retention of personal data and the obligations relating to cross-border transfers of personal data.

4. The purposes of the data processing

We are processing your data for :

- organize and manage the EMEA TEKKEN Cup tournament ;
- ensure that players comply with the official rules of the EMEA TEKKEN Cup ;
- Manage player sanctions

5. What personal data do we process?

In the context of processing of personal data, Bandai Namco Entertainment Europe SAS may collect and process the following data:

- name ;
- username ;
- email address ;
- Result ;
- Images and/or video recordings of players ;
- copy of an identity document ;
- age ;

- Player's permanent residential address ;

We do not process personal data revealing racial or ethnic origin, political opinions, religious or philosophical beliefs or trade union membership. racial or ethnic origin, political opinions, religious or philosophical beliefs or trade union membership, nor do we process genetic data, biometric data for the purpose of uniquely identifying a natural person, data concerning health or data concerning sexual orientation of a natural person.

6. Means of collecting personal data

Personal data may be collected directly by us, or indirectly through Tournament Event Organizers or other third parties appointed by BNEE for the organization of the Final. These third parties collect and transmit the relevant player information to us in accordance with applicable data protection laws and our data processing agreements.

7. The legal bases of our data processing

Performance of a contract or performance of pre-contractual measures.

8. The recipients of your data

The personal data we obtained, are intended for us in our capacity as controller.

We ensure that only authorized persons have access to this data.

We may use service provider for the organization of the Final ("Final Organizer Agency") acting as data processor who collect certain personal data on our behalf. Some of the data collected by the processor will not be transmitted to us, as it is not necessary for the performance of their services (e.g. payment information).

Even in such cases, we remain the data controller and ensure that the data processor comply with our instructions and with applicable data protection regulations.

Some personal data may be sent to third parties or to legally authorized authorities in order to meet our legal, regulatory or contractual obligations.

9. Transfer of your data

We don't transfer your personal data outside the European Union.

10. How long are we keeping your data?

The periods for which we keep your personal data are proportionate to the purposes for which your data were collected:

- we keep your data throughout the competition until one (1) year after the results of the Finals are published ;
- In the event of a sanction being taken against you, we keep your data for 2 years after the end of EMEA TEKKEN Cup.

11. Your rights

We are particularly concerned about respecting your rights in connection with the processing of personal data that we carry out, to ensure fair and transparent processing in view of the particular circumstances and context in which your personal data is processed.

11.1 Your right to access and rectify your data

In this respect, you have the confirmation as to whether or not your personal data are being processed and where this is the case, access to your data and the following information:

- the purposes of the processing;
- the categories of personal data concerned;
- the recipients or categories of recipient, as well as, if applicable, if such communication should take place, the international organizations to which the personal data have been or will be communicated, in particular the recipients who are established in third countries;
- the period for which the personal data will be stored;
- the existence of the right to request from the controller rectification or erasure of personal data or restriction of processing of personal data concerning the data subject or to object to such processing;
- the right to lodge a complaint with a supervisory authority;

- information about the source of the data when not collected directly from the data subjects;
- the existence of automated decision-making, including profiling, and in the latter case, relevant information about the underlying logic, as well as the significance and expected consequences of such processing for data subjects.

11.2 Your right to erasure of your data

You can ask us to erase your personal data where one of the following grounds applies:

- the personal data are no longer necessary in relation to the purposes for which they were collected or otherwise processed;
- you withdraw the consent you have previously given;
- you object to the processing of your personal data and there is no legal reason for such processing;
- the processing of personal data does not comply with the provisions of the applicable legislation and regulations.

Your attention is drawn to the fact that the right to the deletion of data is not a general right and that it can only be granted if one of the reasons provided for in the applicable regulations is present.

Therefore, the exercise of this right will not be possible when the retention of your personal data is necessary for compliance with statutory or regulatory provisions and in particular for example for the establishment, exercise or defense of legal claims.

11.3 Your right to restriction of processing

You may request restriction of processing of your personal data in the cases provided for by law and regulation.

11.4 Your right to data portability

You have the right to portability of your personal data. We draw your attention to the fact that this is not a general right. Indeed, not all the data of all the treatments are portable and this right concerns only the automated

treatments to the exclusion of the manual or paper treatments.

This right does not include derived or inferred data, which are personal data created by Bandai Namco Europe SAS .

The data on which this right can be exercised are:

- only your personal data, which excludes anonymized personal data or data that does not concern you;
- declarative personal data and personal data relating to our functioning, as mentioned above;

The right to portability may not infringe on the rights and freedoms of third parties such as those protected by business secrecy.

You may request data portability in accordance with the procedure set out below, specifying whether you wish to receive the data yourself or, if technically feasible for us, for us to pass it on directly to another data controller.

In the latter case, you must indicate the exact name of the controller, his contact details and the department or person to whom the data should be sent. In order to facilitate the exercise of this right, you must inform this recipient of your request to our services.

11.5 Your right to withdraw your consent

As the data processing we carry out is based on your consent, you may withdraw it at any time. We will then stop processing your personal data but this will have no impact on the previous transactions to which you have consented.

11.6 Your right to lodge a complaint with a supervisory authority

You have the right to lodge a complaint with the French data protection authority (CNIL) on the French territory without prejudice to any administrative or judicial remedy.

11.7 Your right to define post-mortem directives

You can give instructions in relation to the storage, erasure and communication of your personal data after your death to

a certified trusted third party in charge of enforcing the wishes of the deceased in compliance with the applicable legal framework.

11.8 How to exercise your rights?

All the rights enumerated above can be exercised by sending a request by email to the following email address dpo@bandainamcoent.eu or by mail to the following address 15 rue Félix Mangini, 69258 LYON CEDEX 09, France.

In this context, it is requested that requests be accompanied by the elements necessary for the identification (name, first name, email) of the persons concerned by the processing, as well as any other information necessary to confirm their identity.

In the event of a violation of the regulations applicable to the protection of personal data, the persons concerned by the processing also have a right of complaint to the Commission Nationale de l'Informatique et des Libertés (CNIL) in France (3 place de Fontenoy - TSA 80715 - 75334 Paris cedex 07; tel.: +33 (0)1 53 73 22 22), without prejudice to any other administrative or legal remedy.

12. What security measures are in place for your personal data?

Appropriate technical and organizational measures are implemented to ensure that data is processed in such a way as to guarantee its protection against loss, destruction or accidental damage that could affect its confidentiality or integrity. In this respect, we ensure the security of our servers on which your data is stored.

When developing and designing, or selecting and using the various tools that allow the processing of personal data, we ensure that they provide an optimal level of protection for the data processed.

For this reason, we take all appropriate measures to prevent, as far as possible, any alteration, loss or unauthorized access to your data.

Bandai implements measures that respect the principles of protection by design and protection by default of processed data.

When we use a service provider, we will only disclose personal data to them after we have obtained a commitment and assurances from the service provider regarding their ability to meet these security and confidentiality requirements.

We enter into contracts with our subcontractors in compliance with our legal and regulatory obligations, defining precisely the terms and conditions of their processing of personal data.

Similarly, Bandai conducts audits of its own services and those of its service providers in order to verify that data security rules are being applied.

13. Amendment of this policy

We regularly update this policy to reflect legal developments and any updates will be posted on this page.