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**CALL OF DUTY WORLD LEAGUE  
2019 OFFICIAL HANDBOOK  
VERSION 1.8**

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# Call of Duty World League 2019 Official Handbook

**Effective Date: July 9th, 2019**

## 1. Introduction

This Official Handbook (“Handbook” or “Rules”) of the 2019 Call of Duty World League (“CWL” or “Competition”) applies to all Teams, Team Owners, Team Managers, Team Coaches and Players (each a “Participant” and, collectively the “Participants” or “You”) who are participating in the Competition or any event and/or tournament related to the Competition (each, an “Event” or “Tournament”). This Handbook forms a contract between Participants, on the one hand, and Activision Publishing, Inc., Major League Gaming Corp., and applicable affiliates, and the operators of the Call of Duty World League (collectively, the “Administration”), on the other hand. This Handbook governs competitive play of Call of Duty in the Competition.

These Rules establish the general rules of Tournament play, including rules governing player eligibility, tournament structure, points structure, prize awards, and player conduct. These Rules also contain limitations of liability, license grants, and other legally binding contractual terms. Each Participant is required to read, understand, and agree to these Rules before participating in the Competition.

THE HANDBOOK AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN THE COMPETITION ARE GOVERNED BY A BINDING ARBITRATION CLAUSE IN **SECTION 15** AND A WAIVER OF CLASS ACTION RIGHTS. THAT CLAUSE AFFECTS YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW IT CAREFULLY BEFORE ACCEPTING THIS HANDBOOK.

The Competition is made up of Online Activity including, but not limited to GameBattles Ladders, Weekly Tournaments, National Qualifiers and Offline Activity including, but not limited to (CWL Opens, Sanctioned Events, Pro League, and Championships) across three Regions (North America, Europe, and Asia Pacific).

Violation of this Handbook and/or Rules may subject a Participant to discipline including Game forfeitures, prize forfeitures, fines, disqualification/removal from the Competition, revocation of a Team license and legal claims, in the Administration’s sole discretion, as described below.

## **2. Acceptance of this Handbook and Rules**

Each Participant must agree to these Rules to participate in the Competition. You may accept these Rules by any one of the following methods:

- Registering for any Online Activity or Offline Activity (as such terms are defined herein).
- Signing or Accepting a Participation Form either in print at an Offline Activity or online.
- Participating in any Game or Match that is part of the Competition.

### **2.1. Applicability of these Rules**

This Handbook is intended to provide comprehensive background rules for all online and offline aspects of the Competition. Specific events may have additional rules that apply. Those rules will be communicated to You before the specific event, which You must accept before entering the specific event. In the event of a conflict between those rules and the rules in this Handbook, the event-specific rules govern. The Administration reserves the right to make any decision on cases not specifically covered by the Handbook to preserve the spirit of fair competition and sportsmanship.

This Handbook is in addition to the terms of service, privacy policy, and all rules governing the use of GameBattles accounts. The current versions of each policy are available at:

- Terms of Service: [https://accounts.majorleaguegaming.com/terms\\_of\\_service](https://accounts.majorleaguegaming.com/terms_of_service)
- Privacy Policy: [https://accounts.majorleaguegaming.com/privacy\\_policy](https://accounts.majorleaguegaming.com/privacy_policy)

If there is a conflict between the Terms of Service or Privacy Policy and this Handbook, the provisions in this Handbook govern.

The Administration reserves the right to exercise necessary authority, without limitation, to protect the interests of the Call of Duty® video game franchise, including without limitation Call of Duty®: Black Ops 4 (collectively, “Franchise”), any person or entity who is associated with Franchise or Administration to provide products or services for the Competition (“Affiliate”), any authorized person or entity to create and/or publish media for any reason at any time during the Competition (“Press”), and any person who is present at an event related to the Competition (“Attendee”). All decisions made by Administration are final.

### **2.2. Changes to these Rules**

Administration reserves the right to amend, remove, or change this Handbook for any reason at any time. Any material changes to the rules or this Handbook will be provided to You before the next event or posted online before the next event in which the changed rules will apply. Participation in that event will constitute acceptance of the changed rules. Changes to Section 15 will be governed by the provisions in that Section.

### **3. Player Eligibility**

A “Player” is defined as any person who is registered to compete for a Team during the Competition, including both those on the active roster and the designated substitute. The Administration reserves the right to exclude any Player from the Competition for any reason at any time, including but not limited to, the reasons stated below.

Players must meet all of the following requirements to be eligible to participate in the Competition. Players who do not meet these requirements will be deemed ineligible to compete and will be removed from the Competition until these requirements are met. If any Team uses an ineligible Player in the Competition, they will be disqualified from any part of the Competition in which the ineligible Player participated, and may be subject to further discipline.

Administration reserves the right to investigate Player information where eligibility is in question, in accordance with applicable privacy and data protection laws and regulations and MLG privacy policy. Player agrees to provide the Administration with personal identification or other documents such as a government issued photo identification, passport, etc., to verify that these eligibility requirements are met. Failure to provide such documents or information as directed by the Administration may result in disqualification.

In order to be eligible to participate in the Competition, each Player must meet each of the following criteria:

#### **3.1. GameBattles Account Ownership**

Each Player must have authorized access to a full GameBattles account registered on the GameBattles service in the Player’s own name.

Each Player’s GameBattles account must be in good standing at the start of the Competition and remain in Good Standing throughout the Competition. An account will be considered to be in “Good Standing,” if there are not any suspensions, bans, or other incidents of account discipline lodged against the account during the Competition, or during the six (6) months period preceding the commencement of the Competition. Administration reserves the right, in its sole discretion, to determine whether an account is ultimately in Good Standing.

Each GameBattles account must include a valid email address for the Player. It's the obligation of the Player to keep this information up-to-date. Administration reserves the right to verify the email address that is provided.

Each Player must be a natural person (i.e., not a corporation, partnership or other legal entity) who is the same individual who registered the GameBattles account.

### **3.2. Age**

Each Player must be 18 years of age or older on the day such Player registers to enter into any Event and/or Tournament in the Competition.

### **3.3. Residency and Region**

#### **3.3.1. Offline Activity**

CWL offline activity ("Offline Activity") consists of the following:

- CWL Las Vegas
- CWL Opens
- CWL Pro League Qualifier
- CWL Pro League
- CWL Finals
- CWL Championships
- Other Sanctioned Events

Offline Activity as defined above is not subject to any residency or region requirements. Unless otherwise explicitly stated, any Participant from any country or residency status is free to participate in Offline Activity with Participants from any other country or residency status. It's the responsibility of the Participant to obtain the necessary immigration documents to participate to those Offline Activities.

#### **3.3.2. Online Activity**

CWL online activity ("Online Activity") consists of the following:

- GameBattles Ladders
- GameBattles 2000 or 1000 Series Tournaments
- National Qualifiers

Online Activity as defined above is subject to residency and region requirements as defined below.

Online Activity is organized into three regions (each a “Region” and collectively the “Regions”), and, subject to these Rules, including eligibility requirements, is open to Players from each country listed for each Region below. Some events may only be open to Participants from the same Region, and some events may only be available to Participants from a subset of countries in a particular Region. Each Player must identify with one Region and one Region only. Administration may add or remove countries or Regions at any time and may elect to allow Participants who are not from any of the Regions to participate in certain events, including events which are considered Global, and assign a Region to those Participants at its discretion.

### **3.3.2.1. Regions**

#### North America:

- Mexico
- Canada
- United States

#### Europe:

- Åland
- Albania
- Andorra
- Armenia
- Austria
- Belgium
- Bosnia-Herzegovina
- Bulgaria
- Croatia
- Cyprus
- Czech Republic
- Denmark
- Estonia
- Faroe Islands
- Finland
- France
- Germany
- Greece
- Greenland
- Hungary
- Iceland
- Isle of Man
- Italy

- Latvia
- Liechtenstein
- Lithuania
- Luxembourg
- Macedonia
- Malta
- Moldova
- Monaco
- Montenegro
- Netherlands
- Norway
- Poland
- Portugal
- Republic of Ireland
- Romania
- San Marino
- Serbia
- Slovakia
- Slovenia
- Spain
- Sweden
- Switzerland
- Turkey
- United Kingdom
- Vatican City

Asia Pacific:

- Australia
- New Zealand
- Korea
- Hong Kong
- Taiwan
- Singapore
- Malaysia
- Indonesia
- Philippines
- Thailand
- Japan

**3.3.2.2. Region Enrollment**

Players will be enrolled in a Region for Online Activity upon earning their first CWL Pro Points in a Competition Event.

### **3.3.2.3. Region Documentation**

Each Player must provide Administration with proof that such Player is a legal resident of a country within the applicable Region whose residents are eligible to participate in the Competition by providing Administration with a GameBattles account that indicates as such for verification purposes.

At Administration's request, each Player will be required to provide Administration with a copy of a valid photo ID with a current address within such Player's country of residence. A valid photo ID could include a government-issued driver's license, military photo identification card or passport. Administration's decisions as to residency are final and binding.

### **3.3.2.4. Region Changes**

Players are entitled to switch Regions if their legal residence changes, subject to advance Administration approval, which shall be approved in Administration's sole discretion. In order to switch from one Region to another, a Player must forfeit all CWL Pro Points earned from Online Activity in their current Region. Players seeking to switch from one Region to another must email [leagueops@mlg.tv](mailto:leagueops@mlg.tv).

## **3.4. Ineligible Players**

Players may not be directors, officers, or employees of the Administration or Affiliates, their respective parents, or any of their respective affiliate companies, subsidiaries, agents, professional advisors to the Administration or Affiliates (such as a consultant), advertising and promotional agencies, or immediate family and household members of each.

## **3.5. Names**

Players must use an acceptable name during the Competition. Players may use gamertags or handles during the Competition. If a Player does not use his or her legal name, the Administration reserves the right to restrict or change a Player's gamertag, handle or other name for any reason at any time. Using alternative spellings to avoid compliance with the following rules is strictly prohibited.

- Player names may not include a sponsor name.
- Player names may not include any product name or description.

- Player names may not include any words that are purely commercial.
- Player names may not include profanity or any offensive word.

#### **4. Team Eligibility**

A “Team” is defined as five (5) starting Players and with respect to the Pro League, one (1) substitute Player (“Team Roster”) and each Event in the Competition requires Players to form a Team. Certain events have additional requirements for Teams that will be communicated to Teams prior to those events. The Administration reserves the right to exclude any Team from the Competition for any reason at any time.

##### **4.1. Team Name & Logo**

Teams must use an acceptable name and logo in the Competition. Administration reserves the right to restrict or change Team names and logos for any reason at any time. Using alternative spelling to avoid compliance with the following rules is strictly prohibited.

- Team names and logos may not include any sponsor name(s).
- Team names and logos may not include any product name or description.
- Team names and logos may not include any words that are purely commercial.
- Team names and logos may not include profanity or any offensive words.

At the discretion of the Administration, violation of the above stipulations may result in a penalty as defined in Section 7 (Disciplinary Actions & Penalties).

##### **4.2. Team Membership**

Teams must be comprised only of individuals that satisfy the Player Eligibility requirements set forth in Section 3 (Player Eligibility) and the eligibility requirements for the specific event in which the Team is entered.

#### **5. Sponsorships and Other Agreements**

##### **5.1. Sponsorships**

Teams and/or Players may acquire sponsorships. Administration reserves the right to restrict sponsor involvement in CWL activities, and all sponsorships are subject to approval. Teams and Players may inquire as to whether a sponsor is permissible by contacting the Administration at [leagueops@mlg.tv](mailto:leagueops@mlg.tv).

The following sponsor categories will not be allowed for any Participant participating in the CWL:

- Products or services from entities that compete directly with the Administration or any of its affiliates;
- Account selling, sharing, or trading websites;
- Tobacco products or cigarettes, including vaping products;
- Alcohol;
- Drugs, narcotics or controlled substances of any kind;
- Firearms, handguns, or ammunition providers or manufacturers;
- Political candidates or ballot initiatives;
- Religious products or services;
- Medicine and medication subject to medical prescription;
- Legal advice services;
- Pornography or materials that Administration, in its sole discretion, determines are equivalent;
- Any immoral, discriminatory, exclusionary, or hateful messaging, including, but not limited to racist, sexist, or Anti-LGBTQA materials;
- Gambling, including websites that offer gambling; and
- Any person or entity that offers products or services that Administration determines are detrimental to CWL, the Franchise, the Competition or Administration or its Affiliates' businesses or that give one player an unfair advantage over another player, including hacking, gold selling services, account sellers and key sellers.

In addition, Administration needs to preserve the right to have enterprise-wide sponsorships or sponsorships for particular game titles or particular events in order to fund the development and expansion of the Competition. Accordingly, Administration may designate certain sponsors or product categories as "reserved." Players and Teams participating in the Competition will not be permitted to accept sponsorships from reserved sponsors or in reserved categories.

## **5.2. Additional Agreements**

The Administration is not responsible for enforcing any agreements made between Participants or between Participants and other entities. Any agreement that does not comply with this Handbook is strictly prohibited.

## **6. Code of Conduct**

All Participants are expected to conduct themselves in a manner that reflects positively on the Franchise, Administration, Affiliates, Press, Attendees, and other Participants being represented.

Participants must at all times observe the highest standards of personal integrity and good sportsmanship. Participants are required to behave in a professional and sportsmanlike manner in their interactions with the Administration, Affiliates, Press, Attendees, other Participants and fans.

### **6.1. Cheating**

Players must compete to the best of their ability at all times. Any form of cheating by any Participant will not be tolerated. All Participants are prohibited from influencing or manipulating a CWL Game or Match so that the outcome is determined by anything other than its merits.

Examples of Cheating would include:

- Collusion, Match-fixing, or any other action to intentionally alter, or attempt to alter the results of any Game or Match;
- Attempts to interfere with another player's connection to the game service by any means;
- Intentionally exploiting an in-game glitch to gain an advantage;
- Tampering with the entry process or the operation of the CWL;
- Attempting to view spectator monitors, attendee monitors or the live streams during a Game or Match; and
- Failure to use Administration required equipment.

If someone asks you to bet on any CWL Game or "fix" the outcome of the Game, you must immediately report this contact to Administration using the following email address: [leagueops@mlg.tv](mailto:leagueops@mlg.tv)

Participants shall not conduct or promote any act of collusion. Collusion is defined as any agreement among two (2) or more Participants and/or persons to disadvantage other Participants.

Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more Participants to not damage, impede, or otherwise play to the best of their ability in a Game;
- Agreeing to a ruleset outside the Rules;
- Pre-arranging to split prize money and/or any other form of compensation with something other than on a Participant's own Team;
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a Participant during Competition play;
- Deliberately losing a Game, detrimentally altering performance for compensation or for any other reason, or attempting to induce another Participant to do so.

## **6.2. Betting and Gambling**

Gambling on the outcome of CWL Games or Matches or any other way associated with the CWL can pose a serious threat to the integrity and public confidence in the CWL and the Administration. Participants are not allowed to place, or attempt to place, bets on any Games or Matches or in any other way associated with the CWL.

This rule also prohibits Participants from participating in anyone else's betting activities, asking anyone to place bets on the CWL Games or Matches or in any other way associated with the CWL on Participant's behalf, or encouraging anyone else to bet on CWL Games or Matches.

## **6.3. Illegal and Unethical Conduct**

Participants are required to observe all laws applicable to their participation in the CWL, including all Games, Matches, media events, autograph signings, photo sessions, sponsor events, and other gatherings or events occurring with or as part of CWL.

A Participant may not, during the CWL, commit any act or become involved in any situation or occurrence which brings him or her into public disrepute, scandal or ridicule, or shocks or offends the community, or derogates from his or her public image or reflects unfavorably upon the Administration, the Franchise, or any other products, services or sponsors of the Administration.

The use, possession, distribution or sale of illegal drugs is strictly prohibited.

## **6.4. Bribery and Gifts**

Participants shall not offer or accept any gift or reward to or from anyone for services promised, rendered, or to be rendered in connection with the Competition, including services related to defeating or attempting to defeat a competing Team or services designed to throw or fix a Game or Match, Event or Tournament.

## **6.5. Anti-Harassment**

The Administration is committed to providing a competitive environment that is free of harassment and discrimination of any kind. In furtherance of this commitment, Participants engaged in the CWL and related events are prohibited from engaging in harassment or discrimination based on race, color, religion, gender, national origin, age, disability, sexual orientation, or any other status or characteristic protected by law.

## **6.6. Non-Disparagement**

Participants always have the right to express their opinions in a professional and sportsmanlike manner. Disputes or player violation reports must be reviewed by the Administration before any information is released publicly.

Participants may not at any time make, post, publish or communicate to any person or entity or in any public forum, false, defamatory, libelous, slanderous or disparaging remarks, comments or statements concerning the Administration, Affiliates, or any of their products or services, including the Franchise.

This section does not, in any way, restrict or impede a Participant from complying with any applicable law or a valid order of a court of competent jurisdiction or an authorized government agency, provided that such compliance does not exceed that required by the law or order.

## **6.7. Sportsmanship**

Participants may not use language or engage in conduct that is deemed by Administration to be obscene, foul, vulgar, insulting, threatening, mocking, disruptive, antagonistic, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in connection with the Competition, at any time, off or on broadcast. Participants may not use any facilities, services or equipment provided or made available by Administration or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. Participants may not use this type of language on social media or during any public facing events such as streaming or CWL broadcasts. Language that is deemed to be in violation of this Handbook is punishable at the sole discretion of Administration.

Without limiting the foregoing, Participants may not use obscene gestures or profanity in interviews in any language, and Participants must not resort to violence, threats, or intimidation. Violence of any kind is never permitted.

Participants must comply with all instructions or decisions by the Administration.

## **6.8. Profanity and Hate Speech**

Participants and their guests (if any) shall treat all individuals with respect, including (but not limited to) during a Match, Event, Tournament, stream, broadcast, or otherwise.

Participants will not engage in the use of egregious profanity especially in regard to the treatment of other Participants or the Administration.

Participants may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

Harassment or abuse of the Administration, Affiliates, Press, Attendees, or other Participants will not be tolerated either online or at live events.

### **6.9. Confidentiality**

Administration may disclose certain confidential information to Participants throughout the Competition. The Administration will mark information as “Confidential” or inform (verbally or in writing) Participants that they are providing confidential information subject to this section.

Participants may not disclose any confidential information provided by Franchise, Administration or Affiliates, by any method of communication, including all social media channels.

If a Participant has been told not to release information, and the Participant proceeds to release said information, then the Participant will be subject to penalties, discipline and/or legal claims. Information deemed confidential by the Administration includes but is not limited to: information marked “Confidential” by the Administration either verbally or physically, information disseminated during Player meetings conducted by the Administration, roster changes that have not been explicitly approved by the Administration, etc.

### **6.10. Ringing**

Participants shall not conduct or promote any act of ringing (playing using an account other than their own) during the Competition.

### **6.11. Intentional Disconnection**

Participants shall not conduct or promote any act of intentionally disconnecting from any Game. All Players must remain in an official Game for the entirety of the Game.

## **6.12 Player Apparel and Equipment**

All players are responsible for ensuring the performance of their personally provided equipment, including, as applicable console hardware, console software, peripherals, controllers, internet connection, and power. Should Administration provide Player with alternate equipment (in its sole discretion), due to a failure or absence of personal equipment, Player must use alternate equipment to complete the Match/Game. Failure or refusal to use such alternate equipment may result in forfeiture of such Game/Match, at Administration's discretion.

Players are required to use Administration provided equipment except where otherwise stated. Failure to use provided equipment, employing the use of unauthorized equipment, or causing damage to Administration owned gear or equipment may result in penalty as defined in Section 7.

All players are responsible for complying with Administration mandated apparel and uniform requirements where applicable.

Accommodations for personal equipment failure are at the discretion of the Administration and may not be granted due to time frame constraints.

## **6.13 Non-Compliance**

Participants shall not refuse or fail to comply with the reasonable instructions or decisions of the Administration. This includes but is not limited to failure or refusal to respond to Administrative communication in a timely manner, failure or refusal to participate in Administration required activities or media activities, failure to submit required information within Administration allotted time frames, failure to comply with mandated roster requirements, failure to adhere to Administration allotted time frames, etc.

## **7. Disciplinary Action & Penalties**

### **7.1. Disciplinary Action**

In order to preserve the integrity of the CWL and Administration's reputation for open and fair competition, Administration will have the right to monitor compliance with these Rules, investigate possible breaches of these Rules and impose sanctions for violations. You agree to cooperate with Administration in any such investigation. These Rules apply to both Online Activity and Offline Activity.

If Administration determines that a Participant has violated these Rules, the Participant may be immediately disqualified and removed from the CWL.

In addition, Administration may, in its sole discretion:

- Issue a warning to the Participant and publish that warning on Administration's websites and other media;
- Disqualify the Participant from participating in future CWL tournaments or events;
- Revoke all or any portion of the CWL Pro Points and prizes earned by the Participant;
- Revoke side selection for current or future Game(s);
- Invoke Game forfeitures; or
- Invoke Match forfeitures.

Administration's determination as to the appropriate disciplinary action will be final and binding.

If a Team (or enough members for a Team to be disbanded) is disqualified by Administration, either before or after an Event has started, Administration will have the option to replace the disqualified Team at Administration's sole discretion.

## **7.2. Penalties**

Without limiting Section 7.1 above, the following penalties in the cumulative for specific Rule violations may be enforced by Administration, in addition to any other penalties deemed advisable by Administration:

### **7.2.1. Cheating Penalties**

#### **7.2.1.1. Failure to Play to Best Ability**

- Typical Minimum Penalty – \$500 Fine and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Indefinite Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

#### **7.2.1.2. Cheating or Matchfixing**

- Typical Minimum Penalty – \$1000 Fine and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Indefinite Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

#### **7.2.1.3. Attempting to View Spectator Displays**

- Typical Minimum Penalty – \$1000 Fine and/or Suspension

- Typical Maximum Penalty (1<sup>st</sup> Offense) – Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

#### **7.2.1.4. Using a Restricted In-Game Item**

- Typical Minimum Penalty – Game Forfeiture
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Match Forfeiture
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Suspension

#### **7.2.1.5. Failure to Use Administration Required Equipment**

- Typical Minimum Penalty – Game Forfeiture
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Match Forfeiture
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Suspension

### **7.2.2. Betting and Gambling Penalties**

#### **7.2.2.1. Betting or Gambling on CWL Competitions**

- Typical Minimum Penalty – \$1000 Fine and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Indefinite Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

#### **7.2.2.2. Partaking in Illegal Activity**

- Typical Minimum Penalty – \$1000 Fine and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Indefinite Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

### **7.2.3. Illegal and Unethical Conduct Penalties**

#### **7.2.3.1. Partaking in Illegal Activity**

- Typical Minimum Penalty – \$1000 Fine and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Indefinite Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

### **7.2.4. Bribery and Gifts Penalties**

#### **7.2.4.1. Accepting Bribes or Gifts**

- Typical Minimum Penalty – \$1000 Fine and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Indefinite Suspension

- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

## **7.2.5. Anti-Harassment Penalties**

### **7.2.5.1. Verbal Harassment**

- Typical Minimum Penalty – \$500 and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$1000 and/or Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

### **7.2.5.2. Physical Harassment**

- Typical Minimum Penalty – \$1000 Fine and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Indefinite Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

## **7.2.6. Non-Disparagement Penalties**

### **7.2.6.1. Public Disparagement**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$500 Fine
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$1000 Fine and/or Suspension

## **7.2.7. Sportsmanship Penalties**

### **7.2.7.1. Social Media Misconduct**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$500 Fine
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$1000 Fine and/or Suspension

### **7.2.7.2. On Broadcast Misconduct**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$500 Fine
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$1000 Fine

### **7.2.7.3. Player Misconduct**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$500 Fine
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$1000 Fine

### **7.2.7.4. Gross Misconduct**

- Typical Minimum Penalty – \$1000 Fine
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$3000 Fine
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

## **7.2.8. Profanity and Hate Speech**

### **7.2.8.1. Egregious Profanity**

- Typical Minimum Penalty – \$1000 Fine
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$3000 Fine and/or Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

### **7.2.8.2. Hate Speech**

- Typical Minimum Penalty – \$1000 Fine
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$3000 Fine and/or Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

## **7.2.9. Confidentiality Penalties**

### **7.2.9.1. Breach of Confidentiality**

- Typical Minimum Penalty – \$1000 Fine and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Indefinite Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

### **7.2.9.2. Announcing Roster Changes prior to League Approval**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$500 Fine
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$1000 Fine

## **7.2.10. Ringing Penalties**

### **7.2.10.1. Ringing or Account Sharing**

- Typical Minimum Penalty – \$1000 Fine and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Indefinite Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

## **7.2.11. Intentional Disconnection Penalties**

### **7.2.11.1. Intentional Disconnecting from Matches**

- Typical Minimum Penalty – Game Forfeiture
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$500 Fine
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$1000 Fine

## **7.2.12. Player Apparel and Equipment Responsibility Penalties**

### **7.2.12.1. Failing to Adhere to Pro League Uniform Policy**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$250 Fine (per Match)
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$500 Fine (per Match)

### **7.2.12.2. Failing to Adhere to Offline Event Apparel Policy**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$250 Fine (per Match)
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$500 Fine (per Match)

### **7.2.12.3. Sponsor Logo Violation**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$250 Fine (per Logo/Match)
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$500 Fine (per Logo/Match)

### **7.2.12.4. Refusing to Use Provided Equipment**

- Typical Minimum Penalty – Game Forfeiture
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Match Forfeiture
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Suspension

#### **7.2.12.5. Using Unauthorized Equipment**

- Typical Minimum Penalty – Game Forfeiture
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

#### **7.2.12.6. Gear or Property Damage**

- Typical Minimum Penalty – Fine totaling damages and/or Suspension
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Suspension
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Indefinite Suspension

### **7.2.13. Non-Compliance Penalties**

#### **7.2.13.1. Responsiveness, Tardiness to Game/Match**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$500 Fine (per player)
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$1000 Fine (per player)

#### **7.2.13.2. Failure to Attend or Tardiness to Media Activities**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$250 Fine (per player)
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$500 Fine (per player)

#### **7.2.13.3. Refusal to Participate**

- Typical Minimum Penalty – Game Forfeiture
- Typical Maximum Penalty (1<sup>st</sup> Offense) – Match Forfeiture
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Suspension

#### **7.2.13.4. Failure to Submit Travel or Accommodation Information**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty – Loss of Travel or Accommodations

#### **7.2.13.5. Travel or Accommodation Misconduct**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$1000 Fine
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – Loss of Travel or Accommodations

#### **7.2.13.6. Failure to Submit League Mandated Information**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$500 Fine

- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$1000 Fine

#### **7.2.13.7. Failure to Meet Minimum Roster Requirements**

- Typical Minimum Penalty – Warning
- Typical Maximum Penalty (1<sup>st</sup> Offense) – \$500 Fine
- Typical Maximum Penalty (2<sup>nd</sup> Offense) – \$1000 Fine

Failure to enforce a penalty shall not be deemed a waiver of any of Administration's rights, or its ability to issue penalties in the future.

## **8. Competitive Structure**

### **8.1. CWL Pro Points**

Players participating in the Competition may earn CWL Pro Points. CWL Pro Points are awarded to Players according to results in the Competition.

CWL Pro Points are used to qualify for Events in the Competition and to determine Seeding in Events in the Competition.

#### **8.1.1. Qualification**

Certain events are open to Teams and Players that qualify for the event by earning CWL Pro Points. The points or rank required for qualification for each Event will be announced in the rules for each Event prior to the event qualification date. Points for qualification will be determined on the set qualification date for each Event.

#### **8.1.2. Seeding**

CWL Pro Points will be used to seed Teams prior to each Tournament or Competition Event. A Team's seed will be determined by the cumulative CWL Pro Points of all Players on a complete, active roster as of the roster lock date for the Competition Event.

## **8.2. Online Activity**

### **8.2.1. GameBattles Ladders**

GameBattles Ladders are team-based competitions that consist of Teams playing each other to move up the leaderboard standings. CWL Pro Points are awarded individually to each Player on a Team according to their results in a Ladder.

### **8.2.2. 2000 or 1000 Series Tournaments**

2000 or 1000 Series Tournaments consist of Teams seeded into a bracket or heats as determined by Section 8.1.2 (Seeding). Teams play each other until there is a designated winner. Tournaments are played for CWL Pro Points, which are awarded individually to each Player on a Team according to the Team's placing.

### **8.2.3. CWL National Qualifiers**

The CWL National Qualifiers are for Teams from specific countries. The National Qualifiers are subject to additional rules, which will be provided prior to start. Qualifier requirements and dates will also be announced prior to start.

## **8.3. Offline Activity**

### **8.3.1. CWL Las Vegas Open**

The CWL Las Vegas Open is an open tournament subject to these Rules, including eligibility, for Teams from all Regions.

This event features a play-in bracket, a pool play stage, a double-elimination open bracket, and a double-elimination championship bracket. The top four placings at this event will qualify for the Pro League, and the 5<sup>th</sup>-32<sup>nd</sup> placed teams will qualify for the Pro League Qualifier event.

Pool play spots will be determined by 2018 Pro League Stage Two Standings (top 12) and the remaining four spots will be decided by a Play-In bracket consisting of the highest eight (8) teams in 2018 season CWL Pro Points.

### **8.3.2. CWL Pro League Qualifier**

The CWL Pro League Qualifier is an invite-only tournament subject to these Rules, including eligibility, for Participants from all Regions.

This event features a pool play stage followed by a double elimination bracket, with the purpose of determining the final twelve teams to qualify for the 2019 CWL Pro League. The pool play stage will consist of four pools of seven teams, previously qualified from the CWL Vegas Open, playing a single round robin set of matches. The first and second placed teams in each pool will qualify for the Pro League, the sixth and seventh placed teams in each pool will be eliminated from the tournament, and the remaining teams will be placed in a twelve-team double elimination bracket. The final four teams from that bracket will qualify for the Pro League in addition to the eight teams that qualified from the pool play stage.

### **8.3.3. CWL Opens**

A CWL Open is a live event tournament subject to these Rules, including eligibility requirements for Teams from all Regions. CWL Opens consist of two separate competitions detailed below.

#### **8.3.3.1. Pro League Portion**

- The Pro League Portion is open only to Pro League Teams and Players, and features a pool play stage and a double-elimination championship bracket.

#### **8.3.3.2. CWL Amateur Portion**

- The CWL Amateur Portion is an open competition that features a double-elimination open bracket format.

CWL Pro Points are awarded individually to each Player on a Team according to their Team's placing in the CWL Open.

### **8.3.4. CWL Pro League**

The CWL Pro League is for select Teams and Participants and is subject to additional rules, which will be provided to Teams that qualify prior to start.

### **8.3.5. Championship**

The CWL Championship is the final Team Event of the Competition. The CWL Championship is subject to additional rules, which will be provided to teams that Qualify for the Championship prior to the start of that event. Qualification requirements will be announced prior to the start of the CWL Championship.

### **8.3.6. Other Sanctioned Events**

Administration may sanction additional Offline or Online events operated by or in cooperation with third-parties' events (which could be Offline or Online Activity) in which Players and Teams may participate, and Players may earn CWL Pro Points.

Administration will announce how many CWL Pro Points may be earned and how to qualify for each third party event sanctioned prior to the event.

## **9. Gameplay Rules**

Each event in the Competition will be subject to the following gameplay rules. The settings in this section, as they apply to Offline Activity, will be revised as necessary and refined as the date of the first event draws near.

### **9.1 Game Modes**

All Matches will be played using the following Game Modes:

- Hardpoint
- Search and Destroy
- Control

### **9.2 Game Mode Win Conditions**

Game Mode win conditions (“Game Win Conditions”) are defined as the specific Game objectives a Team must accomplish in order to be declared the Game winner. Round win conditions (“Round Win Conditions”) are the specific objectives a Team must accomplish in order to gain the win for that specific round. Once the Game Win Conditions of a Game Mode are met, the Game is considered complete and the Team who satisfied the Game Win Conditions are awarded the Game win.

Satisfying a Round Win Condition can only result in a maximum of one (1) round win. This stipulation may be enforced during any Game, at the discretion of the Administration.

Game Win Conditions and Round Win Conditions for each Game mode are as defined below.

#### **9.2.1. Hardpoint**

In order to satisfy the Game Win Conditions for Hardpoint, Teams must:

- Reach two-hundred and fifty (250) points before the enemy Team
- Have more points than their opponent at the expiration of the game clock

#### **9.2.2. Search and Destroy**

In order to satisfy the Game Win Conditions for Search and Destroy, Teams must:

- Score six (6) round wins before their opponent
  - Round Win Conditions for an individual round are as follows:
    - The Team on offense must either successfully plant and detonate the bomb or eliminate all players on the opposing Team
    - The Team on defense must either successfully defuse the bomb once planted or prevent the bomb being planted by either eliminating all players on the opposing Team or running out the clock

### **9.2.3. Control**

In order to satisfy the Game Win Conditions for Control, Teams must:

- Score three (3) round wins before their opponent
  - Round Win Conditions for an individual round are as follows:
    - The Team on offense must either successfully capture both hills before their collective lives are depleted or successfully expend all of their opponent's lives
    - The Team on defense must run out the clock or successfully expend all of their opponent's lives

## **9.3 Map & Mode Combinations**

Map and Game Mode combinations are subject to change at any time. Future Map and Game Mode combination changes may use downloadable content which is required to be purchased in addition to the Call of Duty: Black Ops 4 game.

### **9.3.1. Hardpoint**

- Arsenal
- Frequency
- Gridlock
- Hacienda
- Seaside

### **9.3.2. Search and Destroy**

- Arsenal
- Frequency
- Gridlock
- Hacienda
- Payload

### **9.3.3. Control**

- Arsenal
- Frequency
- Gridlock
- Seaside

## **9.4. Game Settings**

### **9.4.1. Lobby Settings**

- Team Assignment: Open
- Team Change In-Game: Enabled
- CODcasting: Enabled
- 3<sup>rd</sup> Person Spectating: Disabled
- Dynamic Map Elements: Enabled
- Revenge Voice: Disabled
- Battlechatter: Disabled
- Announcer: Enabled
- Best Play: Enabled
- 3<sup>rd</sup> Person Gestures: Disabled
- Gesture Camera Control: Disabled

### **9.4.2. Specialist Settings**

#### **9.4.2.1. Roster**

- Ajax: 0
- Battery: 1
- Crash: 1
- Firebreak: 1
- Nomad: 0
- Outrider: 0
- Prophet: 1
- Recon: 1
- Ruin: 1
- Seraph: 1
- Torque: 0
- Zero: 1
- Reaper: 0

#### **9.4.2.2. Position Draft Settings**

- Draft: Enabled
- Draft Time: 30 Seconds
- Minimum Team Size: None

#### **9.4.2.3. Health and Damage**

- Health: 150
- Manual Healing: Enabled
- Manual Heal Regeneration Speed: Normal
- Friendly Fire: Enabled
- Teamkill Kick Limit: Disabled
- Headshots Only: Disabled
- Hit Indicator: Enabled

#### **9.4.2.4. Cooldowns**

- Specialist Weaponry: Enabled
- Specialist Weaponry Cooldown: Normal
- Specialist Weaponry ready on respawn: Disabled
- Equipment: Enabled
- Equipment Cooldown: Normal
- Equipment ready on respawn: Disabled

#### **9.4.2.5. Create a Class**

- Custom Classes: Enabled
- Selections Allowed: 10

### **9.4.3. Hardpoint**

#### **9.4.3.1. Time and Score Limits**

- Time Limit: 5 Minutes
- Score Limit: 250 Points

#### **9.4.3.2. Advanced**

- Lifetime: 1 Minute
- Capture Time: Disabled
- Activation Delay Time: Disabled
- Locations: Linear Order
- Scoring: Constant
- Pause Time: Enabled

#### **9.4.3.3. Spawn**

- Number of Lives Per Player: Unlimited
- Respawn Delay: 2 Seconds
- Force Respawn: Enabled
- Wave Spawn Delay: Disabled
- Suicide Penalty: 3 Seconds

- Team Killed Penalty: Disabled
- Select Spawn: Disabled
- Number of Lives Per Team: Unlimited

#### **9.4.3.4. Gameplay**

- Pre-Match Timer: 15 Seconds
- Pre-Round Timer: Disabled
- Mini-map: Normal
- Explosive Delay: Disabled
- Killcam: Enabled
- Scorestreak Delay: 10 Seconds
- Score Multiplier: 1 Second
- Reveal Fog of War: Enabled

### **9.4.4. Search and Destroy**

#### **9.4.4.1. Time and Round Limits**

- Time Limit: 1.5 Minutes
- Round Win Limit: 6 Rounds

#### **9.4.4.2. Advanced**

- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Multi Bomb: Disabled
- Switch Sides: Every Round
- Silent Plant: Enabled

#### **9.4.4.3. Spawn**

- Number of Lives Per Player: 1 Life
- Respawn Delay: Disabled
- Force Respawn: Enabled
- Wave Spawn Delay: Disabled
- Suicide Penalty: Disabled
- Team Killed Penalty: Disabled
- Select Spawn: Disabled
- Number of Lives Per team: Unlimited

#### **9.4.4.4. Gameplay**

- Pre-Match Timer: 15 Seconds
- Pre-Round Timer: 5 Seconds

- Mini-map: Normal
- Explosive Delay: Disabled
- Killcam: Enabled
- Scorestreak Delay: 10 Seconds
- Score Multiplier: 1
- Reveal Fog of War: Enabled

#### **9.4.5. Control**

##### **9.4.5.1. Time and Round Limits**

- Time Limit: 1.5 Minutes
- Round Win Limit: 3 Rounds
- Round Limit: 5 Rounds

##### **9.4.5.2. Advanced**

- Capture Time: 60 Seconds
- Activation Delay Time: Disabled
- Extra Time: 1 Minute
- Pause Time: Enabled
- Cap Decay: Enabled
- Capture Rate Increase: Enabled
- Teamkill/Suicide Reduces Lives: Enabled

##### **9.4.5.3. Spawn**

- Number of Lives Per Player: 1 Life
- Respawn Delay: 2 Seconds
- Force Respawn: Enabled
- Wave Spawn Delay: Disabled
- Suicide Penalty: 3 seconds
- Team Killed Penalty: Disabled
- Select Spawn: Disabled
- Number of Lives Per team: 25 Lives

##### **9.4.5.4. Gameplay**

- Pre-Match Timer: 15 Seconds
- Pre-Round Timer: 5 Seconds
- Mini-map: Normal
- Explosive Delay: Disabled
- Killcam: Enabled
- Scorestreak Delay: 10 Seconds
- Score Multiplier: 1

- Reveal Fog of War: Enabled

## **9.5 Restrictions**

### **9.5.1. Weapons**

- Titan
- Hades
- VKM 750
- Daemon 3XB
- Swat RFT
- All Melee Weapons
- Peacekeeper
- Vendetta
- Locus
- S6 Stingray
- Ballistic Knife

### **9.5.2. Secondary Weapons**

- MOG 12
- SG12

### **9.5.3. Attachments**

- Rapid Fire
- High Caliber
- Laser Sight II
- Max Load
- Rocket Cache
- High Explosive
- FMJ II

### **9.5.4. Scorestreaks**

- UAV
- Care Package
- Counter-UAV
- Sentry
- Mantis
- RC-XD
- Dart
- Drone Squad
- Sniper's Nest
- Strike Team

#### **9.5.5. Perks**

- Skulker
- Gung-Ho
- Team Link
- Tracker

#### **9.5.6. Wildcards**

- Overkill
- Primary Operator Mod
- Secondary Operator Mod

#### **9.5.7. Gear**

- Acoustic Sensor

#### **9.5.8. Specialists**

- Nomad
- Ajax
- Torque
- Outrider
- Spectre
- Reaper

#### **9.5.9. Specialists Equipment**

- Tac-Deploy
- Seeker Drone
- Reactor Core

#### **9.5.10. Optics**

- Fast Lock

### **9.6. Game Draws**

In the case that a Game ends in a draw, both teams ending with the same score, the Game will be restarted on the same Map and Mode.

### **9.7. Map, Side, and Host Selection**

#### **9.7.1. Offline**

### **9.7.1.1. Best of 3**

Higher seeded Team must choose to act as Team A or Team B.

Team A vetoes one Hardpoint Map.

Team B vetoes one Hardpoint Map.

Team A chooses which remaining Hardpoint Map will be played Game 1.

Team B chooses which sides they will be on for Game 1.

Team B vetoes one Search and Destroy Map.

Team A vetoes one Search and Destroy Map.

Team B chooses which remaining Search and Destroy Map will be played Game 2.

Team A chooses which side they will be start on for Game 2.

Team A vetoes one Control Map.

Team B vetoes one Control Map.

Team A chooses which remaining Control Map will be played Game 3.

Team B chooses which side they will start on for Game 3.

Team A gets first choice of which game they would like to Host.

Team B hosts the remaining two games.

### **9.7.1.2. Best of 5**

Higher seeded Team must choose to act as Team A or Team B.

Team A vetoes one Hardpoint Map.

Team B vetoes one Hardpoint Map.

Team A chooses which remaining Hardpoint Map will be played Game 1. Team

B chooses which sides they will be on for Game 1.

Team B chooses which remaining Hardpoint Map will be played Game 4. Team

A chooses which side they will be on for Game 4.

Team B vetoes one Search and Destroy Map.

Team A vetoes one Search and Destroy Map.

Team B chooses which remaining Search and Destroy Map will be played Game 2.

Team A chooses which side they will be start on for Game 2.

Team A chooses which remaining Search and Destroy Map will be played Game 5.

Team B choose which side they will be start on for Game 5.

Team A vetoes one Control Map.

Team B vetoes one Control Map.

Team A chooses which remaining Control Map will be played Game 3.  
Team B chooses which side they will start on for Map 3.

Team A gets first choice of which game they would like to host.  
Team B gets second choice of which game they would like to host.  
Team A gets third choice of which game they would like to host.  
Team B hosts the remaining two games.

## **9.7.2. Online**

### **9.7.2.1. Best of 1**

Higher seed Team must choose to act as Team A or Team B.

Team A will host.  
Team B will choose sides.

### **9.7.2.2. Best of 3**

Higher seed Team must choose to act as Team A or Team B.

Team A gets first choice of which Game they would like to host.  
Team B chooses host for the remaining two games.

Whichever team is not hosting will choose sides for that Game.

### **9.7.2.3. Best of 5**

Higher seed Team must choose to act as Team A or Team B.

Team A gets first choice of which Game they would like to host.  
Team B gets second choice of which Game they would like to host.  
Team A gets third choice of which Game they would like to host.  
Team B chooses host for the remaining two games.

Whichever team is not hosting will choose sides for that Game.

## **9.8. Additional Rules Applicable to Offline Events**

The provisions in this subsection are applicable to all Offline Events, unless otherwise expressly modified in rules announced prior to the beginning of a particular Offline Event.

## **9.8.1. Software and Hardware**

### **9.8.1.1. Provided Equipment**

Administration will provide software, monitors, consoles, and headsets to be used for the Offline Event. Players competing on the main stage of an Event or Tournament must use a headset provided by the Administration. Players competing on the main stage of an Event or Tournament must wear their earbuds in their ears and the Administration-provided headset over their ears for the duration of all games. Players may be provided other third-party hardware that must be used for the duration of all games.

If a Player finds that an issue has occurred with any provided equipment, they should notify the Administration or Tournament official immediately. If an issue with provided equipment has occurred, the Administration or Tournament official will determine the appropriate course of action (e.g., whether the round/Game should be restarted, the Game win should be awarded to a Team, or the conditions under which the round/Game should be resumed).

### **9.8.1.2. Player-Owned Equipment**

Players must bring their own controllers, in-ear headphones, cables and any other equipment needed that is not provided by Administration. Players may bring headsets for use on warm-up stations. Equipment must include cables of reasonable length. Administration is not responsible for ensuring Player-owned equipment is in working condition. Player controllers may not employ the use of button macros. A button macro is defined as a button on the controller that performs a set of actions that would normally require the Player to press multiple buttons or increases the rate at which a button or buttons are pressed.

Player controllers must meet the following requirements:

- Controller must be wired
- Controller may not include button macros

Administration reserves the right to inspect, approve, or deny all Player-owned equipment to ensure compliance with these Rules.

### **9.8.1.3. Electronic Storage Devices**

Participants must consult with Administration before bringing electronic storage devices to any Offline Match, Game, Event or Tournament, and are not allowed to use any mobile or external communication equipment during an Offline Match, Game, Event or Tournament, including cellular phones. All personal equipment must be in an enclosed bag or be given to an administrator or team manager while an Offline Match, Game, Event or Tournament is played. Administration reserves the right to allow Participants to access mobile or external equipment during a time of their choosing.

## **9.8.2. Player and Team Conduct During Offline Events**

### **9.8.2.1. Apparel**

Players must wear appropriate attire. Players may not wear attire which contains third-party brands' logos or trademarks unless such brands are direct Team or Player sponsors. Administration reserves the right to prohibit the use of any attire which Administration deems, in its sole discretion, to be inappropriate or which violates the terms of this Handbook. In the event Player or Team attire is deemed inappropriate or in violation of the terms of this Handbook (in Administration's sole discretion), Player or Team must (i) replace offending attire with appropriate attire; (ii) cover any offending portions of the attire; or (iii) wear attire provided by Administration (at Administration's discretion).

### **9.8.2.2. Tournament Footage**

Participants shall not record, reproduce, distribute, stream or broadcast any or all Match footage from the Offline Tournaments, unless otherwise approved by the Administration in writing in its sole discretion..

### **9.8.2.3. Administration-Created Content**

Participants will be required to participate in Administration-created content pieces upon request. Participants may not refuse participation. Such behavior may result in disciplinary action, including a penalty. Participants must abide by the terms of this Handbook while participating in Administration-created content.

### **9.8.2.4. Match Interviews**

Before each Offline Activity, each Team must nominate at least one Player to be available for interviews before, during, or after each Match and must notify Administration of the same. Administration reserves the right to cause the Team to

nominate a different Player. Nominated Players may not refuse to conduct interviews in connection with the Offline Activity. Such behavior may result in disciplinary action, including a penalty. Players participating in interviews must abide by the terms of this Handbook, and maintain a professional, sportsman-like demeanor.

### **9.8.3. Offline Match Conduct**

#### **9.8.3.1. Role of Referees**

Referees are officials responsible for making judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play.

Their oversight includes, but is not limited to:

- Checking the team's lineup before a Match.
- Checking and monitoring player peripherals and Match areas.
- Announcing the beginning of the Match.
- Ordering a restart of the Match.
- Issuing fouls, technical fouls, and/or penalties in response to rule violations during the Match.
- Confirming the end of the Match and its results.

Matches played without a referee present will be deemed invalid.

#### **9.8.3.2. Stoppage of Play**

Players may not end a Game under any circumstances without approval from Administration. Failure to abide by this rule may result in a penalty.

In the event of a Player disconnect, Administration will determine whether the Game is to be replayed on a case-by-case basis. Disconnected Players may not be replaced during a Game.

In the event of a server crash or host drop, the Administration will determine whether Team(s) were at fault.

In the event that the Team(s) were found to be at fault, the offending Team may be subject to penalty.

In the event that the Team(s) were not at fault, the Game will be restarted as laid out in Section 9.7.3.4. A Player affected by a server crash or host drop may not be replaced.

### **9.8.3.3. Game Altering Bugs**

Bugs are defined as errors, flaws, or failures that produce an incorrect, unexpected, or unintended result during the course of gameplay. For the purposes of procedure in regards to the occurrence of Bugs during live gameplay, and at the discretion of the Administration, Bugs are separated into two categories.

#### **9.8.3.3.1. Minor Bug**

At the discretion of the Administration, a Minor Bug is one that does not significantly alter the outcome of Gameplay and is, at worst, considered an inconvenience to Players. The occurrence of a Minor Bug would not result in the replay or remake of any Game and Players should be instructed to play through the Bug.

#### **9.8.3.3.1. Major Bug**

At the discretion of the Administration, a Major Bug is one that critically or significantly alters the outcome of Gameplay and severely hinders the performance of Teams and/or Players. The occurrence of a Major Bug would result in a restart as laid out in Section 9.8.3.4.

### **9.8.3.4. Game Restarts**

#### **9.8.3.4.1. Hardpoint**

In the case of a server crash, host drop, or a Major Bug as determined by the Administration, the Game will be restarted from the beginning of the map.

#### **9.8.3.4.2. Search and Destroy**

In the case of a server crash, host drop, or a Major Bug as determined by the Administration, the Game will be restarted with the score of the Map before the incident. The restarted Game will end when one team's total score hits 6.

#### **9.8.3.4.3. Control**

In the case of a server crash, host drop, or a Major Bug as determined by the Administration, the Game will be restarted with the score of the Map before the incident. The restarted Game will end when one team's total score hits 3.

#### **9.8.4. Player Eligibility**

Participants shall obtain all necessary documents and authorization, including immigration documents, at its own cost and expense and prior to the Competition. Players who do not meet these requirements may be deemed ineligible to compete and will be removed from the Competition until these requirements are met. If any Team uses an ineligible Player in the Competition, they may be disqualified from any part of the Competition in which the ineligible Player participated, and may be subject to further discipline.

### **9.9. Team Roles & Responsibilities**

#### **9.9.1. Owners**

"Team Owners" are individuals, organizations or other entities which own a Team or are otherwise designated as the Team Owner. Team Owners may manage the day-to-day communication with Administration or delegate that responsibility to a Team Manager and may receive prizing on behalf of the Team. Team Owners may not compete on a Team in the Competition. The Administration reserves the right to ban or exclude any Team Owner for any reason at any time.

#### **9.9.2. Managers**

"Team Managers" are representatives appointed by the Team Owners that are responsible for managing day-to-day communication with Administration. This may include, but is not limited to, scheduling, team rosters, Competition structure, Match procedures, Game rules, conduct rules, prize money, and content creation. Team Managers may not compete on a Team in the Competition. The Administration reserves the right to ban or exclude any Team Manager for any reason at any time.

#### **9.9.3. Coaches**

"Team Coaches" are personnel appointed by the Team Owners or Managers that are allowed to participate on stage before Matches and between games. Team Coaches are not allowed to communicate with Players during games. Team Coaches may not compete on a Team in the Competition. The Administration reserves the right to ban or exclude any Team Coach for any reason at any time.

#### **9.9.4. Players**

Players may only compete on their registered Team. Players may not be registered to multiple Teams.

### **10. Prize Awards**

#### **10.1. Distribution of Prize Awards**

A description of the potential prizes, if any, will be provided for each individual Tournament. The awarding of prizes is void where prohibited or restricted. Subject to these Rules, Team prizes will be awarded either equally to each of the Players on a winning Team or to the Team Owner, as determined by the Administration in its sole discretion.

Potential Winners (“Potential Winners”) are limited to one prize package per Tournament. Prizes are non-transferable and not exchangeable for any other prize. In the case of unavailability of a prize, The Administration reserves the right, in its sole discretion, to substitute a prize of equal or greater value. All cash prizes will be paid in US Dollars (unless the Administration permits an alternate method of payment). Potential Winners who are eligible for the award of a prize assume all liability for the use of the prize.

#### **10.2. Requirements to Collect a Prize Award**

**Potential Winners must comply with these Rules and winning is contingent upon fulfilling all requirements.** Potential Winners shall have no right to any prize unless the conditions set forth in these and any other applicable rules are satisfied. Potential Winners will be notified after the end of an applicable Tournament. Each Potential Winner is required to follow the instructions in the notification. In order to be eligible to claim a prize, each Potential Winner of a prize will be required to fill out and sign, within the prescribed period of time in the notification, an affidavit of eligibility and liability/publicity release form, as well as all applicable governmental and tax forms required to receive a prize, including an IRS form W-8 or W-9 and any other forms required. Winners who accepted prizing in the form of US Dollars and who are residents of the U.S. will receive an IRS Form 1099 at the end of the calendar year, and a copy of such form will be filed with the IRS. Additional paperwork that Administration requests, including waivers and releases, must be submitted to Administration before Administration will provide the Potential Winner with any prize. Following Administration’s verification of eligibility and compliance with the terms of these Rules, the Potential Winner will be declared the winner of the prize. Prizes will be fulfilled approximately 8 – 10 weeks after conclusion of the event and receipt of all necessary documentation. If a Potential Winner cannot be contacted, does not respond, or fails to

sign and return the required documentation within fourteen (14) days of the first notification attempt, the Potential Winner forfeits his or her eligibility to claim a prize.

**Costs associated with collecting a prize are the sole responsibility of Participants.**

Participants are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein. National, state and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Participant. For some non-U.S. Participants, 30% of the prize value will be withheld and remitted to the IRS to comply with U.S. tax laws.

## **11. Travel**

Participants in Offline Events requiring travel shall be responsible, at their own cost and expense, for obtaining all the necessary visas, passports, or other travel documents issued by the government of their country of citizenship, including so that they have the legal capacity to travel and work to the United States of America. Except as otherwise indicated herein, all Participants are responsible for any and all costs and expenses associated with their participation in the Competition and receipt of any prizes that are not specifically designated as the responsibility of Administration in these Rules.

While Participants must bear their own travel costs, Administration, may, at its cost and in its sole discretion, choose to make the travel arrangements for Participants and pay the expenses to the vendor directly. Travel arrangements typically consist of airfare and lodging through the duration of the related event. Any additional travel expenses of the Participants will not be reimbursed. All travel must take place on the dates and times that Administration specifies. Requests beyond those Administration specified parameters may either be granted in the Administration's sole discretion or deferred to the responsibility of the Participant. Failure to submit Administration required information related to travel and accommodations may result in a forfeiture of said travel and accommodations.

Travel and accommodation misconduct is subject to penalty as defined by Section 7 (Disciplinary Action & Penalties). Travel and accommodation misconduct includes but is not limited to: failure or refusal to use Administration provided travel and/or accommodations, unauthorized personnel in Administration provided accommodations, failure to submit required travel information within Administration allotted time frames, general misuse of Administration provided travel and misconduct.

Travel and accommodations are subject to availability. Additional restrictions may apply. In the event Administration makes any travel arrangements on behalf of Participants, Participants hereby waive, release and indemnify Administration of and from any and all claims or demands in connection therewith to the fullest extent permitted by law.

## **12. Reservation of Rights**

Administration reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures, human error or any other factor impairs the integrity or proper functioning of the Competition, as determined by Administration in its sole discretion. If terminated, Administration may, in its sole discretion, determine the winners from among all non-suspect, eligible gameplay up to time of such action.

## **13. Grant of Rights**

Each Participant hereby grants to Administration, and their licensees and assigns, a royalty-free, fully paid-up, perpetual, irrevocable, non-exclusive right and license (with the right to grant sublicenses), throughout the universe to, in any and all manner and media now or hereafter devised: (i) film, photograph and record each Participant's name, nickname, pseudonym, persona, picture, biographical material, voice and/or likeness and to use the same in any manner or media now or hereafter known, in connection with the Competition and the Franchise, and the advertising and promotion thereof, including, without limitation, in all forms of television, online, radio and other advertisements, promotions and publicity for Administration, the Competition and the Franchise and other audio-visual works (collectively "Materials"); (ii) broadcast, reproduce, distribute and exhibit such photographs, films and/or recordings, the Competition and/or the Materials, in any manner whatsoever, by any and all means, media, devices, processes and technology now or hereafter known or devised anywhere in the universe in perpetuity; and (iii) edit, modify, adapt, make derivative works from, copyright and otherwise exploit any of the foregoing. For the avoidance of doubt, the rights granted herein include any and all necessary rights and licenses Administration may need to effectuate the terms of the rights granted. Each Participant acknowledges that their appearance in the Competition or any event related thereto shall not constitute a performance and that they shall not be entitled to any compensation for such appearance, nor to any guild or union payments for use or reuse of such appearance.

All entries and materials submitted to Administration, or their respective agents in connection with the Competition ("Submissions") along with all copyright, trademark and other proprietary rights associated therewith, are hereby irrevocably and free of charge assigned by Participants to Administration and become the property of Administration upon submission, and Submissions will not be returned to any Participant.

Each Participant agrees that Administration shall own, and shall be the sole owner of, the Materials, the Submissions and all data and statistics relating to a Player's gameplay during the Competition and all feeds and data streams of such data and statistics ("Data"). Administration, its respective designees, assignees and licensees shall have the right to edit, exploit, adapt,

distribute, post, create derivative works from, and otherwise use the Materials, Submissions or Data, in whole or in part, and in combination with other materials, in any manner now or hereafter devised, for any advertising, promotional, trade, commercial or other purposes in any and all media, now or hereafter devised, throughout the universe in perpetuity, without further payment or consideration, notification or permission. Administration shall not incur any liability whatsoever to the extent Administration chooses to refrain from any exploitation of its rights hereunder. Each Participant will indemnify Administration and Affiliates, and any licensee of Administration against all claims, damages, liabilities, and expenses (including reasonable counsel fees and legal expenses) arising out of any breach of these terms. Each Participant agrees to take, at Administration's expense, any further action (including execution of affidavits and other documents) that Administration reasonably requests to effect, perfect or confirm Administration's rights as set forth in these Rules.

Administration collected certain information necessary to operate the Competition at the time that each Participant registered their GameBattles account and otherwise in connection with the Competition, and without limiting Administration's rights under its Privacy Policies, Administration will use such information to contact you for matters and events related to the operation of the Competition. Administration will collect, store, and use information collected in connection with the Competition and events (including information collected at live events) in accordance with Administration's Privacy Policy, available at [https://accounts.majorleaguegaming.com/privacy\\_policy](https://accounts.majorleaguegaming.com/privacy_policy). By accepting these Rules, each Participant acknowledges they have read, understood and agree to be bound by the terms of Administration's Privacy Policy.

## **14. Limitations of Liability and Disclaimers**

### **14.1. Cap on Liability; No Punitive Damages**

- (a) Participants understand and agree that Administration are not insurers of the Participant's property or personal safety. If a Participant feels the need for insurance, such Participant should obtain it from an insurance company or other third party.
  
- (b) PARTICIPANTS AGREE THAT THE LIABILITY OF ADMINISTRATION AND/OR AFFILIATES TO PARTICIPANTS FOR ALL HARM, DAMAGES, INJURY OR LOSS SHALL BE LIMITED TO PARTICIPANTS' DIRECT DAMAGES NOT TO EXCEED FIVE HUNDRED US DOLLARS (US \$500.00), AND THIS SHALL BE PARTICIPANTS' ONLY REMEDY REGARDLESS OF WHAT LEGAL THEORY IS USED TO DETERMINE THAT ADMINISTRATION AND/OR AFFILIATES WAS LIABLE FOR THE HARM, DAMAGES, INJURY OR LOSS. MULTIPLE CLAIMS WILL NOT EXPAND THIS LIMITATION.

(c) PARTICIPANTS FURTHER AGREE THAT THE LIMITATION OF LIABILITY IN THIS SECTION SHALL APPLY EVEN IF IT IS DETERMINED THAT ADMINISTRATION AND/OR AFFILIATES CAUSED THE HARM, DAMAGES, INJURY OR LOSS TO YOU. THE FOREGOING LIMITATIONS APPLY EVEN IF PARTICIPANTS' REMEDIES UNDER THESE RULES FAIL OF THEIR ESSENTIAL PURPOSE.

(d) IN NO EVENT SHALL ADMINISTRATION AND/OR AFFILIATES BE LIABLE TO PARTICIPANTS, OR ANY PERSON OR ENTITY CLAIMING RIGHTS DERIVED FROM PARTICIPANTS, FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, EXEMPLARY, SPECIAL OR PUNITIVE DAMAGES, INCLUDING ANY DAMAGES FOR LOSS OF DATA, REVENUE, PRIZES OR PROFIT, WHETHER ARISING OUT OF BREACH OF CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, REGARDLESS OF WHETHER SUCH DAMAGES WERE FORESEEABLE AND WHETHER OR NOT ADMINISTRATION AND/OR AFFILIATES WERE ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

#### **14.2. Disclaimers**

(a) Participants agree that Administration and/or Affiliates are not responsible for:

- Any late, lost, misrouted, garbled or distorted, inaccurate, incomplete or damaged transmissions or entries;
- Any Competition disruptions, injuries, losses or damages caused by events beyond the control of Administration;
- Any printing or typographical errors or any incorrect or inaccurate information in any materials associated with the Competition or Competition events;
- Technical failures of any kind, including, but not limited to malfunctions, interruptions, or disconnections in computer communications, phone lines or network hardware or software, malfunctions of player equipment, controllers, in-ear monitors, headsets, or other game-related equipment;
- Unauthorized human intervention in any part of the submission process or the Competition;
- Late, lost, undeliverable, damaged or stolen mail;
- Any injury or damage to persons or property which may be caused, directly or indirectly, in whole or in part, from any Participant's participation in the Competition or receipt or use or misuse of any prize (including any travel/activity related thereto); or
- Any misdirected or undeliverable submissions or for any unauthorized third-party use of any Submission.

- (b) All prizes are awarded “AS IS” and WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED (including any implied warranty of merchantability or fitness for a particular purpose).

## **15. Dispute Resolution**

### **15.1. Applicability**

This Section applies to and governs any dispute that arises out of or relates to the Competition or these Rules. This section is in addition to Section 3 of the GameBattles Terms of Use, which likewise provides for Binding Arbitration and Class Action waiver. If any difference between Section 3 of the GameBattles terms of service and this Handbook exists, this Handbook shall govern as to disputes related to the Competition, and the GameBattles agreement will apply to disputes related to use of GameBattles accounts outside of the Competition.

### **15.2. Negotiations**

(a) In an effort to accelerate resolution and reduce the cost of any dispute, Participants and Administration agree to first attempt to negotiate a resolution of any dispute informally for at least thirty (30) days before either party initiates any arbitration.

(b) Negotiations will begin upon receipt of written notice by the party raising the dispute. Administration will send its notice to the Participant’s billing address and email you a copy to the email address you have provided to Administration.

(c) Participants will send their notice to Administration at Major League Gaming Corp., 3100 Ocean Park Blvd., Santa Monica, California 90405, Attn.: Legal Department.

### **15.3. Binding Arbitration**

(a) If a dispute cannot be resolved through negotiations, either Participant or Administration may elect to have the dispute finally and exclusively resolved by binding arbitration. Any election to arbitrate by one party shall be final and binding on the other.

(b) PARTICIPANTS SHOULD REVIEW THIS PROVISION CAREFULLY. THIS ARBITRATION PROVISION LIMITS PARTICIPANTS AND ADMINISTRATION’S ABILITY TO LITIGATE CLAIMS IN COURT AND PARTICIPANT AND ADMINISTRATION EACH AGREE TO WAIVE THEIR RESPECTIVE RIGHTS TO A JURY TRIAL.

(c) This arbitration provision is made pursuant to a transaction involving interstate commerce, and the Federal Arbitration Act (the "FAA") shall apply to the interpretation, applicability, enforceability and formation of this Agreement notwithstanding any other choice of law provision contained in this Agreement. Specifically, all claims arising out of or relating to this Agreement (including its interpretation, formation, performance and breach), the parties' relationship with each other and/or your participation in the Competition shall be finally settled by binding arbitration.

(d) The arbitration shall be commenced and conducted by JAMS pursuant to its Comprehensive Arbitration Rules and Procedures, which are available at the JAMS website (<http://www.jamsadr.com>) or by calling JAMS at (800) 352-5267. The arbitrator, and not any federal, state or local court or agency, shall have exclusive authority to resolve all disputes arising out of or relating to the interpretation, applicability, enforceability or formation of this Handbook, including, but not limited to any claim that all or any part of this Handbook are void or voidable, or whether a claim is subject to arbitration. The arbitrator shall be empowered to grant whatever relief would be available in a court under law or in equity. The arbitrator's award shall be written, and binding on the parties and may be entered as a judgment in any court of competent jurisdiction.

(e) Where any action includes claims that are arbitrable and claims that are not, the entire action shall be stayed, absent a showing of prejudice to the complaining party, pending the completion of the arbitration of the arbitrable issues. Participants or Administration can request the stay be lifted upon a showing of prejudice. Participants' arbitration fees and Participants' share of arbitrator compensation shall be governed by the JAMS Comprehensive Arbitration Rules and Procedures.

(f) Notwithstanding the parties' decision to resolve all disputes through arbitration, either party may seek relief in a small claims court for disputes or claims within the scope of that court's jurisdiction.

(g) Your arbitration fees and your share of arbitrator compensation shall be governed by the JAMS Comprehensive Arbitration Rules and, to the extent applicable, the Consumer Minimum Standards, including the then-current limit on arbitration filing fees. To the extent the filing fee for the arbitration exceeds the cost of filing a lawsuit, the Administration will pay the additional cost.

(h) Notwithstanding the parties' decision to resolve all disputes through arbitration, either party may bring an action in state or federal court that only asserts claims for patent infringement or invalidity, copyright infringement, moral rights violations, trademark infringement, and/or trade secret misappropriation, but not, for clarity,

claims related to the license granted to you for the MLG Service under the Terms of Service for Major League Gaming, available at [https://accounts.majorleaguegaming.com/terms\\_of\\_service](https://accounts.majorleaguegaming.com/terms_of_service).

#### **15.4. Arbitration Procedures**

(a) The arbitration may be conducted in person, through the submission of documents, by phone, or online. The arbitrator will make a decision in writing, but need not provide a statement of reasons unless requested by a party.

(b) THE PARTIES UNDERSTAND THAT, ABSENT THIS MANDATORY PROVISION, THEY WOULD HAVE THE RIGHT TO SUE IN COURT AND HAVE A JURY TRIAL. They further understand that, in some instances, the costs of arbitration could exceed the costs of litigation. The parties understand that the right to discovery may be more limited in arbitration than in court.

#### **15.5. Class and Collective Action Waiver**

(a) Participants and Administration agree that any arbitration or court proceeding shall be limited to the dispute between Administration and Participant individually.

(b) Participants acknowledge and agree that: (i) a claim by, or on behalf of, other persons, will not be considered in, joined with, or consolidated with, the arbitration proceedings or any court proceedings between Participants and Administration; (ii) there is no right or authority for any dispute to be arbitrated, adjudicated, or resolved through court proceedings on a class-action basis or to utilize class action procedures; and (iii) Participants will not have the right to participate as a class representative, private attorney general, or as a member of any class of claimants for any dispute subject to arbitration or any dispute brought in court. Any dispute regarding the prohibitions in the prior Sections shall be resolved by the arbitrator in accordance with this Section.

(c) If, for any reason, this class or collective action waiver is deemed unenforceable by a court or arbitrator, Participants agree that the parties' contract to arbitrate is then void, and any ongoing or future dispute will be submitted to a court of competent jurisdiction within the County of New York, State of New York, United States of America, to the exclusion of arbitration. Any dispute at that time in arbitration will be dismissed without prejudice and refiled in a court.

#### **15.6. Location of Arbitration**

If you are a resident of the United States, arbitration will take place at any reasonable location within the United States convenient for you. For residents outside the United States, arbitration shall be initiated in the County of New York, State of New York, United States of America, and you and the Administration agree to submit to the personal jurisdiction of any federal or state court in New York County, New York, in order to compel arbitration, to stay proceedings pending arbitration, or to confirm, modify, vacate or enter judgment on the award entered by the arbitrator.

### **15.7. Awards**

Any and all claims, judgments and awards shall be limited as set forth in this Handbook in Section 15.

### **15.8. Right to Opt Out and Changes to this Section**

You have the right to opt-out and not be bound by the arbitration and class action waiver provisions set forth above by sending written notice of your decision to opt-out to the following address: 2019 Call of Duty World League c/o Major League Gaming Corp., Attention: Legal Department, 3100 Ocean Park Blvd., Santa Monica, California 90405. The notice must be sent within 30 days of your agreement to this Handbook. Otherwise you shall be bound to arbitrate disputes in accordance with the terms of those paragraphs. If you opt-out of these arbitration provisions, the Administration also will not be bound by them.

The Administration will provide 60-days' notice of any changes to this section (Section 15). Changes will become effective on the 60th day, and will apply prospectively only to any claims arising after the 60th day.

## **16. General Terms and Conditions**

### **16.1. Copyrights and Trademarks**

(a) These Rules, the Competition and all accompanying materials are copyright © 2018 Major League Gaming Corp., and its licensors and Affiliates.

(b) Nothing in these Rules or Participant's' participation in the Competition grants to Participants, by implication, waiver, estoppel or otherwise, any right or license to use or display any name, logo, service mark or trademark of Administration or Affiliates.

### **16.2. Changes to Call of Duty**

Participants agree that Administration will not be liable to Participants for any changes to the Call of Duty game or these Rules.

### **16.3. Changes to these Official Rules**

- (a) These Rules contain the rules, policies and practices of Administration for the Competition that are in effect at the time of their publication. In the event of a conflict between these rules and previously issued rules, policies and practices (other than the Website Terms), whether in print or online, relating to the Competition this Handbook governs.
- (b) Except for the provisions in Section 15, Administration reserves the right to change, delete or add to these Rules at any time, in its sole discretion.
- (c) Due to server capacity and other technical limitations beyond the control of Administration, Administration reserves the right to limit or change the number of Players in the Competition.

### **16.4. No Employment Relationship**

- (a) Participants agree that Participants are not an employee or contractor of Administration and are not entitled to employee or fringe benefits.
- (b) Nothing in these Rules shall be deemed or construed to create a partnership, joint venture or similar relationship or create fiduciary duties or responsibilities on the part of Administration.

### **16.5. Communications**

- (a) The parties agree that these Rules constitute a written agreement signed by both the Participants and Administration under applicable law.
- (b) To the fullest extent permitted by applicable law, these Rules, and any other notices, requests and other communications provided for herein, may be provided to Participants electronically, and Participants agree to receive all such communications from Administration electronic form. Electronic communications will be delivered to Participants at the email address listed on Participants' GameBattles account or the address provided at the time the Participant agrees to this Handbook, if the participant is a non-Player that does not have a GameBattles account.

(c) If Participants have any questions or comments about these Rules or the Competition, please send them to: 2019 Call of Duty World League c/o Major League Gaming Corp., Attention: Legal Department, 3100 Ocean Park Blvd., Santa Monica, California 90405.

## **16.6. Governing Law**

(a) The Competition and this Handbook, shall be governed by, and construed in accordance with, laws of the United States of America and the laws of the State of New York without giving effect to any choice of law or conflict of law rules (whether of the State of New York or any other jurisdiction), which would cause the application of the laws of any jurisdiction other than the State of New York.

(b) Participants agree to be bound by these Rules and by the decisions of Administration with respect to the disciplinary actions imposed for their violation, which are final and binding in all respects. The application of the United Nations Convention on Contracts for the International Sale of Goods is expressly excluded.

**16.7 No Waiver.** Administration's failure to enforce any of these rules and or terms and conditions of this Handbook shall not in any way affect, limit or waive Administrations right thereafter to enforce and compel strict compliance with the rules of this Handbook/

## **17. Glossary**

### **17.1. Bye**

Preferential status of a Player or Team not paired with an opponent in an early round of a bracket and thus automatically advanced to play in the next round.

### **17.2. Game**

A single competition played on one Game Mode and Map.

### **17.3. Match**

Designated number of consecutive Games in which two Teams compete against each other until one wins the majority of Games and is awarded the Match victory.

### **17.4. Round Robin**

Format for competition in which each contestant plays all other contestants at least once. Contestants play all other contestants twice in a Double Round-robin format.

### **17.5. Single Elimination**

Bracket system in which the loser of a Match is immediately eliminated and the winner advances to the next round.

### **17.6. Double Elimination**

Bracket system in which the loser of a Match is put into a lower bracket in which losing twice would result in elimination.

### **17.7. LAN (Local Area Network)**

Computer network that links devices within a building or group of adjacent buildings.

### **17.8. Seeding**

Competitor or team in a tournament who is given a preliminary ranking for the purposes of the draw. Players/teams are "planted" into the bracket in a manner that is typically intended so that the best do not meet until later in the competition.

### **17.9. Sponsorship**

When a business provides funds, resources or services to a Player or Team, in return for some form of rights and/or associations with the Player or Team that may be used to help the business commercially

### **17.10. Losers Match**

Match between Teams who have previously lost in competition.

### **17.11. Winners Match**

Match played between two teams who have previously won in bracket-play.

**ACKNOWLEDGMENT**

I have read these Rules in their entirety and fully understand their contents. I acknowledge and understand that these Rules are an important legal document and by signing this document I am agreeing to and am bound by the rules, terms and conditions set forth herein. I have signed it voluntarily, without inducement of any nature and understand it's intended to be enforced to the fullest extent allowed by law. I confirm that I meet the eligibility requirements required by these Rules. If I am a Team Owner, I am signing the below on behalf of myself, my applicable corporate entity, and my entire team organization, including all other owners, coaches, staff and other personnel affiliated with my team, all of whom are bound by the rules, terms and conditions set forth herein and I represent that I have provided each with a copy of these rules and that I have the authority to bind each of those individuals or entities and hereby indemnify Administration to the extent I do not.

Date: \_\_\_\_\_

Signature of Participant: \_\_\_\_\_

Name of Participant (print): \_\_\_\_\_

Alias (if applicable): \_\_\_\_\_

Corporate Entity (if applicable): \_\_\_\_\_

Team Name: \_\_\_\_\_

Home Address: \_\_\_\_\_

City/State/Zip Code: \_\_\_\_\_

Emergency Contact Name/Relationship/Telephone Number:

\_\_\_\_\_

\_\_\_\_\_