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**CALL OF DUTY WORLD LEAGUE
2019 PRO LEAGUE OFFICIAL RULES
VERSION 1.2**

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Call of Duty World League 2019 Pro League Official Rules

Effective Date: January 28th, 2019

1. Introduction

Welcome to the 2019 CWL Pro League (the “Pro League” or “PL”). The PL shall be subject to and governed by the following: (i) the Call of Duty World League 2019 Official Handbook (the “Handbook” or “Rules”); (ii) Major League Gaming Corp’s (“MLG”) Terms of Service and MLG’s Privacy Policy; and (iii) these PL Official Rules (“PL Rules”), unless otherwise indicated, supplemented or modified. For the avoidance of doubt, these PL Rules hereby incorporate by reference the Handbook, including all rules and provisions set forth therein, and MLG’s Terms of Service and MLG’s Privacy Policy. Defined terms used in these PL Rules shall have the meanings and definitions ascribed to them in the Handbook, unless otherwise noted herein.

The current versions of the Handbook, MLG’s Terms of Service and Privacy Policy are available at:

Handbook: https://www.callofduty.com/content/dam/atvi/callofduty/esports-new/2019-rules/2019_CWL_Handbook.pdf

Terms of Service: https://accounts.majorleaguegaming.com/terms_of_service

Privacy Policy: https://accounts.majorleaguegaming.com/privacy_policy

These PL Rules form a contract between qualified Pro League Teams (each a “Team”, collectively, the “Teams”), Team Owners (as defined in Section 4 of these PL Rules), and each Teams’ respective players (the “Players” or “Participants”), on the one hand, and Activision Publishing, Inc., Major League Gaming Corp., and applicable affiliates, and operators of the Call of Duty World League (the “Administration”), on the other hand. If there is an inconsistency between the Handbook and these PL Rules, these PL Rules shall control.

Violation of the Handbook and/or these PL Rules may subject a Participant to discipline including, but not limited to, game forfeitures, prize and points forfeitures, disqualification/removal from the Competition, revocation of a Team license and legal claims, in the Administration’s sole discretion.

ADMINISTRATION RESERVES THE RIGHT TO AMEND, REMOVE, OR CHANGE THESE PL RULES, FOR ANY REASON AT ANY TIME. ANY MATERIAL CHANGES TO THE PL RULES WILL BE PROVIDED TO YOU OR POSTED ON THE EVENT WEBPAGE BEFORE THE NEXT EVENT IN WHICH THE CHANGED RULES WILL APPLY. PARTICIPATION IN THAT EVENT WILL CONSTITUTE

ACCEPTANCE OF THE CHANGED RULES.

RULINGS MAY BE MADE OUTSIDE THE SCOPE OF THESE PL RULES IN ORDER TO PRESERVE FAIR PLAY AND LEAGUE INTEGRITY. THE ADMINISTRATION SHALL DECIDE ANY MATTERS NOT HEREIN EXPRESSLY PROVIDED FOR AND SUCH DECISIONS SHALL BE FINAL AND BINDING ON PARTICIPANTS. ACCEPTING AN INVITATION TO PARTICIPATE IN THE PL AND/OR PARTICIPATION IN THE PL CONSTITUTES YOUR FULL AND UNCONDITIONAL AGREEMENT TO THE HANDBOOK, MLG'S TERMS OF SERVICE AND PRIVACY POLICY, THESE PL RULES AND THE ADMINISTRATION'S DECISIONS, WHICH ARE FINAL AND BINDING IN ALL MATTERS AND IN ALL RESPECTS. WINNING A PRIZE IS CONTINGENT UPON FULFILLING ALL REQUIREMENTS SET FORTH IN THE HANDBOOK AND THESE PL RULES.

THESE PL RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN A TOURNAMENT ARE SUBJECT TO AND GOVERNED BY BINDING ARBITRATION AND WAIVER OF CLASS ACTION AS SET FORTH IN SECTION 15 OF THE HANDBOOK. THAT SECTION MAY AFFECT YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW IT CAREFULLY BEFORE ACCEPTING THESE PL RULES.

2. Competition Structure

2.1. Pro League Qualification

Qualification into the Pro League will be determined by Team placement in the following events.

2.1.1. CWL Las Vegas

The top four teams at CWL Las Vegas will automatically qualify for the Pro League. Details on the format of this event can be found in the [2019 CWL Handbook](#) and the [CWL Las Vegas Official Rules](#).

Teams that qualify for the Pro League at CWL Las Vegas will be allowed to make roster changes during the designated roster movement period prior to the Pro League Qualifier, but are required to maintain at least three-fifths (3/5) of their original qualifying roster.

The roster lock date for teams who qualify for the Pro League at CWL Las Vegas shall coincide with the roster lock date for the Pro League Qualifier.

Failure to adhere to the above requirements may result in the loss of the Team License (Defined below) in the Pro League at the discretion of the Administration.

2.1.2. Pro League Qualifier

The Pro League Qualifier consists of a Pool Play Stage wherein two (2) teams from each pool (eight total) qualify for the Pro League, and a Bracket Stage wherein four (4) additional teams qualify for the Pro League. A total of twelve (12) teams will qualify for the Pro League as a result of placements at the Pro League Qualifier. Full details surrounding this event can be found in the associated event rules, which will be provided by Administration prior to the start of the Pro League Qualifier.

2.1.2.1. Pool Play Stage

Pool Play consists of the 5th through 32nd placed Teams from the CWL Las Vegas Open (and any replacement teams as applicable). Teams will be drawn into four (4) pools of seven (7) teams. Each Team in each pool will play every other team in their pool once (round-robin format).

At the conclusion of all matches the 1st and 2nd placed teams in each pool will qualify for the Pro League (eight total), thus concluding their participation in the Pro League Qualifier.

2.1.2.2. Bracket Stage

The Bracket Stage consists of the 3rd, 4th, and 5th placed Teams from each pool in the Pool Play Stage (twelve total) being placed in a double elimination bracket.

Once two teams remain in the winners bracket and two teams remain in the losers bracket those four (4) teams will qualify for the Pro League, thus concluding the Pro League Qualifier.

2.1.3. Invitation

Teams who qualify through placement at either CWL Las Vegas or the Pro League Qualifier will be sent an official invitation that must be accepted within forty-eight

(48) hours of the date of the invitation by signing and returning the invitation to Administration in the manner described in the invitation.

In the event that a Team declines an invitation, fails to respond to the invitation within forty-eight (48) hours of the date of the invitation, or is unable to participate in the Pro League, an additional invitation may be extended to a different Team at the sole discretion of the Administration. In the event a Team fails to respond to the invitation within the allotted two days, Administration may, at its sole discretion, extend an additional invitation to the Team, which must be accepted within twenty-four (24) hours of the date of the invitation.

2.2. Pro League Regular Season Format

The Pro League Regular Season will consist of two (2) Divisions of eight (8) Teams. Each Team will play a total of twenty-two (22) Matches during the regular season, as follows: (i) two (2) best-of-five Matches against each of the other seven (7) Teams in their Division (double round-robin format); and (ii) one (1) best-of-five Match against each of the eight (8) Teams in the other Division (single round-robin format). Administration reserves the right to adjust Match scheduling at its discretion. Administration will communicate these scheduling details to Teams in writing (email to suffice).

Home or Away

Teams will be assigned the label of “Home” or “Away”. The Home or Away labels will swap for the second Match between the same Teams. Cross Divisional matches will have Home and Away labels assigned by the Administration. The Home Team will be considered the higher seeded team to assist with the stage seating and map & side selection process.

2.2.1. Divisions

The Teams will be seeded into Divisions based on placements at the qualifying events as follows:

- The 1st and 4th placed Teams from CWL Las Vegas will be placed into Division A.
- The 2nd and 3rd placed Teams from CWL Las Vegas will be placed into Division B.

- The 1st placed Teams from Pool A, Pool B, Pool C, and Pool D of the Pro League Qualifier will be randomly drawn in the following order; one into Division A, two into Division B, and one into Division A.
- The 2nd placed Teams from Pool A, Pool B, Pool C, and Pool D of the Pro League Qualifier will be randomly drawn in the following order; one into Division A, two into Division B, and one into Division A.
- The two (2) teams who qualified from the winners bracket portion of the Pro League Qualifier will be randomly drawn, one into Division A and one into Division B.
- The two (2) teams who qualified from the losers bracket portion of the Pro League Qualifier will be randomly drawn, one into Division A and one into Division B.

2.2.2. Tiebreakers

In the event of Teams having the same win/loss record at the conclusion of the Pro League, final placing will be determined via Tiebreaker Rules.

Tiebreaker Rules (in order)

- Head to Head Match Win Percentage
(Matches won vs tied Teams / Matches played vs. tied Teams)
- Head to Head Game Win Percentage
(Games won vs tied Teams / Games played vs. tied Teams)
- Divisional Match Win Percentage
(Matches won vs Same Division Teams / Matches played vs Same Division Teams)
- Divisional Game Win Percentage
(Games won vs Same Division Teams / Games played vs Same Division Teams)
- Overall Game Win Percentage
(Overall Games won / Overall Games played)

If these Tiebreakers cannot break a tie, the tied Teams will be scheduled to play a best-of-five round-robin tiebreaker. A coin-flip will determine which Team will act as Home and Away for pick ban process. After each Team has played all other tied Teams in the Tiebreaker, their records of Games won and Games lost will be used to break the tie.

If there is still a tie that cannot be broken by the aforementioned Tiebreaker Rules, an additional best-of-five round-robin Tiebreaker(s) will be played until the tie can be broken.

If there is a tie involving more than two teams and a Tiebreaker resolved the tie for a Team(s), but leaves at least two Teams tied, the tie(s) that remains will be broken by starting over with the Head to Head Match winning percentage tiebreaker.

Tiebreaker Games will be played before the start of the Pro League Playoffs.

2.3. Pro League Playoffs Format

Pro League Playoffs will consist of a Play-In bracket for teams who placed 5th – 8th in their division, followed by a ten-team double elimination bracket consisting of the Play-In winners and the top four teams from each Division.

Home or Away

For all matches, Teams will be assigned Home or Away as determined by the Administration. The Home or Away designation will assist with stage seating procedure.

Higher or Lower Seed

The higher seeded Team will determine map and side selection procedures.

The following stipulations apply to all Matches in the Pro League Playoffs:

- For all Matches, the team with the higher Divisional ranking will be considered the higher seeded Team.
 - In cases where both teams share the same Divisional ranking, a coin flip will be used to determine the higher seeded Team.

2.3.1. Play-In Bracket

The Play-In Bracket is a single elimination bracket consisting of the Teams who placed 5th - 8th in their division during Regular Season play. See Play-In Bracket structure in Table 1, below, for information pertaining to the Play-In Bracket's structure.

Once two teams remain in the Play-In Bracket those teams will be moved to round one of the winners bracket, thus concluding the Play-In Bracket.

2.3.2. Playoff Bracket

The Playoff Bracket is a ten-team double elimination bracket which consists of the two (2) Teams who qualified via the Play-In Bracket and the top four (4) Teams from each Division of Regular Season play.

Please see Table 2, below, for detailed information pertaining to the structure of the Playoff Bracket.

In the Grand Finals, should the Team who came from the losers bracket win the first Match, a second Match will be played. The winner of that second Match will be the Pro League Playoff champion. If the Team who came from the winners bracket wins the first Match, they will be the Pro League Playoff champion.

2.3.3. Playoff Seeding; Home and Away

The 4th placed team in each Division will be placed in the first round of the winners bracket, facing the Play-In Bracket finalists.

The 1st, 2nd, and 3rd placed teams in each Division will receive a first round bye in the winners bracket, and will be placed in the second round of the winners bracket.

Please see Tables 1 & 2, below, for detailed information regarding specific seed placements for the Play-In and Playoff Brackets.

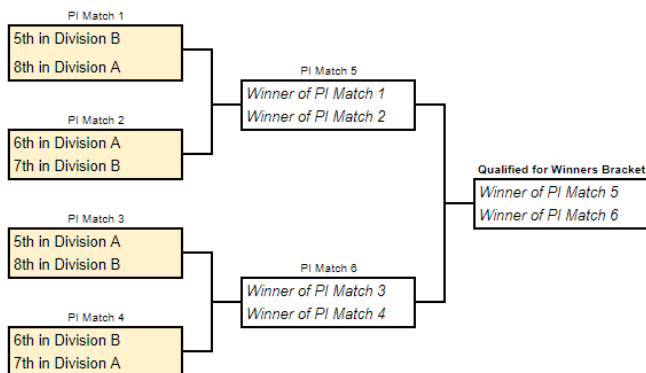
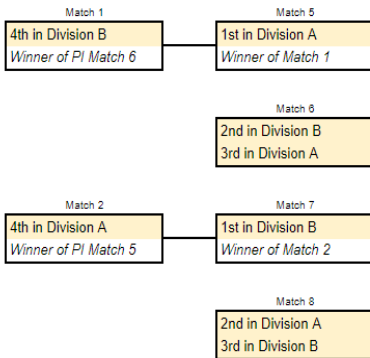
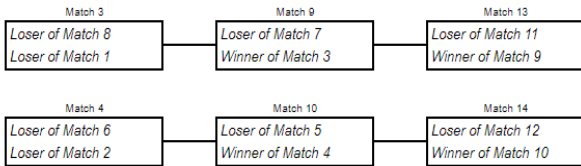


Table 1. Play-In Bracket Structure

Winners Bracket



Losers Bracket



10 TEAM BRACKET

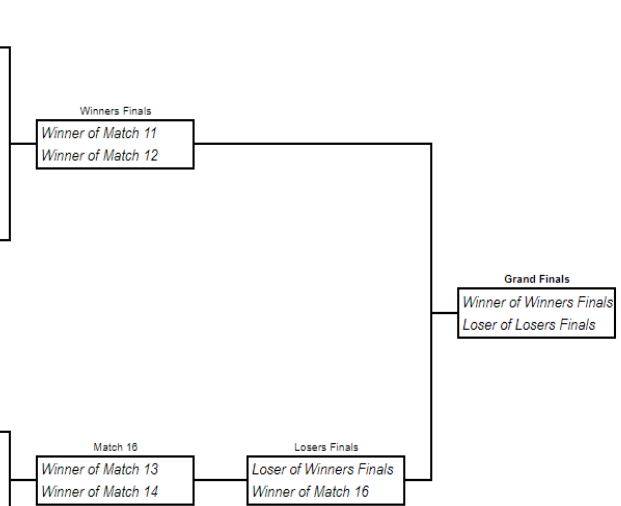


Table 2. Playoff Bracket Structure

3. Schedule

3.1. Overview

All Matches, with the exception of the Pro League Playoffs, will be played at the MLG Arena in Columbus, Ohio, tentatively scheduled for the following dates:

Regular Season (February 4th – July 5th)

3.2. Schedule Changes

All Matches must be played in accordance with the match schedule provided by Administration. Administration reserves the right to reschedule matches for any reason at any time. Schedule changes will be communicated to all Teams in writing (email to suffice) by Administration at its earliest convenience.

4. Team License

A “Team License” is a permit which allows an organization or entity (registered association, organization, corporation, limited liability company, etc.) to have a Team in the PL. The Team

License is granted to a Team at the time the Team accepts an invitation for the PL. A Team License is a non-transferable and revocable license to compete in the PL in accordance with these PL Rules and the Handbook.

A “Team Owner” is defined as any person who directly or indirectly owns or has any financial, ownership, management, control (including voting rights) and/or other interest in a Team. A Team Owner is only entitled to own one Team in the PL. If a Team Owner has such rights in more than one Team in the PL, then in addition to any other rights or remedies Administration has under the Handbook or these PL Rules, the Team Owner must immediately divulge any and all pertinent information relating to such right to the Administration, and must also either decline an invitation to the PL on behalf of all but one of the Teams in the PL or divest all of such Team Owner’s interest in all but one of the Teams in the PL immediately.

A Team License cannot be held by a Player in the PL. If a qualified Team does not belong to an organization or entity prior to their qualification, such Team must either form an organization or entity which shall be managed solely by an individual who is not participating in the PL as a Player or join an existing organization or entity to remain in the PL. The Administration, may, but is not obligated to, provide assistance in connection with the foregoing.

4.1. Ownership Transfer

There shall be no Team License transfers without prior, written approval of Administration. Administration has sole discretion over whether to permit a Team License transfer. All roster restrictions will still apply in the event that the Administration approves the transfer of a Team License. Any purported transfer of a Team License in contravention of the foregoing shall be void.

In the event of an approved Team License transfer, the Team Owners involved in such transfer hereby agree to sign any documentation required by the Administration.

4.2. Ownership Revocation

Administration reserves the right to revoke a Team License for any reason at any time. Teams that do not abide by these PL Rules or the Handbook may have their Team License revoked. In the event that a Team License is revoked, the Administration retains the discretion to allow the Team’s Players to remain in the Competition. In such a scenario, the Team’s Players must become part of an organization or entity as required above in order to continue competing, unless otherwise approved in writing by Administration.

All Participants, including, without limitation, Team Owners, acknowledge that revocation of a Team License does not interfere with any Player agreement which Players may have with a Team, and Participants hereby specifically waive and release any and all claims against the Administration in connection with the revocation of any Team License.

5. Player Agreements

5.1. Player Names

For the duration of the Pro League, a Player's in-game alias and/or GameBattles account name may not be changed.

5.2. Stream Restrictions

Players on the roster of a PL Team may not stream any Call of Duty content during Match times without prior written approval from Administration. Any such behavior may result in a penalty as set forth in the Handbook.

5.3. Content Publishing

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

5.4. Media Activities

Failure or refusal to participate in the following Media Activities may result in disciplinary action, including a penalty as set forth in Section 7.2.13.2. of the Handbook.

5.4.1. League Created Content

Teams and Players will be required to participate in audiovisual content (e.g., Player/Team spotlights/ hype segments, promotional segments, etc.) created by the Administration, upon request of the Administration, at such times and locations as designated by the Administration. Teams and Players may not refuse participation and any such refusal may result in disciplinary action, including a penalty as set forth in the Handbook.

5.4.2. Third-Party Content

Teams and Players may be required to participate in audiovisual content (e.g., Player/Team spotlights/ hype segments, promotional segments, etc.) created by third-party sponsors or affiliates of the Administration, upon request of the Administration, at such times and locations as designated by the Administration. Teams and Players may not refuse participation and any such refusal may result in disciplinary action, including a penalty as set forth in the Handbook.

5.4.3. Match Interviews

Before each Match of the PL, each Team must nominate at least one Player to be available for interviews before, during, or after each the 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 PL and any such may result in disciplinary action, including a penalty as set forth in the Handbook.

5.5. Promotions

Teams and Players may be required to promote their Matches. Promotions may include, but are not limited to posts on social media platforms (e.g., Twitter and Facebook). Each promotional post must include URL link(s) to the broadcast, and must indicate that the post was made at the request of the Administration. The Administration will provide disclosure language.

5.6. Open Events and Other Competitions

5.6.1. Open Events

Teams and Players will be required to participate in all 2019 CWL Open Tournaments, including, but not limited to: CWL Fort Worth, CWL London and CWL Anaheim (collectively, the “Open Events”). Administration will provide Teams and Players with information regarding the date, time and location of each Open Event. The Open Events will be subject to additional rules which will be provided to Teams and Players prior to the start of each Open Event. Teams and Players must agree to such additional rules prior to participating in each Open Event. Matches that occur during Open Events will not affect the Teams’ Regular Season record. Sections 1, 4, 5, 6, 7, 8 and 11 of these PL Rules shall apply to Open Events. For the avoidance of doubt, the Match Win Bonus set forth in Section 10 of these PL Rules shall not apply to Open Events.

5.6.2. Other Competitions

Teams and Players may be required to participate in non-PL competitions at the discretion of the Administration.

6. Roster Rules

6.1. Roster Requirements

A Team's Roster consists of both an Active Roster and their Substitute Roster (the "Roster" and/or "Rosters"). A Team's registered Roster for the Pro League Qualifier will be the Roster required for use in the Pro League until the first designated roster movement period (as set forth in Section 6.2.1, below).

All Teams in the Pro League are required to retain at least one (1) Player from their original qualifying roster for the duration of the 2019 Pro League. This Player may occupy either an Active Roster or Substitute Roster spot (as defined below).

6.1.1. Active Roster

The Active Roster consists of five (5) players ("Active Roster"). Players on the Active Roster are permitted to participate in all matches that their Team is eligible for during all Regular Season, Pro League Cups, Playoffs, and Championships.

Players on the Active roster may not participate in the Amateur Circuit in any capacity, including but not limited to pro point ladders, 2K tournaments, and Amateur Cups.

6.1.2. Substitute Roster

The Substitute roster consists of and is limited to one (1) player ("Substitute Roster"). Teams are required to maintain a Substitute Roster. The Player on the Substitute Roster may be used in any Regular Season match, Pro League Cup, or Championship event so long as the roster submission rules are adhered to. Teams are only permitted to change their Substitute roster so long as no applicable roster lock deadlines are violated.

Players on the Substitute roster are permitted to participate in the Amateur Circuit. However, if a player on the Substitute Roster participates in any Regular Season match, Pro League Cup, or Championship event, they are prohibited from competing in the Amateur Circuit for a period of one (1) week, and are also prohibited from entering the

next chronologically subsequent 2000 Series tournament, regardless of length of time elapsed.

6.2. Roster Submission

Team Owners or Managers are responsible for submitting a Team Roster. No Roster submissions will be accepted unless made by Team Owners or Managers. All Roster submissions must be approved in writing by Administration before taking effect.

In order to field a player from their Substitute Roster during the Regular Season Teams must submit their request to the Administration a minimum of twenty-four (24) hours prior to the start of the corresponding week's matches. If no change requests are submitted then Teams will be required to field their Active Roster for that week's matches. Emergency substitutions may be made at the sole discretion of the Administration.

Teams are only permitted to make a Substitute request for an entire week of Regular Season play. Unless otherwise explicitly permitted by the Administration, Teams will not be permitted to field a Substitute from match to match.

6.2.1. Pro League Regular Season

Rosters submitted for the Pro League Qualifier will be used through the first block of Regular Season matches which ends on February 28th.

Organizations are free to make unlimited Roster changes during designated Roster movement periods. Those dates and deadlines are listed below. All roster lock deadlines occur at 6:00 PM eastern time on the given date.

Period #1: March 1st – March 8th

Period #2: April 5th – April 22nd

Period #3: June 17th – June 20th

Following the end of Period #3 Rosters are locked through the remainder of the 2019 season.

6.3. Meeting Roster Rules

In the event of a Team not meeting roster rules, such as failing to acquire a Substitute Roster, Administration reserves the right to penalize a Team and/or Player, or disqualify and replace the Team, in Administration's sole discretion.

In the event of a Team not meeting Roster Rules due to extenuating circumstances, Administration reserves the right to determine the appropriate course of action.

7. Equipment Rules

7.1. Provided Equipment

Administration will provide software, monitors, consoles, and headsets to be used during Matches.

7.2. Player Owned Equipment

Players must bring their own controllers, in-ear headphones, cables, and any other equipment that is not provided by Administration in Section 7.1. 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.

Administration reserves the right to inspect all Player owned equipment to ensure compliance with the Handbook and/or these PL Rules.

7.3. Uniform Policy

A Team "uniform" consists of both a top (jersey) and a bottom (pants).

Organizations are required to submit their Team uniform to the Administration for approval at least one (1) week prior to their Team's first official match day. Administration reserves the right to prohibit the use of attire that is deemed inappropriate. Joggers, sweatpants, pajama bottoms, and shorts will not be approved.

Organizations are also required to physically send a copy of their Team's uniform, one for each player on the Roster, to the Administration within 72 hours of the uniform gaining approval. Organizations will be reimbursed by the Administration for incurred expenses related to this requirement.

Once a uniform has been approved by the Administration all Players are required to wear their designated uniform from the start to the end of all Match and/or broadcast days. Players found to be in violation of this rule may be subject to penalties in accordance with Section 7.2.12.1 of the Handbook.

Any changes to a Team's uniform will require re-approval by the Administration. Teams found to have been using an unapproved uniform will be subject to penalties.

At the discretion of the Administration, head and eye wear are permitted for use without the approval process. Closed-toes shoes are required, and sandals/flip-flops will not be permitted.

7.4. Player Accounts

A PlayStation Network ("PSN") Account will be provided to all Players in the Competition. These accounts must be used in all PL Matches. The use of this PSN Account outside of official PL Matches is strictly prohibited and may result in penalties or disqualification from the PL.

8. Match Rules

8.1. Arrival

All Players are expected to be present and ready to play ninety (90) minutes prior to their scheduled Match time. Administration must be notified immediately if a Player may be late to a Match. A Team which cannot provide a full and eligible roster 10 minutes before a scheduled Match time will automatically forfeit the Match and may receive a penalty as set forth in Section 7.2.13.1 of the Handbook.

Under no circumstances may a Team start a Match with less than five (5) Players.

8.2. Role of Referees

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

Their oversight includes, but is not limited to:

- Checking the Team's roster before a Match.

- Checking and monitoring player peripherals and Match areas.
- Announcing the beginning of the Game/Match.
- Ordering a restart of the Game/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.

8.3. Pre-Match Setup

Players will be given ten (10) minutes prior to the start of a match to setup their equipment and modify their game settings. The 10-minute setup period will begin ten (10) minutes prior to the announced Match start time.

8.4. Stoppage of Play

In the event of a Player disconnect the Administration, in its sole discretion, will determine whether the Game is to be replayed on a case-by-case basis.

In the event of a server crash or host drop, the Game will be restarted.

8.5. Breaks Between Games

There will be a two-minute break in between Games for Players to set up their classes and prepare for the next Game. Players may also be given a five-minute break to refresh at the Administration's discretion. Teams that fail to provide a full and eligible roster by the end of the break may forfeit the remainder of the Match. Any Player related delays may result in a penalty.

9. CWL Pro Points

At the conclusion of each regular season Match in the Pro League, a flat amount of CWL Pro Points will be distributed to each Player (whether they be an active roster player or a substitute player) who participated in the Match.

The amounts awarded are as follows:

Per Match Won:

- 1000 CWL Pro Points to each participating Player.

Per Match Lost:

- 500 CWL Pro Points to each participating Player.

9.1. CWL Pro Point Restrictions

Players on an Active Roster in the PL will not be eligible to participate in the Weekly Tournaments or National Qualifiers that earn CWL Pro Points during the PL Regular Season and Playoffs.

10. Prizing

Except as otherwise provided for in these PL Rules, prizing for the PL shall be governed by Section 10 of the Handbook.

Prizing for the PL shall be allocated to either the Organization or each of the Players on the winning Team. Substitute Roster players will be compensated in accordance with their individual player agreements/contracts to their Organization when not explicitly compensated by the Administration.

Prizing will be distributed as follows:

Base Prizing for Teams competing in the Regular Season of the PL:

- Each Team: \$44,375

Per Regular Season Match Win (the "Match Win Bonus"):

- Each Participating Team: \$2,500

Prizing for Teams based on placing in the Playoffs of the PL:

- 1st Place: \$500,000
- 2nd Place: \$300,000
- 3rd Place: \$200,000
- 4th Place: \$100,000
- 5th & 6th Place: \$43,750
- 7th & 8th Place: \$18,750
- 9th & 10th Place: \$12,500

11. Participants' Assumption of Risk; Release and Liability Waiver

11.1. Assumption of Risk

Participation in the PL may involve serious risk of injury. Participants understand that by participating in the PL, Participants are waiving their right to sue (as provided in Section 15 of the Handbook) if Participants are injured while participating in the PL. In consideration of being permitted to participate in and/or attend the PL, each Participant warrants, represents, acknowledges and agrees as follows, that Participant:

- (i) Is at least 18 years old, understands the risks associated with the PL, is physically fit, in good health, has no physical or mental issues which would hinder participation in any activities of the PL and is sufficiently trained and experienced to understand the risks involved in the PL; and
- (ii) Understands and accepts that participating in the PL may involve encountering known and unknown risks, including the risk of serious bodily injury, illness, disability, emotional trauma, damage to property and death (collectively "Injuries"), expressly and voluntarily assumes full responsibility for any such risks, from any and all causes, including, without limitation, negligence, gross negligence, defective products, unknown products, travel-related, equipment malfunction, inadequate training, failure to supervise and failure to warn of potential risks and understand that these risks may be caused by Participant, Administration, other Participants or other third parties.

11.2. Release

Participant, on behalf of Participant and each of Participant's successors, heirs and assigns, unconditionally and irrevocably waives liability, releases, promises never to sue, forever discharges and relinquishes any and all rights, claims, demands, suits, actions, losses, damages, costs and expenses, including attorneys' fees and costs (collectively, "Claims"), that Participant may incur or otherwise have against Administration, Affiliates and their respective parents, affiliates, Competition agency/production companies, landowners/lessors of event locations, hosts, sponsors, advertisers and each of their respective owners, officers, shareholders, directors, employees and agents ("Released Parties"), arising from or related to Participants participation in the PL, including, without limitation, any Claims arising from or related to: (i) the actions or omissions of any of the Released Parties, other Participants, Attendees or other third parties; (ii) the inadequacy of any training or supervision; (iii) failure to investigate, keep safe or to warn of hazards known or unknown; (iv) any defect in or failure of the operation, installation, manufacture,

and/or design of any equipment, stage sets, or wardrobe; (v) the conditions on or about any event premises; (vi) the breach of any implied or express warranty and/or representation of any of the Released Parties; (vii) travel, transportation or accommodations; (viii) weather conditions; (ix) any prize award, including, without limitation, the receipt or use or misuse of any prize; (x) the exercise of the rights granted herein including, without limitation, from any liability for violation of rights of privacy, publicity, defamation, emotional distress or any similar right; and/or (xi) any other operations associated with the PL, and, with respect to each of the foregoing, whether based on tort (including, without limitation, acts of negligence and gross negligence), contract or any other theory of recovery in law or equity, whether for compensatory or punitive damages, equitable relieve or otherwise, and whether now known or unknown or suspected or unsuspected (all of the foregoing shall be collectively referred to as the "Released Claims"). Participants hereby indemnify the Released Parties from and against all claims, actions, losses, damages, judgments and liabilities resulting from any breach or alleged breach of the Handbook or these PL Rules, any actions or omissions by Participants while participating in or attending the PL or any event thereof and/or the releases set forth herein.

11.3. Waiver

In no event shall Participants have, and Participants hereby irrevocably waive, any right to sue the Released Parties or to seek or obtain injunctive or other equitable relief in connection with the PL, the Materials, the Submissions, or any other productions, or the production, distribution, exhibition or other exploitation, or the advertising, promoting or publicizing of the PL. It is each Participant's intention that the releases set forth herein shall be effective as a full and final accord and satisfaction and release of each and every matter referred to herein. Participants further represent and warrant that each is familiar with the provisions of California Civil Code § 1542 and expressly waive and relinquish any and all rights and benefits that Participants may have under said §1542 to the fullest extent permitted by law. Such section states that:

A GENERAL RELEASE DOES NOT EXTEND TO CLAIMS WHICH THE CREDITOR DOES NOT KNOW OR SUSPECT TO EXIST IN HIS OR HER FAVOR AT THE TIME OF EXECUTING THE RELEASE, WHICH IF KNOWN BY HIM OR HER MUST HAVE MATERIALLY AFFECTED HIS OR HER SETTLEMENT WITH THE DEBTOR.

Each Participant authorizes each of the Released Parties to call for medical attention for Participant or to transport Participant to a medical facility at Participant's expense if

medical attention is required. Participant authorizes any physician or other medical provider or facility to provide an emergency care needed.

ACKNOWLEDGMENT

I have read the Handbook and these PL Rules in their entirety and fully understand their respective content. I acknowledge and understand that the Handbook and these PL 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 in the Handbook and these PL Rules. 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 the Handbook and these PL 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 in the Handbook and these PL Rules and I represent that I have provided each with a copy of the Handbook and these PL 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:

