

Call of Duty World League Official Handbook – [4/17/2017]

1. Introduction

This Official Handbook (“Handbook” or “Rules”) of the Call of Duty World League (“CWL” or “Competition”) applies to all Teams, Team Owners, Team Managers 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, operators of the Call of Duty World League (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 16** 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 (GameBattles Ladders, Daily Tournaments, Weekly Tournaments) and Offline Activity (Regional Opens, Global Opens, Sanctioned Events, Global LAN 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, 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:

1. Registering for a GameBattles Account for participation in the Competition.
2. Signing or Accepting a Participation Form either in print at an offline event or online.
3. 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
- 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 (“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, except for Section 16, for any reason at any time. Any material changes to the rules or this Handbook will be provided to You 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 16 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. 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. Players agree to provide the Administration with personal identification or other applicable documents to verify that these eligibility requirements are met. Failure to provide such documents or information 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

1. Each Player must have authorized access to a full GameBattles account registered on the GameBattles service in the Player's own name.
2. 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.
3. Each GameBattles account must include a valid email address for the Player. Administration reserves the right to verify the email address that is provided.
4. 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 their first Event and/or Tournament in the Competition.

3.3 Residency and Region

3.3.1 The CWL 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. Most events are only open to Participants from the same Region. 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.

North America:

- Mexico
- Canada
- United States

Europe:

- | | | |
|----------------------|-----------------|-----------------------|
| • Åland | • France | • Netherlands |
| • Albania | • Germany | • Norway |
| • Andorra | • Greece | • Poland |
| • Armenia | • Greenland | • Portugal |
| • Austria | • Hungary | • Republic of Ireland |
| • Belgium | • Iceland | • Romania |
| • Bosnia-Herzegovina | • Isle of Man | • San Marino |
| • Bulgaria | • Italy | • Serbia |
| • Croatia | • Latvia | • Slovakia |
| • Cyprus | • Liechtenstein | • Slovenia |
| • Czech Republic | • Lithuania | • Spain |
| • Denmark | • Luxembourg | • Sweden |
| • Estonia | • Macedonia | • Switzerland |
| • Faroe Islands | • Malta | • Turkey |
| • Finland | • Moldova | • United Kingdom |
| | • Monaco | • Vatican City |
| | • Montenegro | |

Asia Pacific:

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

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

3.3.3 Each Player must provide Administration with proof that such Player is either a citizen or 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 for verification purposes.

3.3.4 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.

3.3.5 Players are entitled to switch Regions if their citizenship or 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 in their current Region. Players looking to switch from one Region to another must email 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 must comply with these Rules.

4. Team Eligibility

A “Team” is defined as four (4) starting Players (“Team Roster”) and each Event in the Competition requires Players to form a Team. Certain events, including the Global LAN League and the CWL Championships, 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 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 include one sponsor name, and all sponsors are subject to the rules regarding sponsors.
- Team names and logos may not include any extension (ex: “CoD Team”).
- 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 except for a single sponsor name.
- Team names and logos must comply with these Rules.

4.2 Team Membership

Teams must be comprised only of individuals that satisfy the Player Eligibility requirements set forth in Section 3 and the eligibility requirements for the specific event in which the Team is entered. Teams must be made up of players from the same Region.

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 events@majorleaguegaming.com.

Involvement from sponsors that fall into the following categories is strictly prohibited:

- 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;
- Pornography or materials that Administration, in its sole discretion, determines are equivalent;
- 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 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 Administration, Affiliates, Press, Attendees, other Participants and fans.

6.1 Competitive Integrity

6.1.1 Best Ability

Participants are expected to compete at the best of their ability at all times during Competition Matches, Events and/or Tournaments.

6.1.2 Betting and Gambling

Participants shall not, directly or indirectly or through another individual or entity, conduct or promote any act of betting or gambling on any Competition Matches, Events and/or Tournaments.

Participants shall not benefit directly or indirectly from betting or gambling on any Competition Match, Event and/or Tournament.

6.1.3 Collusion

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 opposing 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 someone 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.

6.1.4 Match-Fixing

Participants shall not offer, agree, conspire, or attempt to influence the outcome of a game or Match, Event or Tournament by any means that are prohibited by law or these Rules.

6.1.5 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.

6.1.6 Hacking

Participants shall not conduct or promote any act of hacking or modifying the Call of Duty game.

6.1.7 Cheating

Cheating shall not be tolerated. All Participants are prohibited from cheating, influencing or manipulating a Match, game, Event, Tournament or any portion of the Competition. Participants shall not conduct or promote any act of cheating or the use of any kind of cheating device and/or cheat program, or any other cheating method. Participants may be required to install software for the duration of the Competition which is specifically designated to detect cheating. Examples of cheating would include but are not limited to:

- Attempts to interfere with another Player's connection to the game service through Distributed Denial of Service (DDoS) or any other means;
- Tampering with the entry process or the operation of the Competition or game, Match, Event or Tournament;
- Any use of bots, hacks, firehacks, or any code and/or software not expressly authorized by Administration; and
- Allowing an individual who is not the registered owner of a GameBattles account to play on that account.

To effectuate the Administration's anti-cheating programs, you consent and agree to allow Administration to monitor all communications during Competition Match Play.

6.1.8 Attendee Monitors

Participants shall not conduct or promote any act of looking at or attempting to look at Attendee or fan monitors or live streams during Competition Match play.

6.1.9 Ringing

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

6.1.10 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.

6.1.11 Exploiting

Participants shall not conduct or promote any act of exploiting or intentionally using any in-game bug to seek an advantage. Exploiting may include, but is not limited to, the abuse of glitches or taking advantage of unintended game features to gain an unfair advantage.

6.2 Sportsmanship

6.2.1 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. Language that is deemed to be in violation of this Handbook is punishable at the sole discretion of Administration.

6.2.2 Participants and their guests (if any) shall treat all individuals attending a Match, Event or Tournament and the Administration with respect. Harassment or abuse of Franchise, Administration, Affiliates, Press, Attendees, or other Participants will not be tolerated either online or at live events. Participants shall not resort to violence, threats, or physical or non-physical intimidation or hostile acts at any time and any such actions shall not be tolerated.

6.2.3 Participants may not offend the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory 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.

6.2.4 Participants may not engage in any activity which is illegal or prohibited by common law, statute, or treaty and which leads to or may reasonably be deemed likely to lead to conviction in any court of competent jurisdiction.

6.2.5 Participants may not commit any act or become involved in any situation or occurrence which brings such Participant into public disrepute, scandal or ridicule, or shocks or offends the community, or derogates from such Participant's public image or reflects unfavorably upon Franchise, Administration, Affiliates, Press, Attendees, other Participants or fans.

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

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

6.3 Professionalism

6.3.1 Participants must respond to requests from Administration in a timely manner.

6.3.2 Participants may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of Franchise, Administration, Affiliates, Press, Attendees, or other Participants, as determined in the sole and absolute discretion of Administration.

6.4 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.

7. Competitive Structure

7.1 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.

7.2 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.

7.2.1 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.

7.2.2 Seeding Between Regions

For events that involve Teams and Players from more than one Region, an exchange rate will be used to convert all CWL Pro Points. The exchange rate for each Region will be based upon the maximum number of CWL Pro Points available in their respective Region at the roster lock time for the Competition Event.

7.3 Online Activity

7.3.1 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 an Event or Tournament.

7.3.2 Daily and Weekly Tournaments

Daily and weekly tournaments consist of Teams seeded into a bracket or heats

as determined by Section 7.2.1. 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 their Team's placing.

7.4 Offline Activity

7.4.1 Regional Open

A Regional Open is an open tournament, subject to these Rules, including eligibility, for Teams in a particular, single Region. Pool play spots may be determined based on CWL Pro Points as of a certain qualification date and/or a select number of Pool Play spots may be reserved for teams from the Region at the Administration's discretion.

CWL point qualification thresholds and qualification dates will be announced prior to each Regional Open. CWL Pro Points are awarded individually to each Player on a Team according to their Team's placing in the Regional Open.

7.4.2 Global Open

A Global Open is an open tournament subject to these Rules, including eligibility, for Teams from all Regions. Global Opens typically feature pool play stage, a double-elimination open bracket, and a double-elimination championship bracket. Pool play spots may be determined based on CWL Pro Points as of a certain qualification date and/or reserved for Teams from each Region.

CWL point qualification thresholds and qualification dates will be announced prior to each Global Open. CWL Pro Points are awarded individually to each Player on a Team according to their Team's placing in the Global Open.

7.4.3 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.

7.4.4 Global LAN League

The Global LAN League is a Team League with Teams from across the three Regions (North America, Europe, Asia-Pacific). The Global LAN League is subject to additional rules, which will be provided to Teams that Qualify for the Global LAN League prior to the start of the league. Qualification requirements and qualification dates will be announced prior to the start of the Global LAN League.

7.4.5 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. Gameplay Rules

Each event in the Competition will be subject to the following gameplay rules.

8.1 Game Modes

All Matches will be played using the CWL Game Mode with CWL Rules enabled. All Matches will be played using the following Game Modes:

- Hardpoint
- Search and Destroy
- Uplink

8.2 Maps & Game Mode Combinations

8.2.1 Hardpoint

- Breakout
- Retaliation
- Scorch
- Throwback

8.2.2 Search and Destroy

- Breakout
- Crusher
- Retaliation
- Throwback

8.2.3 Uplink

- Frost
- Precinct
- Throwback

8.3 Game Settings

8.3.1 Hardpoint

Game

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

Advanced

- Time to Capture Zone: Instant
- Zone Lifetime: 1 Minute
- Activation Delay Time: Disabled
- Location Order: Linear
- Scoring: Constant
- Pause Time: Enabled
- Capture Team Spawn Delay: Disabled
- Use HQ Rules: Disabled

Player

- Number of Lives: Unlimited
- Max Health: Normal
- Health Regeneration: Normal

Team

- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Killcam: Enabled
- Radar Always On: No
- Respawn Delay: 2.5 Seconds
- Wave Spawn Delay: None
- Force Respawn: Enabled
- Friendly Fire: Enabled

- Team Kill Punish Limit: Disabled

Gameplay

- Hardcore Mode: Disabled
- Headshots Only: Disabled
- Cranked Timer: Disabled
- Double Jump: Enabled
- Wallrun: Enabled
- Allow Payloads: Enabled
- Payload Charge Rate: Disabled
- Payload Score Modifier: x1.25
- Perks: Enabled
- Scorestreaks: Enabled
- Persistent Streaks: Disabled

8.3.2 Uplink

Game

- Round Time Limit: 5 Minutes
- Round Score Limit: Unlimited
- CodCaster: Enabled

Advanced

- Carry Score: 2 Points
- Throw Score: 1 Point
- Satellite Count: 1 Satellite
- Practice Mode: Disabled
- Drone Reset Condition: Never
- Drone Reset Timeout: Unlimited
- Idle Timeout: 15 Seconds
- Explode on Timeout: Disabled
- Carrier Armor: x0.75
- Show Enemy Carrier: 3 Seconds

Player

- Number of Lives: Unlimited
- Max Health: Normal
- Health Regeneration: Normal

Team

- Spectating: Team Only

- 3rd Person Spectating: Disabled
- Killcam: Enabled
- Radar Always On: No
- Respawn Delay: 5 Seconds
- Wave Spawn Delay: None
- Force Respawn: Enabled
- Friendly Fire: Enabled
- Team Kill Punish Limit: Disabled

Gameplay

- Hardcore Mode: Disabled
- Headshots Only: Disabled
- Cranked Timer: Disabled
- Double Jump: Enabled
- Wallrun: Enabled
- Allow Payloads: Enabled
- Payload Charge Rate: Disabled
- Payload Score Modifier: Normal
- Perks: Enabled
- Scorestreaks: Enabled
- Persistent Streaks: Disabled

8.3.3 Search and Destroy

Game

- Time Limit: 1.5 Minutes
- Round Win Limit: 6 Rounds
- Win by Two Rule: Disabled
- Win by Two Max Rounds: 8 Rounds
- Round Switch: Every Round
- CodCaster: Enabled

Advanced

- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Multi Bomb: Disabled
- Silent Plant: Enabled

Player

- Number of Lives: 1

- Max Health: Normal
- Health Regeneration: Normal

Team

- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Killcam: Enabled
- Radar Always On: No
- Respawn Delay: None
- Wave Spawn Delay: None
- Force Respawn: Enabled
- Friendly Fire: Enabled
- Team Kill Punish Limit: Disabled

Gameplay

- Hardcore Mode: Disabled
- Headshots Only: Disabled
- Cranked Timer: Disabled
- Double Jump: Enabled
- Wallrun: Enabled
- Allow Payloads: Enabled
- Payload Charge Rate: Disabled
- Payload Score Modifier: x8
- Perks: Enabled
- Scorestreaks: Enabled
- Persistent Streaks: Disabled

8.4 Restrictions

8.4.1 Payloads

Reaper
Micro Turret
Phase Shift

8.4.2 Traits

Ping
Persistence
Infusion
Supercharge
Perception

Relay
Marked Target
Heightened Senses
Rushdown
Shockwave

8.4.3 Lethals

Plasma Grenade
Seeker Grenade
Trip Mine
Exploding Drone
Black Hole Projector
C4

8.4.4 Tacticals

Personal Radar
Dome Shield
Cryo Mine
Nano Shot

8.4.5 Perk 1

Overclock

8.4.6 Perk 2

Tracker

8.4.7 Perk 3

Pinpoint

8.4.8 Wildcards

Overkill

8.4.9 Attachments

Fusion Mag
Hollow Point/Faraday Slug

Ram Servo
Akimbo
Auto Sear
Tracking Chip
Suppressor

8.4.10 Assault Rifles

M1
OSA

8.4.11 LMGs

R.A.W.
Mauler
Titan

8.4.12 Shotguns

Reaver
DCM-8
Banshee
Rack-9
S-Ravage

8.4.13 Launchers

Spartan SA3
P-LAW
Howitzer

8.4.14 Scorestreaks

UAV
Drone Package
CUAV
Vulture
Shock Sentry
Advanced UAV

8.4.15 Weapons Variants

Weapons can only be used in their base form. All weapons variants are restricted.

8.4.16 Hybrid Weapons

Players may still use these weapons contingent upon using only the default primary mode.

Type 2 - Assault Rifle only
RPR-Evo - SMG only
EBR-800 - Sniper Rifle only

8.4.17 Rig Restrictions

Synaptic

Each Player on a Team must use a different combat rig.

8.4.18 Side Arms

Hornet

8.5 Map & Side Selection

8.5.1 Offline Best of 3

Higher seeded Team must choose to act as Team A or Team B.
Team A must choose one game that they will host.
Team B hosts the remaining two games.

The Team that doesn't host a game must choose which side they will play as for that game.

8.5.2 Offline Best of 5

Higher seeded Team must choose to act as Team A or Team B.
Team A gets first choice of which game they would like to choose sides.
Team B gets second choice of which game they would like to choose sides.
Team A gets third choice of which game they would like to choose sides.
Team B picks sides for the remaining two games.

8.5.3 Offline best of 7

Higher seeded Team must choose to act as Team A or Team B.
Team A gets first choice of which game they would like to choose sides.
Team B gets second choice of which game they would like to choose sides.
Team A gets third choice of which game they would like to choose sides.
Team B gets fourth choice of which game they would like to choose sides.
Team A gets fifth choice of which game they would like to choose sides
Team B picks sides for the remaining two games.

8.5.4 Online Best of 1

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

8.5.5 Online Best of 3

Higher seed Team must choose to act as Team A or Team B.
Team A must choose one game to host
Team B hosts the remaining two games.

The Team that doesn't host a game must choose which side they will play as for that game.

8.5.6 Online 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 hosts the remaining two games.

The Team that doesn't host a game must choose which side they will play as for that Game.

8.6 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.

8.6.1 Software and Hardware

8.6.1.1 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.

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).

8.6.1.2 Player-Owned Equipment

Players must bring their own controllers, in-ear headphones, 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.

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

8.6.1.3 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.

8.6.2 Player and Team Conduct During Offline Events

8.6.2.1 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.

8.6.2.2 Tournament Footage

Participants may record footage from the Offline Tournaments for personal, non-commercial use. The amount of footage a Participant may record shall be approved by the Administration. Under no circumstances shall any Participant post, distribute or otherwise exploit any such footage or any Offline Tournament at any time. Any Participant who violates this rule shall be subject to disciplinary action. Administration reserves the right to revoke this privilege for any reason at any time.

8.6.2.3 League Created Content

Teams and Players will be required to participate in Administration-created content pieces upon request. Teams and Players may not refuse participation. Such behavior may result in disciplinary action, including a penalty.

8.6.2.4 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.

8.6.3 Offline Match Conduct

8.6.3.1 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 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.

8.6.3.2 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 game will be restarted. A Player affected by a server crash or host drop may not be replaced.

8.6.4 Player Eligibility

In addition to the rules above for player eligibility, each Player will need to submit proof before participating in an Offline Competition that they are a legal resident of a country in their Region as per the laws of that Region and are eligible to work in in the United States or the Country where the Offline Competition will occur. 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.

8.7 Team Roles & Responsibilities

8.7.1 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. The

Administration reserves the right to ban or exclude any Team Owner for any reason at any time.

8.7.2 Manager

“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.

8.7.3 Coach

“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.

8.6.4 Players

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

9. Prize Awards

9.1 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. Potential Winners who are eligible for the award of a prize assume all liability for the use of the prize.

9.2 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 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 all non-U.S. Participants, 30% of the prize value will be withheld and remitted to the IRS to comply with U.S. tax laws.

10. 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 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. Any additional travel expenses of the Participants will not be reimbursed. All travel must take place on the dates and times that Administration specifies. 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.

11. 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.

12. Disciplinary Action.

12.1 Investigation of and Right to Monitor Compliance with this Handbook

To preserve the integrity of the Competition and the Administration's reputation for open and fair competition, the Administration will have the right to monitor compliance with these Rules, investigate possible breaches of these Rules and impose sanctions for violations. Participants agree to cooperate with the Administration in any such investigation. The failure by a player to cooperate with any internal or external investigation that The Administration conducts relating to a violation of this Handbook or applicable law is, itself, a violation of this Handbook subject to Penalties.

12.2 Penalties

If the Administration determines that a Participant has been cheating or has otherwise violated this Handbook, the Participant, and/or the Participant's Team, shall be subject to disciplinary action, including disqualification and removal from the Competition.

In addition, The Administration may, in its sole discretion:

- Issue a warning to the Participant and publish that warning on the Call of Duty and/or Major League Gaming sites;
- Disqualify the Participant from participating in any future CWL or Call of Duty tournaments and events;
- Revoke all or any part of the points and prizes previously awarded to the Participant;
- Terminate all licenses granted to the Participant for titles published by Activision Publishing, Inc. and/or its affiliates, including Call of Duty; and/or
- Terminate all GameBattles accounts that are held by the Participant.

The Administration's determination as to the appropriate disciplinary action will be final and binding. The Administration reserves the right to lock out Participants whose eligibility is in question or who have been disqualified or are otherwise ineligible to enter the Competition.

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 Call of Duty 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 Call of Duty 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; (iii) edit, modify, adapt, make derivative works from, copyright and otherwise exploit any of the foregoing; and (iv) use and display each Participant's name and all derivatives thereof (including all professional names, team name, gamer tag, nickname or alias), image, likeness, biographical material, logos, trademarks and designs, in connection with the Competition, including the marketing and promotion thereof and/or Administration. 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. By accepting these Rules, each Participant agrees to 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 these Rules exists, these Rules 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., 3 Park Avenue, 32nd Floor, New York, New York 10016, 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.

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: 2017 Call of Duty World League c/o Major League Gaming Corp., Attention: Legal, 3 Park Avenue, 32nd Floor, New York, New York, 10016. 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 © 2016 Major League Gaming Corp., and its respective licensors. All rights are reserved.

(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 Call of Duty 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 16, 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: 2017 Call of Duty World League c/o Major League Gaming Corp., Attention: Legal, 3 Park Avenue, 32nd Floor, New York, New York, 10016.

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.

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 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.

17.3 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.

17.4 Single Elimination

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

17.5 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.

17.6 LAN (Local Area Network)

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

17.7 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.

17.8 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

17.9 Losers Match

Match between Teams who have previously lost in competition.

17.10**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:

