

PUBLIC MEMORANDUM OF COOPERATION

AI Battle League and Esports Development

Between	AIBLEAGUE LTD ("AI Battle" or "AIB League") and Malta Esports Association ("MEA")
Date	September 01, 2026
Important note	This draft is a public cooperation template and should be reviewed by qualified legal counsel for each Party before signature.

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PUBLIC MEMORANDUM OF COOPERATION ON AI BATTLE LEAGUE AND ESPORTS DEVELOPMENT

This Public Memorandum of Cooperation (the "Memorandum") is entered into on July 21, 2026 by and between AIBLEAGUE LTD ("AI Battle" or "AIB League") and Malta Esports Association ("MEA").

This Memorandum is intended as a public-facing statement of cooperation. It may be published on the Parties' websites, shared with partners, and provided to public authorities or other stakeholders to describe the cooperation. It does not contain commercial payment terms and does not itself constitute a legal opinion, public authority approval, official licence, government endorsement, or confirmation of any classification under applicable law.

1. PURPOSE AND SHARED VISION

1.1 The purpose of this Memorandum is to establish a public framework for cooperation between AI Battle and MEA in relation to the responsible development of AI-assisted esports, game and competition disciplines under the AI Battle League ecosystem.

1.2 The cooperation is intentionally broad. It may cover chess-related AI competitions, strategy-game competitions, model-vs-model contests, human-and-AI team formats, online qualifiers, live showcases, educational demonstrations and other AI-assisted esports or game formats approved by the Parties from time to time.

1.3 The Parties share an interest in promoting esports innovation, fair play, technical transparency, participant responsibility, education, community participation and Malta's role as a forward-looking esports and gaming environment.

1.4 The Parties intend the cooperation to support selected competitions, showcases, educational activities, public communications and ecosystem-building initiatives connected with AI Battle and responsible AI-assisted esports.

2. PUBLIC CONTEXT AND COOPERATION PRINCIPLES

2.1 MEA supports the development, professionalization, recognition and responsible regulation of esports activities in Malta. AI Battle is developing an AI-assisted competitive ecosystem in which human participants, teams, model entrants and technology partners may compete or demonstrate performance under clear competition rules.

2.2 The Parties intend to cooperate on a non-exclusive basis and in a manner consistent with esports integrity, public trust, player welfare, technical transparency, data protection and applicable laws.

2.3 The cooperation is based on the following principles:

- AI-assisted esports should be developed with clear rules, transparent formats and accountable participants;
- different competition formats may allocate responsibility differently, provided that a responsible human participant, team, model owner, entrant or legal entity is identified for each entry;
- competition outcomes should be clear, recorded and capable of reasonable verification;
- fair play, anti-cheating and anti-manipulation safeguards should be embedded from the beginning;
- public communications should be accurate, responsible and not misleading; and
- cooperation with public authorities, federations, esports bodies, event organizers and commercial partners, where relevant, should be lawful, transparent and integrity-focused.

3. AI BATTLE COMPETITION ECOSYSTEM AND FORMATS

3.1 AI Battle is intended to operate as a league and competition framework for AI-assisted esports and game formats. A chess-related format may be an initial or reference discipline, but the cooperation is not limited to chess and does not require a new memorandum each time the Parties approve another AI Battle competition format.

3.2 Without limiting future formats, AI Battle competitions may include the following categories:

- Duos: a human participant or team competes together with a selected AI model or AI system as a declared human-and-AI pair. The human side may be responsible for strategy, prompts, configuration, permitted tools and in-competition decisions as defined by the rules of the event.
- Models: registered AI models, agents or AI systems compete or are evaluated under standardized conditions.
- Human-operated AI formats: human participants compete by selecting, configuring, prompting and controlling AI systems within the limits of the applicable rules.
- Showcase, qualifier, ladder, sandbox, benchmark or exhibition formats: events designed for community engagement, education, testing, ranking, demonstrations or public showcases.
- Other approved formats: additional esports, game, puzzle, strategy, bot, AI-agent or model-evaluation formats approved by the Parties and governed by AI Battle rules or event-specific rules.

3.3 AI Battle competitions may produce outcomes such as wins, losses, draws where applicable, rankings, scores, brackets, ratings, challenge completions, benchmark results, match records, game records, model records and other verifiable competition records appropriate to the format.

3.4 AI Battle intends to maintain a baseline governance and rules framework, including a Rulebook, AI Policy, Integrity Policy, Anti-Cheating Regulations, Anti-Corruption or anti-manipulation rules, and a Dispute Resolution System. This baseline may be expanded, amended or supplemented as the league and its formats develop.

4. AREAS OF COOPERATION

4.1 Subject to separate operational arrangements where necessary, the Parties may cooperate in the following areas:

- co-organization or cooperation support for selected AI Battle events, pilots, qualifiers, showcases or demonstrations;
- publication or listing of selected AI Battle activities on MEA public competition or event channels;
- public education about AI-assisted esports, fair play, competitive integrity, responsible AI use and emerging esports careers;
- ecosystem introductions involving esports, gaming, education, media, venues, technology, event organizers and public stakeholders in Malta;
- integrity-focused discussions concerning anti-cheating, match manipulation, model transparency, result verification and participant eligibility;
- joint or coordinated public communications describing the cooperation; and
- other mutually agreed activities that support responsible AI-assisted esports development.

4.2 The precise scope, timing, costs and responsibilities for any specific event or activity may be set out in a separate internal agreement, event plan, statement of work, email confirmation or other written arrangement.

5. CO-ORGANIZATION AND CALENDAR LISTING

5.1 The Parties intend that selected AI Battle events or activities may be described publicly as being "co-organized with Malta Esports Association", "in cooperation with Malta Esports Association", or by similar wording approved by both Parties.

5.2 MEA may list selected AI Battle events or activities on its public competitions or events channels, including its competitions page currently located at <https://esports.org.mt/competitions/> or any successor public channel, subject to final confirmation of event details, accuracy of materials, MEA approval, technical feasibility and applicable publication processes.

5.3 AI Battle shall provide accurate public-facing event information for any listing, including event name, dates, format, eligibility, registration link, rules summary, contact details and any public integrity or responsible AI notes.

5.4 Calendar listing or public cooperation wording does not imply government approval, official licensing, public authority endorsement, national-team status or any classification under applicable law unless such statement is separately verified and approved by the Parties.

5.5 The Parties may remove or amend public listings or cooperation wording if an event is cancelled, postponed, materially changed, inaccurate, unlawful, reputationally sensitive or inconsistent with the principles of this Memorandum.

6. RESPONSIBLE AI AND TECHNICAL TRANSPARENCY

6.1 The Parties recognize that responsible AI-assisted esports require clear technical rules, meaningful accountability, transparent competition records and appropriate safeguards.

6.2 AI Battle intends to develop and maintain technical standards for approved AI Battle disciplines and formats, including standards for permitted models, certified models where applicable, permitted tools, prohibited tools, prompts, configurations, logging, version control, security and result verification.

6.3 AI Battle intends to record appropriate technical information for official events, which may include prompts, model versions, configurations, permitted tool use, move history or game-state history, timestamps, outputs, explanations, game records and integrity flags, depending on the format.

6.4 The Parties may cooperate on public education and best-practice discussions concerning responsible AI use, explainability, prompt engineering, model safety, cybersecurity, data protection and transparent competition design.

6.5 Public transparency shall be balanced with privacy, cybersecurity, intellectual property, participant confidentiality, anti-cheating effectiveness and the integrity of investigations.

7. FAIR PLAY, INTEGRITY AND PARTICIPANT PROTECTION

7.1 AI Battle events should be governed by clear competition rules and integrity procedures appropriate to the event tier, format and level of public exposure.

7.2 AI Battle intends to maintain safeguards against cheating, unauthorized tools, collusion, match manipulation, result manipulation, multi-accounting, false identity, log tampering, misuse of inside information, harassment and other conduct harmful to fair competition.

7.3 The Parties support adult-only participation for competitive AI Battle participant registration, unless a different lawful non-competitive educational activity is separately designed and approved with appropriate safeguards.

7.4 The Parties support transparent disciplinary and dispute-resolution mechanisms, proportionate sanctions, the right to be heard, confidentiality where appropriate and independent review or appeal structures suitable to the event tier.

7.5 Where credible integrity concerns arise, the Parties may cooperate in good faith, subject to confidentiality, privacy, legal restrictions and any separate investigation procedures.

8. EDUCATION, COMMUNITY AND MALTA ECOSYSTEM DEVELOPMENT

8.1 The Parties intend the cooperation to contribute to the Maltese esports and gaming ecosystem by encouraging responsible innovation, new formats, educational dialogue, skill development and international visibility.

8.2 Possible activities may include community demonstrations, online pilots, workshops, talks, student-facing sessions where lawful and appropriate, industry roundtables, LAN showcases, creator or caster engagement, and collaboration with venues, education institutions or gaming ecosystem partners.

8.3 The Parties may use the cooperation to encourage constructive discussion about career opportunities and skills connected with esports, artificial intelligence, prompt engineering, game strategy, event production, refereeing, integrity, data analysis and game technology.

9. PUBLIC AUTHORITY AND STAKEHOLDER COMMUNICATIONS

9.1 This Memorandum may be shared with public authorities, sports bodies, esports bodies, event organizers, sponsors, media, technology partners or other stakeholders to describe the cooperation between the Parties.

9.2 Any authority-facing or stakeholder-facing communication should be accurate, balanced and limited to describing the cooperation, the nature of AI Battle events, the Parties' roles and the integrity framework.

9.3 MEA may provide reasonable public or written support for the existence of the cooperation, but MEA is not required to provide lobbying services, legal opinions, government filings, regulatory guarantees, classification guarantees or statements outside its knowledge or mandate.

9.4 AI Battle remains responsible for its own legal, regulatory, tax, data protection, sports governance and commercial advice. MEA cooperation does not replace professional advice or regulatory engagement.

9.5 The Parties shall not use this Memorandum in a way that misleads any public authority, commercial partner, participant, sponsor, media organization or member of the public.

10. PUBLIC COMMUNICATIONS AND BRANDING

10.1 Public statements using the name, logo or quote of either Party should be approved by both Parties before publication. Approval may be given by email, electronic signature, shared-document approval, or another written channel agreed by the Parties. No formal letter is required unless a Party specifically asks for one.

10.2 Pre-approved wording and approved logo placements may be reused for the same event or materially similar listings without fresh approval, provided that the wording and placement are not materially changed and remain accurate.

10.3 The Parties may prepare a joint announcement, website post, event listing, social media post or press statement describing the cooperation and selected AI Battle activities.

10.4 The Parties should avoid wording that suggests public authority approval, government endorsement, national-team status or official licensing unless such statement is separately verified and approved.

10.5 The Parties may use the sample public wording in Annex 1, subject to final approval in context.

11. NON-EXCLUSIVE AND NON-COMMERCIAL NATURE

11.1 This Memorandum is non-exclusive. AI Battle may cooperate with other esports, game, technology, sports, media, sponsor, venue or federation partners. MEA may cooperate with other esports, gaming, education, event, technology and federation partners.

11.2 This Memorandum is public-facing and does not include commercial payment terms, expense arrangements, liability allocations, detailed operational obligations or confidential terms. Such matters may be addressed in a separate internal agreement.

11.3 Nothing in this Memorandum creates a legal partnership, joint venture, employment relationship, agency relationship, fiduciary relationship, franchise or authority to bind the other Party.

11.4 If there is a conflict between this public Memorandum and a signed internal agreement between the Parties, the signed internal agreement prevails between the Parties to the extent of the conflict.

12. TERM, AMENDMENT AND WITHDRAWAL

12.1 This Memorandum becomes effective on the date of signature and remains in effect for twelve (12) months unless replaced, extended or withdrawn by the Parties.

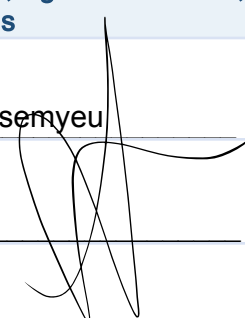
12.2 The Parties may amend this Memorandum by written agreement, including by email confirmation from authorized representatives where appropriate.

12.3 Either Party may withdraw from this Memorandum or request removal of public references on thirty (30) days' written notice. Either Party may request immediate removal or correction of statements that are inaccurate, misleading, unlawful, reputationally harmful or inconsistent with this Memorandum.

12.4 Withdrawal does not prevent either Party from making accurate historical references to completed cooperation, provided that such references are not misleading and do not use the other Party's logo without approval.

13. SIGNATURES

The Parties sign this Memorandum to confirm their intention to cooperate in accordance with the principles set out above.

For and on behalf of AIBLEAGUE LTD	For and on behalf of Malta Esports Association
HE 495469, Promachon Eleftherias, 1, 1st floor, Flat/Office 18/19, Agios Athanasios, 4103, Limassol, Cyprus	VO/2186, 62, Lotus Apts, Flat 11, Triq il-Kuncizzjoni, Zurrieq, ZRQ3406, Malta
Signature:  Uladzislau Artsemyeu	Signature: Michele Magro 
Name: Director	Name: President
Title: July 21, 2026	Title: 31 July 2026
Date:	Date: