

2018 CWL Pro League Official Rules – 10/31/2017

1. Introduction

Welcome to the 2018 CWL Pro League (“PL”). The PL shall be subject to and governed by the following: (i) the Call of Duty World League 2018 Official Handbook (the “Handbook” or “Rules”); (ii) MLG’s 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/articles/2018_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 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.

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

Violation of the Handbook and/or these PL Rules may subject a Participant to discipline including 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. 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. CHANGES TO THE ARBITRATION PROVISIONS IN SECTION 15 OF THE HANDBOOK WILL BE GOVERNED BY THE PROVISIONS IN THAT SECTION.

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. Stage 1 Qualification

Qualification into Stage 1 of the PL will be determined by cumulative CWL Pro Points earned as of Monday, January 15, 2018 at 6:00 AM ET. CWL Pro Points awarded at the conclusion of the CWL New Orleans Open, will be included in determining qualification into Stage 1 of the PL.

A Team's registered Roster at CWL New Orleans will be the Roster considered for qualification into the Stage 1 of the PL. Teams who do not register for CWL New Orleans will be deemed ineligible for qualification consideration for Stage 1 of the PL.

In the event of a CWL Pro Points tie, final placing at CWL New Orleans will be used as a tiebreaker. If final placing at CWL New Orleans cannot break the tie, a tiebreaker Match(es) will take place between tied Teams at CWL New Orleans depending on the number of tied Teams.

The number of Teams qualifying into the Stage 1 from each Region are as follows:

- North America - 10 Teams
- Europe - 5 Teams

- Asia Pacific - 1 Team

2.1.1. Invitation

Teams who qualify into Stage 1 of the PL will be sent an official invitation that must be accepted within two (2) days 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 or is unable to participate in Stage 1 of the PL, an additional invitation may be extended to a different Team at the sole discretion of the Administration.

2.2. Stage 1 Regular Season

Stage 1 Regular Season will consist of two (2) Divisions of eight (8) Teams. Each Team will play two (2) best-of-five Matches against each of the other Teams in their Division (double round- robin format).

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. 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 based on cumulative CWL Pro Points as of Qualification into the PL Stage 1.

The #1, #3, #5, #7 & #9 North American Teams, #2 & 4 European Teams, and #1 Asia-Pacific Team will be placed into Division A.

The #2, #4, #6, #8 & #10 North American Teams, and #1, #3 & #5 European Teams will be placed into Division B.

2.2.2. Placings

A Team’s placing is determined by their position in their Division’s standings. Positions in the standings are determined by the total match win/loss records.

Teams finishing their Division in 1st, 2nd, 3rd, or 4th place will be placed into the

Stage 1 Playoffs.

Teams finishing their Group in 5th place will place 9-10th in Stage 1 of the PL and will be placed into the PL Stage 2 Regular Season.

Teams finishing their Division in 6th place will place 11-12th in Stage 1 and will be placed into the PL Stage 2 Regular Season.

Teams finishing their Division in 7th place will place 13-14th in Stage 1 and will be placed into the PL Stage 2 Relegation Tournament.

Teams finishing their Division in 8th place will place 15-16th in Stage 1 and be placed into the PL Stage 2 Relegation Tournament.

2.2.3. Tiebreakers

In the event of Teams having the same win/loss record at the conclusion of all Stage 1 PL Matches, 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)
- 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 tiebreakers, 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 PL Stage 1 playoffs.

2.3. Stage 1 Playoffs

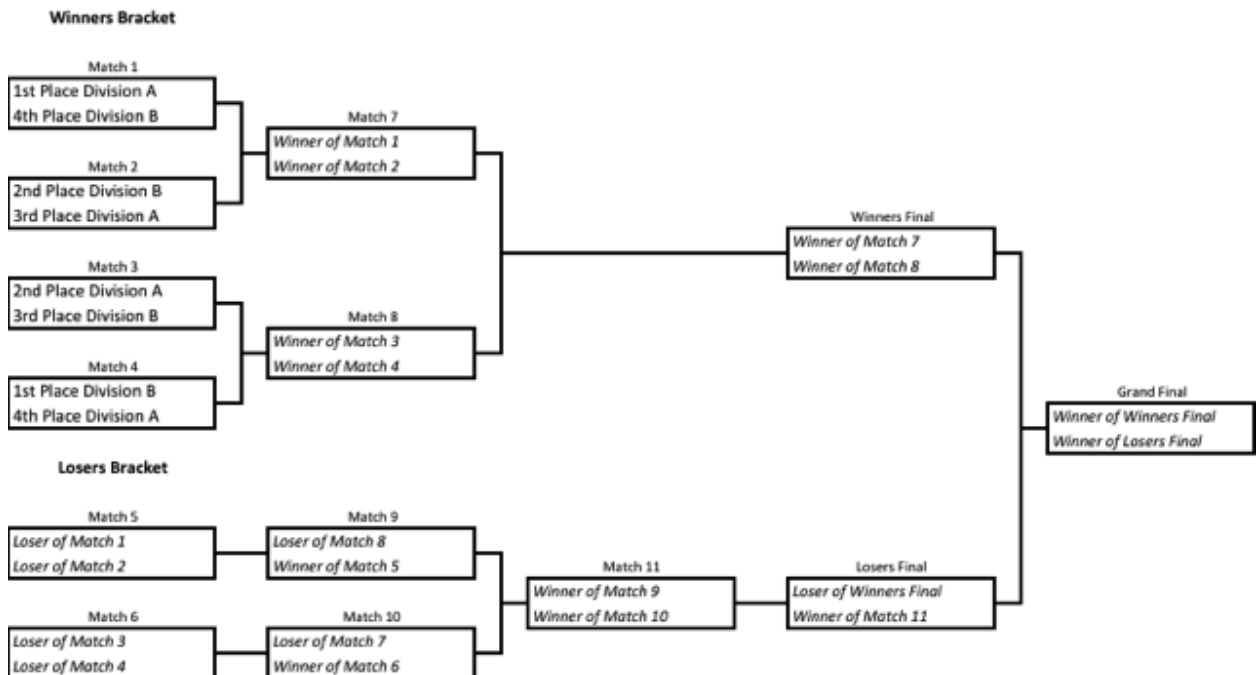
PL Stage 1 Playoffs will consist of the 1st, 2nd, 3rd, and 4th place Teams from each Division in an 8 Team double-elimination Bracket.

In the winner's quarterfinals, the Team placing 1st or 2nd in their Division will be labeled the Home Team. During all subsequent Matches, a coin flip will determine which Team will be labeled as Home or Away for each Match. The Home Team will be considered the higher seeded Team to assist with the stage seating and side selection procedures.

2.3.1. Playoff Seeding

The 1st place Team from each Division of the PL Stage 1 Regular Season will be matched against the 4th place Team from the opposite Division. These two Matches will be placed on the opposite sides of the bracket.

The 2nd place Team from each Division of the Regular Season will be matched against the 3rd place Team from the opposite Division. 2nd place Teams from a Division will have their Matches placed on the opposite side of the bracket from their 1st place Teams.



2.3.2. Standings

Standings for Playoff Teams will be determined by what placing the Team earns in the Playoffs bracket. All Playoff Teams will move on to the PL Stage 2 Regular Season.

2.4. Stage 2 Relegation

Stage 2 Relegation will consist of the four (4) Teams that placed 7th or 8th in each Division during the PL Stage 1 Regular Season along with four (4) Teams from Online Regional Qualifiers.

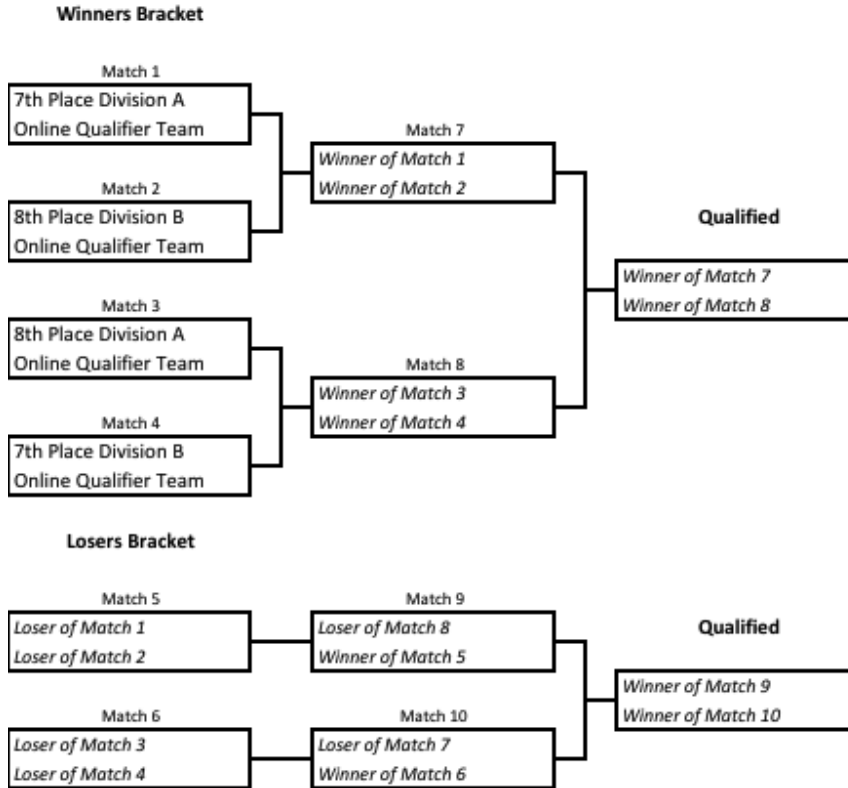
All eight (8) teams will compete in an eight (8) Team double-elimination bracket. The bracket will end when only four Teams remain in the bracket.

The four (4) Teams remaining at the end of the Relegation bracket will move on to the Stage 2 Regular Season.

2.4.1. Stage 2 Relegation Bracket Seeding

Each 7th and 8th Place Team from the PL Stage 1 Regular Season will be drawn into one (1) of the four (4) Round 1 Matches. The 7th Place Team from each Division will be drawn on the opposite side of the bracket from the 8th Place Team from their Division.

Each Team that qualified from the Online Regional Qualifiers will be drawn, one (1) into each of the four (4) Round 1 Matches.



2.5. Stage 2 Regular Season

PL Stage 2 Regular Season will consist of two (2) Divisions of eight (8) Teams. Each Team will play two (2) best-of-five Matches against each of the other Teams in their Division (double round-robin format).

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. The Home Team will be considered the higher seeded team to assist with the stage seating and map & side selection procedures.

2.5.1. Division Draw

The 1st Place Stage 1 Playoff team will be placed into Division A.

The 2nd Place Stage 1 Playoff team will be placed into Division B.

The 3rd Place Stage 1 Playoff team will be placed into Division B.

The 4th Place Stage 1 Playoff team will be placed into Division A.

The 5-6th Place Stage 1 Playoff teams will be randomly drawn, one into each Division.

The 7-8th Place Stage 1 Playoff teams will be randomly drawn, one into each Division.

The 9th-10th Place Stage 1 Regular Season teams will be placed into the same Division as Stage 1.

The 11-12th Place Stage 1 Regular Season teams will be placed into the opposite Division as Stage 1.

The 1st-2nd Place teams from Stage 2 Relegation will be randomly drawn, one into each Division.

The 3rd-4th Place teams from Stage 2 Relegation will be randomly drawn, one into each Division.

2.5.2. Placings

A Team's placing is determined by their position in their Division's standings. Positions in the standings are determined by the total match win/loss records.

Teams finishing their Division in 1st, 2nd, 3rd, or 4th place will be placed into the PL Stage 2 Playoffs and qualify for the CWL Championships.

Teams finishing their Division in 5th place will place 9-10th in Stage 2 and be placed into the CWL Championships.

Teams finishing their Division in 6th place will place 11-12th in Stage 2 and be placed into the CWL Championships.

Teams finishing their Division in 7th place will place 13-14th in Stage 2 and be placed into the CWL Championships.

Teams finishing their Division in 8th place will place 15-16th in Stage 2 and be placed into the CWL Championships.

2.5.3. Tiebreakers

In the event of Teams having the same win/loss record at the conclusion of all Matches, 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)
- 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. Maps for the tiebreaker will be chosen at the Administration's discretion. 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 tiebreakers, 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 PL Stage 2 Playoffs.

2.6. Stage 2 Playoffs

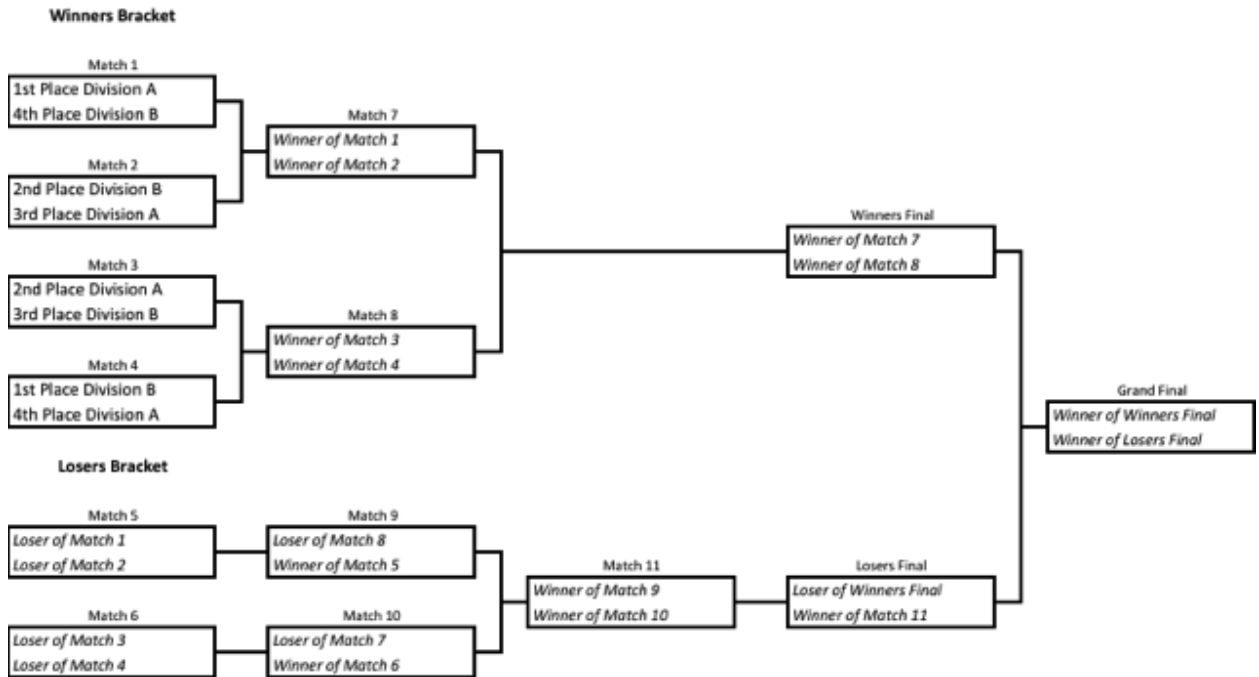
PL Stage 2 Playoffs will consist of the 1st, 2nd, 3rd, and 4th place Teams from each Division in an eight (8) Team double-elimination Bracket.

In the winner's quarterfinals, the Team placing 1st in their Division will be labeled the Home Team. During all subsequent rounds, a coin flip will determine which Team will be labeled as Home or Away for each Match. The Home Team will be considered the higher seeded Team to assist with the stage seating and side selection procedures.

2.6.1. Playoff Seeding

The 1st place Team from each Division of the PL Stage 2 Regular Season will be matched against the 4th place Team from the opposite Division. These two Matches will be placed on the opposite sides of the bracket.

The 2nd place Team from each Division of the PL Stage 2 Regular Season will be matched against the 3rd place Team from the opposite Division. 2nd place Teams from each Division will have their Matches placed on the opposite side of the bracket from the 1st place Teams in their PL Stage 2 Regular Season Division.



2.6.2. Standings

Standings for Playoff Teams will be determined by what placing the team earns in the Playoffs bracket. All Playoff Teams will move on to the CWL Championships.

3. Schedule

3.1. Overview

All Matches will be played at the MLG Arena in Columbus, Ohio, on the following dates:

PL Stage 1 Regular Season (January 23 – March 22)

PL Stage 1 Playoffs (April 6 – April 8)

PL Stage 2 Relegation (April 19)

PL Stage 2 Regular Season (May 15 – July 19)

PL Stage 2 Playoffs (July 27 – July 29)

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. Matches may be rescheduled at the sole discretion of Administration. Schedule changes will be communicated to all Teams 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 an organization or entity at the time the Team accepts an invitation for the PL. A Team License is a non-transferable license to compete in the PL in accordance with these PL Rules.

A Team Owner is only entitled to directly or indirectly own or have any financial, ownership, management, control (including voting rights) and/or other interest in one Team in the PL. If an Owner is found to have such rights in more than one Team, then in addition to any other rights or remedies Administration has under the Handbook or these PL Rules, the Owner must either decline an invitation to the PL on behalf of all but one of the Teams or divest all of such Team Owner’s interest in all but one of the Teams 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.

4.2. Ownership Withdrawal

Administration reserves the right to revoke a Team License for any reason at any time. Teams that do not abide by these PL Rules risk having their Team License withdrawn. 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 and 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 each PL Stage, a Player's 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.

5.3. Content Publishing

Participants may record footage from Matches of the PL for personal use, as approved by the Administration. Notwithstanding the foregoing, in no event shall any Participant have the right to broadcast or publish any Match in its entirety. Administration reserves the right to revoke this privilege at any time, for any reason, as the Administration may elect to do in its sole discretion.

5.4. 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 behavior may result in disciplinary action, including a penalty.

5.5. 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 behavior may result in disciplinary action, including a penalty.

5.6. Promotions

Teams and Players will 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.

5.7. 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. Restriction

Rosters must have four (4) starting players. A Rosters will be considered ineligible if it does not have four (4) Players. Players cannot compete in 2K Tournaments while they are on a roster for a PL Stage.

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.

6.2.1. Stage 1

Roster submitted for CWL New Orleans will be used for Stage 1 Regular Season. Teams are not permitted to make Roster changes until after Stage 1 Playoffs has been completed.

6.2.2. Stage 2 Relegation

PL Stage 1 Teams placing 13 - 16th must submit a roster by 6:00 p.m. ET on Friday,

April 13th, 2018 and are allowed to change two (2) Players from their PL Stage 1 Roster.

Online Regional Qualifier Teams must use all four (4) Players which competed during the Online Regional Qualifier at the PL Stage 2 Relegation.

6.2.3. Stage 2

PL Stage 1 Teams placing 1 - 12th must submit a roster for Stage 2 Regular Season by 6:00 p.m. ET on Monday, May 7th, 2018 and are allowed to change two (2) Players from their PL Stage 1 Roster. Teams will not be allowed any further Roster changes after the PL Stage 2 Rosters have been submitted and approved in writing by Administration.

Roster submitted for PL Stage 2 Relegation will be used for PL Stage 2 Regular Season.

6.3. Meeting Roster Rules

In the event of a Team not meeting roster rules, 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 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. Apparel

Players must wear appropriate team attire. Administration reserves the right to prohibit the use of attire that is deemed inappropriate. Shirts provided by Administration may be worn on stage. Pants, such as jeans or slacks, are required on stage. Joggers, sweatpants, pajama bottoms, and shorts will not be permitted. 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 a 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 receive a penalty.

Under no circumstances may a Team start a Match with less than four (4) Players.

Delays caused by Players that are not ready to compete at the scheduled time may result in a penalty.

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 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 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, Administration 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

CWL Pro Points for each Stage of the PL will be distributed to each starting Player on a placing Team as follows:

- 1st Place: 40,000
- 2nd Place: 35,000
- 3rd Place: 30,000
- 4th Place: 25,000
- 5th & 6th Place: 22,500
- 7th & 8th Place: 20,000
- 9th & 10th Place: 17,000
- 11th & 12th Place: 16,000
- 13th & 14th Place: 15,000

- 15th & 16th Place: 14,000

9.1. CWL Pro Point Restrictions

Players on a Roster in the PL will not be eligible to participate in the Weekly Tournaments or National Circuits 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 each Stage of the PL shall be governed by Section 10 of the Handbook. Prizing for each Stage of the PL will be distributed to each placing Team as follows, and shall be allocated equally to each of the Players on a winning Team:

Base Prizing for Teams competing in Stage 1 & 2 Regular Seasons of the PL:

- Each Team: \$12,500

Prizing for Stage 1 & 2 Playoffs of the PL:

- 1st Place: \$200,000
- 2nd Place: \$120,000
- 3rd Place: \$80,000
- 4th Place: \$40,000
- 5th & 6th Place: \$20,000
- 7th & 8th Place: \$10,000

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 Participant's 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:

