

**CALL OF DUTY®**  
**WARZONE™**  
**RESURGENCE**  
**SERIES**

**2026 Official Rules**

**Version 1.1**

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# 1. Introduction.

- 1.1. **Purpose.** Activision Publishing, Inc. and its affiliates (collectively, “**Activision**”) created Call of Duty®: Warzone Resurgence Series (“**COD:WRS**”) to showcase some of the best Call of Duty®: Warzone™ (the “**Game**”) players in the world in a series of tournament events featuring the Game, including (a) open qualifying tournaments officially sanctioned by Activision as COD:WRS Online Qualifiers, and (b) a series of official COD:WRS LAN tournaments (the “**COD:WRS LAN**”), and together with the COD:WRS Online Qualifiers, and the COD:WRS LAN, each a “**Tournament**”) and collectively, the “**Tournaments**”. The Tournament operator for COD:WRS will be ESL FACEIT Group (“**FACEIT**”). These Call of Duty®: Warzone Resurgence Series Official Rules, including any updates, amendments or supplements thereto (these “**Rules**”), ensure the integrity of all Tournaments, protect the image and reputation of COD:WRS and the Franchise, and create a consistent and high-quality experience for spectators of the Tournaments and related events. These Rules apply to individuals who are actively participating in the Tournaments or who plan to participate in any current or future events related to COD:WRS (each, a “**Participant**”). These Rules set forth the rules and standards of conduct that will apply as a condition to participation in any Tournament, including, among others, player eligibility, prize awards, and player conduct. These Rules also contain limitations of liability, license grants, and other legally binding contractual terms that affect each Participant’s rights and obligations.
- 1.2. EACH PARTICIPANT IS REQUIRED TO READ, UNDERSTAND, AND AGREE TO THESE RULES AND ANY OTHER APPLICABLE TOURNAMENT RULES PRIOR TO, AND AS A CONDITION TO, PARTICIPATING IN A TOURNAMENT. THESE RULES FORM A CONTRACT BETWEEN EACH PARTICIPANT, ON THE ONE HAND, AND ACTIVISION, FACEIT AND THEIR RESPECTIVE AFFILIATES WHO ARE ENGAGED IN OPERATING THE COD:WRS TOURNAMENTS (COLLECTIVELY, THE “**ADMINISTRATION**”), ON THE OTHER HAND.
- 1.3. THESE RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN A TOURNAMENT ARE GOVERNED BY A BINDING ARBITRATION CLAUSE AND A WAIVER OF CLASS ACTION RIGHTS IN SECTION 12 AS WELL AS LIMITATIONS OF LIABILITY AND RELEASE PROVISIONS IN SECTION 10. THESE CLAUSES AFFECT YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW THEM CAREFULLY BEFORE ACCEPTING THESE RULES.
- 1.4. If any provision of these Rules is or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of these Rules or the validity or enforceability in other jurisdictions of any other provision of these Rules.
- 1.5. Violation of these Rules or any other applicable rules may subject a Participant to discipline, including, but not limited to Map forfeitures, prize forfeitures, fines, disqualification or removal from current and future COD:WRS competitions (including the Tournaments) or other Activision events and legal claims, at the Administration’s sole discretion and as further described herein.
- 1.6. **Acceptance.** Participants may accept these Tournament Rules by any of the following methods:

- (a) By registration or other participant sign-up method, including in connection with the applicable Tournament platform, e.g., FACEIT;
- (b) or participating in any Tournament or other officially sanctioned Map that is part of COD:WRS; and
- (c) such other method as may be prescribed by these Rules.

1.7. **Changes to and Enforcement of these Rules.** The field of esports competitions is still relatively new and changing rapidly, and these Rules will evolve in real time to keep pace with those changes. Accordingly, in its sole discretion, Administration (a) may update, amend or supplement these Rules from time to time; and (b) may interpret or apply these Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. Administration reserves the right to make any decisions on cases not specifically covered by these Rules to preserve the spirit of fair competition and sportsmanship. Administration's authority, responsibility, obligations and consent rights as expressed herein will be exercised in Administration's sole discretion. Any material changes to these Rules will be provided to the Participants prior to the next Tournament to which the changed Rules will apply. Participation in COD:WRS will constitute acceptance of the changed Rules. Changes to Section 12 will be governed by the provisions in that section.

1.8. **Applicability of these Rules.** The Tournaments may have additional rules that apply. Those rules will be published on the Call of Duty®: Warzone Resurgence Series website or otherwise made available to Participants before the applicable Tournament, which Participant must accept before entering such Tournament. In the event of a conflict between such other Tournament rules and these Rules, unless expressly stated otherwise herein, these Rules shall govern. These Rules are in addition to the Terms of Use, Privacy Policy and all rules governing the use of FACEIT accounts. The current version of each policy is available at:

- (a) Terms of Use: <https://corporate.faceit.com/terms-conditions/>
- (b) Privacy Policy: <https://corporate.faceit.com/privacy/>

1.9. **Additional Authority.** The Administration's authority, responsibility, obligations, and consent rights may be exercised in its sole discretion and to the maximum extent permitted by applicable law, and the Administration's exercise of its sole discretion will not be subject to any requirement of reasonableness, good faith or fair dealing, except as otherwise explicitly stated in the relevant provision of these Rules. The Administration reserves the right to exercise necessary authority, without limitation, to protect the interests of the Call of Duty® video game franchise, including without limitation the Game (collectively, "**Franchise**"), any person or entity who is associated with Franchise or Administration to provide products or services for COD:WRS, any authorized person or entity to create and/or publish media for any reason at any time during COD:WRS, and any person who is present at an event related to COD:WRS. All decisions made by Administration are final.

## 2. Participation.

2.1. **Eligibility.** To be able to compete in COD:WRS, each Participant must:

- (a) Be over the age of eighteen (18) as of the first day of the applicable Tournament; and
- (b) Reside in an eligible jurisdiction for the Tournament; and
- (c) Physically compete from an eligible jurisdiction within the Region(s) as defined below, for the applicable Tournament:
  - A. The below each a “**Region**”, and together, the “**Regions**”:
    - **North America:** Canada, Jamaica, Puerto Rico, United States.
    - **Europe:** Austria, Belgium, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Luxembourg, Netherlands, Norway, Poland, Portugal, Romania, Serbia, Slovakia, Spain, Sweden, Switzerland, Turkey, Ukraine (excluding Crimea, the so-called People’s Republics of Luhansk and Donetsk and any other regions controlled by Russia), United Kingdom.
  - (d) Regions may be added, removed, or otherwise modified by the Administration at any time and for any reason in the Administration’s sole discretion.
  - (e) Players may only compete in one Region for the duration of the Tournament.
  - (f) Residency Requirements.
    - A. Resident Defined. A Player will be considered a "Resident" of a Region if the Player either is a citizen or legal resident of a country included in a Region.
    - B. Proof of Residency. In order to prove residency in a Region, Players are required to provide the Administration with proof that such Player is a legal resident or citizen of a country in such Region.
  - (g) Mixed-region Rosters.
    - A. Mixed-region rosters are permitted, however, two (2) out of three (3) players must meet residency requirements for the qualifier Region.
    - B. All players must be physically located in an eligible location within their team’s designated qualifier Region during all matches.

- C. Players outside of the North America and Europe Regions must meet residency requirements in one of the following **Additional Regions**:
- **APAC:** Australia, Hong Kong, India, Indonesia, Japan, Macau, Malaysia, New Zealand, Philippines, Singapore, Taiwan, Thailand, Vietnam.
  - **LATAM North:** Belize, Colombia, Costa Rica, Dominican Republic, Ecuador, El Salvador, Guatemala, Honduras, Mexico, Nicaragua, Panama, the Bahamas.
  - **LATAM South:** Argentina, Bolivia, Brazil, Chile, Paraguay, Peru, Uruguay.
  - **MENA:** Bahrain, Egypt, Israel, Jordan, Kuwait, Lebanon, Oman, Qatar, Saudi Arabia, South Africa, United Arab Emirates.
- (h) agree to be bound by these Rules, Activision’s Software License and Service Agreement and any other applicable end user license agreement (collectively, the “**End User License Agreement**”), and the decisions of Activision and the Administration;
- (i) be in good standing with respect to any Activision, Battle.net, FACEIT, Steam, Xbox Live and PlayStation Network accounts (“**Participant Accounts**”), as applicable, with no undisclosed violations of the End User License Agreement;
- (j) be in good standing with respect to the applicable broadcast platform on which the Tournament is distributed (as determined by such operator or its affiliates);
- (k) fully comply with and successfully pass any anti-cheat or other security clearance process or investigations as administered by Administration from time to time, including immediately prior to the Tournament;
- (l) possess all required equipment (as determined by the Administration) necessary to livestream your participation in the Tournament on the streaming platform designated by the Administration;
- (m) have valid travel documentation and/or governmental authorization (including a valid passport) from a Region sufficient to enable travel to the COD:WRS LAN;
- (n) not be a director, officer, or employee of Activision, relative of an Activision employee, or any entity which controls, is controlled by, or is under common control with Activision unless Activision has been notified of and has expressly authorized such relationship in writing;
- (o) if applicable, be formally invited by the Administration; and
- (p) meet any additional qualification requirements set forth by the Administration in the any other COD:WRS-related rules, including leaderboard rankings or other requirements.

2.2. **Compliance with Applicable Laws.** Participants shall only participate in the Tournaments so long as their participation does not violate applicable local laws and/or the federal, state and local laws of the United States, including any such laws applicable to jurisdictions outside the United States. Participants are responsible for ensuring that their participation in the Tournament complies with all laws of the jurisdiction(s) in which they are a resident and any region in which such Participants are competing, and Participants shall take all steps necessary to ensure such compliance, including obtaining any necessary visa or other governmental authorization required for your participation in COD:WRS. Notwithstanding anything to the contrary contained herein or any specific Tournament rules, Administration shall have the right in its sole and absolute discretion to determine the eligibility of any and all Participants, provided that Participants may only compete from one eligible jurisdiction during the Tournament and that if the jurisdiction from which the Participant competes is different from that in which they permanently reside the Participant shall be solely responsible for, and shall ensure, that Participant has all necessary visas, permits and other documentation to enable them to lawfully participate from the non-resident Territory, and failure to secure or to provide on request by Activision such documentation or permissions shall be grounds for immediate disqualification. For the avoidance of doubt, any travel and accommodations Participants undertake to participate in the Tournament, excluding COD:WRS live events, is at Participants' sole cost and expense. Each Participant acknowledges and agrees that such Participant's eligibility status as determined by Administration may change at any time and such determination shall be final.

2.3. **Participant Names.** Participants must use a name acceptable to the Administration in the Tournament. If a Participant does not use such Participant's legal name, Administration reserves the right to restrict or change a Participant's tag, handle, clan tag or other name in its sole discretion. Administration reserves the right to revoke the eligibility of any Participant whose Activision ID, Xbox Live Gamertag or PlayStation ID is offensive, toxic, incorporates any Activision or third-party intellectual property, or is deemed to be inappropriate or unacceptable by Administration, to be determined in the sole discretion of the Administration.

- (a) Participant names may not include a sponsor name.
- (b) Participant names may not include a product name or description.
- (c) Participant names may not include any words that are purely commercial.
- (d) Participant names may not include a personal or political statement.
- (e) Participant names must comply with these Official Rules and not be in violation of Section 7.1 (Behavior).

### **3. Tournament Structure.**

3.1. **Tournament Game Modes.**

- (a) Participants in each Tournament will compete in a set number of matches on the Haven’s Hollow and Rebirth Island maps (each, a “**Map**”) featuring a maximum of forty-eight (48) Participants divided into “**Squads**” of three (3) Participants each lead by a single “**Captain**”.
- (b) Participants in each Tournament will compete using the “Ranked Play” game mode (the “**COD:WRS Trios Ruleset**”). The COD:WRS Trios Ruleset will utilize a competitive Resurgence trios ruleset.
- (c) Map Rotation: The played map will rotate every 2 matches where possible. For example, in a 7-match series, the maps played will be as follows.

Match	Played Map
1	Haven’s Hollow
2	Haven’s Hollow
3	Rebirth Island
4	Rebirth Island
5	Haven’s Hollow
6	Haven’s Hollow
7	Rebirth Island

- (d) The Administration reserves the right to update the COD:WRS Trios Ruleset at any time.

3.2. **COD:WRS Points.**

- (a) **Scoring.** Participants in COD:WRS will accrue Call of Duty®: Warzone Resurgence Series Points (“**COD:WRS Points**”) in each COD:WRS Map in accordance with the below. Administration reserves sole discretion to modify COD:WRS Point distribution and introduce new point systems at any time. Administration will provide Participants with notice of any changes to the distribution of COD:WRS Points prior to the start of the next impacted Tournament.
  - (i) **Kills:** A Participant will receive one (1) COD:WRS Point for every kill made by such Participants during each Map (each, a “**Kill**”). For the avoidance of doubt, Kills earned in the Gulag count towards a Participant’s Kill count total. The in-Game Kill count shall be the official scorekeeping mechanism for purposes of calculating COD:WRS Points.

- (ii) **Placement Multiplier:** Placement Multipliers are applied to a Participant's Kill count based on the final ranking of such Participant's Squad at the end of each Map. Below is the application of multipliers based on final placement. The Administration reserves the right to change the multiplier system in its sole discretion.

PLACEMENT	MULTIPLIER
1 <sup>ST</sup>	1.6x
2 <sup>ND</sup> – 5 <sup>TH</sup>	1.4x
6 <sup>TH</sup> – 10 <sup>TH</sup>	1.2x
11 <sup>TH</sup> – 16 <sup>TH</sup>	1x

- (iii) **Forfeited COD:WRS Points.** COD:WRS Points totals for Participants who are unable to compete due to equipment failure or other technical issues not related to providing a gameplay feed will continue to be counted towards the Squad total. Participants who are removed from a COD:WRS Tournament due to violating Sections 4.4 and 9 hereof or End User License Agreement will have their COD:WRS Points revoked and removed from their Squad's COD:WRS Points total.

3.3. **COD:WRS Online Qualifiers.**

- (a) **Schedule.** Each COD:WRS LAN will include a series of Online Qualifiers with 3 phases: The Open Qualifier, Closed Qualifier, and Qualifier Finals.

- (i) COD:WRS Birmingham Online Qualifiers.

A. Open Qualifier

- Round of 32: February 9<sup>th</sup> and 10<sup>th</sup>
  - a. Europe: 4:00 PM UTC / 5:00 PM CET (UTC +1)
  - b. North America: 3:00 PM PT (UTC -8) / 6:00 PM ET (UTC -5)
- Round of 16: February 11<sup>th</sup>
  - a. Europe: 4:00 PM UTC / 5:00 PM CET (UTC +1)
  - b. North America: 3:00 PM PT (UTC -8) / 6:00 PM ET (UTC -5)

- Round of 8: February 12<sup>th</sup>
  - a. Europe: 4:00 PM UTC / 5:00 PM CET (UTC +1)
  - b. North America: 3:00 PM PT (UTC -8) / 6:00 PM ET (UTC -5)

- Round of 4: February 13<sup>th</sup>
  - a. Europe: 4:00 PM UTC / 5:00 PM CET (UTC +1)
  - b. North America: 3:00 PM PT (UTC -8) / 6:00 PM ET (UTC -5)

B. Closed Qualifier

- Upper Round 1: February 23<sup>rd</sup>
  - a. Europe: 5:00 PM UTC / 6:00 PM CET (UTC +1)
  - b. North America: 3:00 PM PT (UTC -8) / 6:00 PM ET (UTC -5)

- Lower Round 1: February 24<sup>th</sup>
  - a. Europe: 5:00 PM UTC / 6:00 PM CET (UTC +1)
  - b. North America: 3:00 PM PT (UTC -8) / 6:00 PM ET (UTC -5)

- Lower Round 2: February 25<sup>th</sup> and 26<sup>th</sup>
  - a. Europe: February 25<sup>th</sup> @ 5:00 PM UTC / 6:00 PM CET (UTC +1)
  - b. North America: February 26<sup>th</sup> @ 3:00 PM PT (UTC -8) / 6:00 PM ET (UTC -5)

C. Qualifier Finals

- Europe: March 2<sup>nd</sup> @ 4:00 PM UTC / 5:00 PM CET (UTC +1)

- North America: March 3<sup>rd</sup> @ 3:00 PM PT (UTC -8) / 6:00 PM ET (UTC -5)

(ii) COD:WRS Atlanta Online Qualifiers.

A. Open Qualifier

- Round of 32: April 6<sup>th</sup> and 7<sup>th</sup>
  - a. Europe: 3:00 PM UTC / 5:00 PM CET (UTC +2)
  - b. North America: 3:00 PM PT (UTC -7) / 6:00 PM ET (UTC -4)
- Round of 16: April 8<sup>th</sup>
  - a. Europe: 3:00 PM UTC / 5:00 PM CET (UTC +2)
  - b. North America: 3:00 PM PT (UTC -7) / 6:00 PM ET (UTC -4)
- Round of 8: April 9<sup>th</sup>
  - a. Europe: 3:00 PM UTC / 5:00 PM CET (UTC +2)
  - b. North America: 3:00 PM PT (UTC -7) / 6:00 PM ET (UTC -4)
- Round of 4: April 10<sup>th</sup>
  - a. Europe: 3:00 PM UTC / 5:00 PM CET (UTC +2)
  - b. North America: 3:00 PM PT (UTC -7) / 6:00 PM ET (UTC -4)

B. Closed Qualifier

- Upper Round 1: April 20<sup>th</sup>
  - a. Europe: 4:00 PM UTC / 6:00 PM CET (UTC +2)
  - b. North America: 3:00 PM PT (UTC -7) / 6:00 PM ET (UTC -4)

- Lower Round 1: April 21<sup>st</sup>
  - a. Europe: 4:00 PM UTC / 6:00 PM CET (UTC +2)
  - b. North America: 3:00 PM PT (UTC -7) / 6:00 PM ET (UTC -4)
- Lower Round 2: April 22<sup>nd</sup> and 23<sup>rd</sup>
  - a. Europe: April 22<sup>nd</sup> @ 4:00 PM UTC / 6:00 PM CET (UTC +2)
  - b. North America: April 23<sup>rd</sup> @ 3:00 PM PT (UTC -7) / 6:00 PM ET (UTC -4)

C. Qualifier Finals

- Europe: April 27<sup>th</sup> @ 4:00 PM UTC / 6:00 PM CET (UTC +2)
- North America: April 28<sup>th</sup> @ 3:00 PM PT (UTC -7) / 6:00 PM ET (UTC -4)

(b) Open Qualifier.

- (i) **Overview.** Participants from Europe and participants from North America will be eligible to compete in the Open Qualifier phase Tournament for their Region.
- A. **Registration.** Participants must register their Squad on FACEIT to be eligible to compete in the Tournament.
- B. **Participation.** A maximum of five hundred and twelve (512) Squads will be selected to participate in the Open Qualifier Tournaments.
- The administration reserves the right to invite select Squads into the Tournament at Administration's sole discretion.
  - The remaining Squads will be selected first come first served, in the order of registration date and time.
- C. **Roster Lock.** Once registration has closed for the Tournament, Squads will not be permitted to alter their rosters for the remainder of the Tournament without advance written approval from the Administration.

D. *Scoring.* During the Tournament, participants will compete to earn COD:WRS Points as a Squad.

(ii) **Format.** The Open Qualifier phase will consist of up to four (4) bracket rounds.

A. Round of 32:

- *Participation.* A maximum of five hundred and twelve (512) Squads are eligible to participate in the Round.
- *Format.* The Round will be organized in up to thirty-two (32) custom game lobbies hosted by the Administration.
  - a. Each custom game lobby will consist of sixteen (16) Squads.
  - b. Squads will be assigned to a custom game lobby on the following priorities:
    - COD:WRS 2026 Results.
    - EWC 2025 Results.
    - WSOW 2025 Results.
    - The remaining squads will be assigned randomly.
  - c. All sixteen (16) Squads will compete across four (4) Maps to score COD:WRS Points.
- *Advancement.* The eight (8) Squads that accrue the most COD:WRS Points in each custom game lobby will be invited to participate in the following Round. The remaining eight (8) Squads who accrue the least COD:WRS Points in each custom game lobby will be eliminated from the COD:WRS.

B. Round of 16:

- *Participation.* The two hundred and fifty-six (256) qualified Squads from the previous Round will be eligible to be invited to participate in the Round of 16 at Administration's sole discretion. In the event

that a qualified Squad chooses not to participate in the Round, the Administration will select a replacement Squad to participate in its sole discretion.

- *Format.* The Round will be organized in up to sixteen (16) custom game lobbies hosted by the Administration.
  - a. Each custom game lobby will consist of sixteen (16) Squads.
  - b. All sixteen (16) Squads will compete across five (5) Maps to score COD:WRS Points.
- *Advancement.* The eight (8) Squads that accrue the most COD:WRS Points in each custom game lobby will be invited to participate in the following Round. The remaining eight (8) Squads who accrue the least COD:WRS Points in each custom game lobby will be eliminated from the COD:WRS.

C. Round of 8:

- *Participation.* The one hundred and twenty-eight (128) qualified Squads from the previous Round will be eligible to be invited to participate in the Round of 8 at Administration's sole discretion. In the event that a qualified Squad chooses not to participate in the Round, the Administration will select a replacement Squad to participate in its sole discretion.
- *Format.* The Round will be organized in up to eight (8) custom game lobbies hosted by the Administration.
  - a. Each custom game lobby will consist of sixteen (16) Squads.
  - b. All sixteen (16) Squads will compete across seven (7) Maps to score COD:WRS Points.
- *Advancement.* The eight (8) Squads that accrue the most COD:WRS Points in each custom game lobby will be invited to participate in the following Round. The remaining eight (8) Squads who accrue the least COD:WRS Points in each custom game lobby will be eliminated from the COD:WRS.

D. Round of 4:

- *Participation.* The sixty-four (64) qualified Squads from the previous Round will be eligible to be invited to participate in the Round of 4 at Administration's sole discretion. In the event that a qualified Squad chooses not to participate in the Round, the Administration will select a replacement Squad to participate in its sole discretion.
- *Format.* The Round will be organized in up to four (4) custom game lobbies hosted by the Administration.
  - a. Each custom game lobby will consist of sixteen (16) Squads.
  - b. All sixteen (16) Squads will compete across seven (7) Maps to score COD:WRS Points.
- *Advancement.* The eight (8) Squads that accrue the most COD:WRS Points in each custom game lobby will be invited to participate in the Closed Qualifier phase. The remaining eight (8) Squads who accrue the least COD:WRS Points in each custom game lobby will be eliminated from the COD:WRS.

(c) Closed Qualifier.

- (i) **Overview.** The thirty-two (32) Squads from Europe and thirty-two (32) Squads from North America who advance from the Open Qualifier phase will be eligible to compete in the Closed Qualifier phase for their Region.
  - A. *Participation.* In the event that a qualified Squad chooses not to participate in the Closed Qualifier phase, the Administration will select a replacement Squad to participate in its sole discretion.
    - The administration reserves the right to invite select Squads into the Tournament at Administration's sole discretion.
  - B. *Roster Lock.* Squads will not be permitted to alter their rosters for this phase of the Tournament without advance written approval from the Administration.
  - C. *Scoring.* During the Tournament, participants will compete to earn COD:WRS Points as a Squad.

(ii) **Format.** The Closed Qualifier phase will consist of a Double Elimination style bracket competition.

- A. The top sixteen (16) Squads from the Open Qualifier phase will compete in Upper Round 1.
- B. The bottom sixteen (16) Squads from the Open Qualifier phase will compete in Lower Round 1.
- C. Each series will be organized in a custom game lobby hosted by the Administration consisting of eight (8) Maps where Squads compete to score COD:WRS Points.

(iii) **Advancement.**

- A. Upper Round 1:
  - The eight (8) Squads who accrue the most COD:WRS Points in each Region's Upper Round 1 will be eligible to be invited to participate in that Region's Qualifier Finals Phase, at Administration's sole discretion. For clarity, a Squad's success in Upper Round 1 does not automatically entitle such Squad and their Participants to compete in that Region's Qualifier Finals Phase.
  - The remaining eight (8) Squads in each Region's Upper Round 1 will be eligible to advance to participate in that Region's Lower Round 2, at Administration's sole discretion.
- B. Lower Round 1:
  - The eight (8) Squads who accrue the most COD:WRS Points in each Region's Lower Round 1 will be eligible to advance to participate in that Region's Lower Round 2, at Administration's sole discretion.
  - The remaining eight (8) Squads in each Region's Lower Round 1 will be eliminated from the COD:WRS.
- C. Lower Round 2:
  - The eight (8) Squads who accrue the most COD:WRS Points in each Region's Lower Round 2 will be eligible to be invited to participate in that Region's Qualifier Finals Phase, at Administration's sole discretion. For clarity, a Squad's success in Lower Round 2 does not automatically entitle such Squad and their Participants to compete in that Region's Qualifier Finals Phase.

- The remaining eight (8) Squads in each Region's Lower Round 2 will be eliminated from the COD:WRS.

(d) Qualifier Finals.

(i) **Overview.** The sixteen (16) Squads from Europe and sixteen (16) Squads from North America who advance from the Closed Qualifier phase will be eligible to compete in the Qualifier Finals phase for their Region.

A. **Participation.** In the event that a qualified Squad chooses not to participate in the Qualifier Finals, the Administration will select a replacement Squad to participate in its sole discretion.

- The administration reserves the right to invite select Squads into the Tournament at Administration's sole discretion.

B. **Roster Lock.** Squads will not be permitted to alter their rosters for this phase of the Tournament without advance written approval from the Administration.

C. **Scoring.** During the Tournament, participants will compete to earn COD:WRS Points as a Squad.

(ii) **Format.** The Qualifier Finals phase will consist of a ten (10) map series.

A. The series will be organized in a custom game lobby hosted by the Administration where Squads compete to score COD:WRS Points.

(iii) **Advancement.**

A. The five (5) Squads who accrue the most COD:WRS Points in each Region's Qualifier Finals will be eligible to be invited to participate in the COD:WRS LAN Finals at Administration's sole discretion.

B. The remaining eleven (11) Squads in each Region's Qualifier Finals will be eliminated from the COD:WRS.

### 3.4. COD:WRS LAN.

(a) **Schedule.** Each COD:WRS LAN will include 2 phases: The Open and Finals.

(i) COD:WRS Birmingham at DreamHack.

A. LAN Open: March 28<sup>th</sup> @ 10:00 AM GMT

B. LAN Finals: March 29<sup>th</sup> @ 11:00 AM BST

(ii) COD:WRS Atlanta at DreamHack.

A. LAN Open: May 16<sup>th</sup> @ 10:00 AM EDT

B. LAN Finals: May 17<sup>th</sup> @ 11:00 AM EDT

(b) Open.

(i) **Overview.** Participants will compete in-person through up to two (2) rounds to secure advancement to the Finals.

A. *Registration.* Participants must purchase a Team Pass and register their Squad on FACEIT to be eligible to compete in the Tournament.

B. *Participation.* A maximum of thirty-two (32) Squads will be selected to participate in the Tournament.

- The administration reserves the right to invite select Squads into the Tournament at Administration's sole discretion.
- The remaining Squads will be selected first come first served, in the order of registration date and time.

C. *Roster Lock.* Once registration has closed for the Tournament, Squads will not be permitted to alter their rosters for the remainder of the Tournament without advance written approval from the Administration.

D. *Scoring.* During the Tournament, participants will compete to earn COD:WRS Points as a Squad.

(ii) **Format.**

A. Round 1:

- *Participation.* A maximum of thirty-two (32) Squads are eligible to participate in the Round.
  - a. The administration reserves the right to invite select Squads into the Tournament at Administration's sole discretion.
- *Format.* The Round will be organized in up to two (2) custom game lobbies hosted by the Administration.

- a. Each custom game lobby will consist of sixteen (16) Squads.
  - b. Squads will be assigned to a custom game lobby on the following priorities:
    - COD:WRS 2026 Results.
    - EWC 2025 Results.
    - WSOW 2025 Results.
    - The remaining squads will be assigned randomly.
  - c. All sixteen (16) Squads will compete across five (5) Maps to score COD:WRS Points.
- *Advancement.* The eight (8) Squads that accrue the most COD:WRS Points in each custom game lobby will be invited to participate in the following Round. The remaining eight (8) Squads who accrue the least COD:WRS Points in each custom game lobby will be eliminated from the COD:WRS.

B. Round 2:

- *Participation.* The sixteen (16) qualified Squads from the previous Round will be eligible to be invited to participate in Round 2 at Administration's sole discretion. In the event that a qualified Squad chooses not to participate in the Round, the Administration will select a replacement Squad to participate in its sole discretion.
  - a. The administration reserves the right to invite select Squads into the Tournament at Administration's sole discretion.
- *Format.* Round 2 will consist of a six (6) map series.

- a. The series will be organized in a custom game lobby hosted by the Administration where Squads compete to score COD:WRS Points.

- *Advancement.*

- a. The six (6) Squads who accrue the most COD:WRS Points in Round 2 of the Open will be eligible to be invited to participate in the COD:WRS LAN Finals at Administration's sole discretion.
- b. The remaining ten (10) Squads in Round 2 of the Open will be eliminated from the COD:WRS.

(c) Finals.

- (i) **Overview.** Participants will compete in-person across multiple Maps to accrue COD:WRS Points to reach the "Call of Duty: Warzone Match Point Threshold".

- A. *Roster Lock.* Squads will not be permitted to alter their rosters for this phase of the Tournament without advance written approval from the Administration.
- B. *Scoring.* During the Tournament, participants will compete to earn COD:WRS Points as a Squad.

- (ii) **Participant Pool.** The Participant pool for the COD:WRS LAN Finals will consist of:

- A. The five (5) squads advancing from the Europe Online Qualifiers;
- B. The five (5) squads advancing from the North America Online Qualifiers;
- C. The six (6) squads advancing from the LAN Open;
- D. In the event that a qualified Squad chooses not to participate in the COD:WRS LAN Finals, the Administration will select a replacement Squad to participate in its sole discretion.
- E. The Administration reserves the right to alter the final participant pool for the COD:WRS LAN Finals in its sole discretion.

(iii) **Format.**

- A. The COD:WRS LAN Finals will be organized in a custom Game lobby hosted by the Administration.
- B. All sixteen (16) invited Squads will compete across multiple Maps to accrue COD:WRS Points to reach the “Call of Duty: Warzone Match Point Threshold”.
- C. Prior to the COD:WRS LAN Finals, the Administration will announce the number of COD:WRS Points required to reach the “Call of Duty: Warzone Match Point Threshold”.
- D. When a Squad has accrued the requisite number of COD:WRS Points to reach the “Call of Duty: Warzone Match Point Threshold” the squad is declared “Match Point Eligible” for the remainder of the COD:WRS LAN Finals, subject to the following:
  - E. If a squad accrues the requisite number of COD:WRS points during a map, they will not be declared Match Point Eligible” until the following map.
  - F. Multiple squads may be Match Point Eligible at the same time.
  - G. When a Squad that is Match Point Eligible places 1<sup>st</sup> in a Map (excluding the Map that the Squad became Match Point Eligible), the Map will be considered the final Map, and the Squad will be declared the COD:WRS LAN Finals Champion Squad.
  - H. The remaining placements will be determined in order of each Squad’s accrued COD:WRS Points in the COD:WRS LAN Finals, including points accrued in the final Map.

(iv) **Prizing.** A total of One Hundred Thousand U.S. Dollars (\$100,000 USD) shall be awarded to Squads participating in the COD:WRS LAN Finals

<b>Squad Placement</b>	<b>Squad Prizing</b>
1 <sup>st</sup>	\$30,000
2 <sup>nd</sup>	\$12,000
3 <sup>rd</sup>	\$9,000
4 <sup>th</sup>	\$7,000
5 <sup>th</sup>	\$6,250
6 <sup>th</sup>	\$5,750
7 <sup>th</sup>	\$5,250
8 <sup>th</sup>	\$4,750
9 <sup>th</sup>	\$4,250
10 <sup>th</sup>	\$3,750
11 <sup>th</sup>	\$3,250

Squad Placement	Squad Prizing
12 <sup>th</sup>	\$2,750
13 <sup>th</sup>	\$2,250
14 <sup>th</sup>	\$1,750
15 <sup>th</sup>	\$1,250
16 <sup>th</sup>	\$750

(v) **Travel.**

- A. Each COD:WRS LAN Finals will be conducted as an in-person, LAN event. All Participants in a COD:WRS LAN Final will be expected to travel to the venue for the COD:WRS LAN Finals. Participants who are unable or unwilling to travel at the times and places designated by the Administration may forfeit their qualification to the COD:WRS LAN Finals.
- B. All Participants are required to have a valid, eligible passport issued by the government of a Region (with at least six (6) months validity) and/or other required travel documentation to enable them to travel to the COD:WRS LAN Finals. If one or more of a Squad's Participants do not have a valid passport with at least six (6) months of validity and/or other required travel documentation, such Participants shall be responsible, at their own cost and expense, for obtaining a passport or other such required travel documents, including evidence of COVID-19 vaccination if required, issued by the government of their country of citizenship so that they have the legal capacity to travel to the COD:WRS LAN Finals. The Administration may assist Participants in obtaining such documentation/approvals in its sole discretion.
- C. The Administration will provide (as required) the below travel benefits to each Participant that has qualified for a COD:WRS LAN Finals:
- D. One (1) roundtrip economy flight from the Participant's country of residence to the COD:WRS LAN Finals, as booked by the Administration.
- E. Up to three (3) nights of hotel lodging near the COD:WRS LAN Finals venue. If a Participant lives within driving distance of the COD:WRS LAN Finals venue, the Administration will instead cover ground transportation costs associated with traveling to and from the COD:WRS LAN Finals venue.
- F. The approximate value of this prize package is estimated at \$3,000.00 USD. Additional details regarding such travel benefits will be provided to such qualified Squads in advance of the COD:WRS LAN Finals. The Administration reserves the right to modify such travel benefits at any time in its sole discretion.

- G. Participants must timely complete all documentation as required by the Administration to receive any travel benefits described in this Section 3.7(e).
- H. All travel must take place on the dates and times as specified by the Administration. The Administration shall select the appropriate hotel, transportation/airfare provider, etc. for all travel expenses covered by the Administration. In the event that a Participant requests a modification to the Administration's standard transportation bookings, the Administration reserves the right to require Participants to cover the difference in cost between the Administration's rates and the rate of the modified travel expenses. All expenses other than those explicitly stated to be covered by the Administration (i.e. incidental costs at hotels booked by the Administration) shall be the sole responsibility of the relevant Participant.
- I. Squads are responsible for any and all other costs, taxes, and expenses associated with the travel benefits described in this Section 3.7(e).

## 4. Competitive Rules and Game Settings.

- 4.1. **Game.** The featured title for each Tournament will be the Game.
- 4.2. **Game Settings.** The mode and settings for each Tournament shall be Ranked Play - Resurgence for the game mode unless otherwise communicated by the Administration or stated in these Official Rules. The Administration reserves the right to make certain modifications at its sole discretion and will communicate any changes to the gameplay settings to Participants prior to each Tournament. The latest competitive settings for each Tournament event can be found here: <https://callofduty.worldseriesofwarzone.com/resurgence>.
- 4.3. **Platform.** All Tournament Maps must be played on PlayStation 4, PlayStation 5, Xbox One, Xbox Series X|S, or Windows PC. Participants will be required to have an account for their corresponding platform and an Activision account to connect to online services and compete. Cross-play is required.
- 4.4. **Equipment.**
  - (a) Participants may compete using mouse and keyboard or any PlayStation 4, PlayStation 5, Xbox One, Xbox Series X|S, or Window PC-compatible controller.
  - (b) All Participants are required to have facecam (or webcam) turned on and it must be always pointed at their face while competing in the COD:WRS Online Qualifier phases. Please consider this rule before competing in the competition if for any reason you believe you will be unable or unwilling to comply.

- (c) Participants shall not use a turbo controller that allows a single button press to replicate pressing the button multiple times. Participants shall not use a button macro controller or keyboard utilizing macro inputs that allow a single button press to performing a set of actions that would normally require the Participant to press multiple buttons or keys. Squads found to be using ineligible equipment will be required to forfeit all rights to any points and prizing earned or otherwise awarded during the Tournament and will be removed immediately from the Tournament.
  - (d) For the avoidance of doubt, if a Participant who is part of a Squad is found to be using ineligible equipment, all Participants on the Squad will be removed from the Tournament and will be required to forfeit all points and prizing. The Administration reserves the right to inspect and review Participant equipment to ensure compliance with these Rules.
  - (e) Participants attending a COD:WRS LAN may be required to use equipment provided by the Administration, including, but not limited to: PCs, Monitors, and Headsets. Failure to use specified equipment may lead to disqualification from the Tournament.
- 4.5. **Referees.** Each Map will be regulated by referees selected by the Administration. Referees are Tournament officials responsible for making judgments on every Map-related issue, question and/or situation which occurs before, during and immediately following a Map. Their oversight includes, but is not limited to:
- (a) Checking Squads before a Map to ensure each Participant is on the appropriate Squad;
  - (b) Checking and monitoring Participant broadcasts;
  - (c) Escalating penalties in response to rule violations during each Map;
  - (d) Communicating gameplay and Participant equipment issues to the Administration.
- 4.6. **Warm-Up.** No warm-up or practice games are permitted once the Map's first game has begun. If a Map is played before the scheduled time, it will not be considered a warm-up and will count as the official results.
- 4.7. **Delays.** Squads shall not delay the start of a Map beyond its scheduled start time without the approval of an Administration official.
- 4.8. **Lag.** If lag occurs, the Map should be completed. Leaving the game prior to completion of the Map may result in a forfeit by the Squad of all COD:WRS Points and prizing in respect of such Map.
- 4.9. **Normal Boundaries.** Participants who move their character outside of the normal boundaries of a map may forfeit the game. Moving outside of the normal boundaries of a map includes but is not limited to part of the character's body passing through what should be a non-permeable surface or object and moving into any area from which a Participants' character registers shots on an opponent who is not able to register shots on the Participants' character.

- 4.10. **Game Altering Bugs.** “Bugs” are errors, flaws, or failures that produce an incorrect, unexpected, or unintended result during gameplay. For the purposes of procedure regarding the occurrence of Bugs during live gameplay, and at the discretion of the Administration, Bugs are separated into two categories.
- (a) **Minor Bug.** At the discretion of the Administration, a Minor Bug is one that does not significantly alter the outcome of a Map and is, at worst, considered an inconvenience to Participants. The occurrence of a Minor Bug would not result in the replay or remake of any Map and Participants should be instructed to play through the Bug.
  - (b) **Major Bug.** At the discretion of the Administration, a Major Bug is one that critically or significantly alters the outcome of a Map and severely hinders the performance of multiple Squads and/or Participants. The occurrence of a Major Bug would result in a restart as set forth in Section 4.14.
- 4.11. **Replacement Participants.** If at any time any Participant is deemed ineligible to compete in the Tournament for any reason as determined by Administration in its sole discretion, such Participant may be replaced by another eligible Participant (such Participant, a “**Replacement Participant**”) at the Administration’s sole discretion.
- 4.12. **Replacement Squad.** If at any time any Squad is deemed ineligible to compete in the Tournament for any reason as determined by Administration in its sole discretion, such Squad may be replaced by another eligible Squad (such Squad, a “**Replacement Squad**”) at the Administration’s sole discretion, including pursuant to selection by the Administration from a waitlist of eligible Squads. For the avoidance of doubt, Squads on any such waitlist will not be eligible to receive prizing in a Tournament unless and until such Replacement Squad is selected pursuant to this Section and fully competes in the Tournament during a Tournament Map.
- 4.13. **Substitution Policy.** Each stage of the Tournament is subject to a different Participant substitution policy as detailed below. The Administration reserves the right to alter such policies in its sole discretion.
- (a) COD:WRS Online Qualifiers:
    - (i) Any Participant being substituted must provide written confirmation to the Administration that he or she is agreeable to the substitution.
    - (ii) Squads shall only be permitted to make Participant substitutions in the case of an emergency and with prior approval from the Administration. In the event that the Administration grants a Squad’s request to replace one of their Participants, such Squad may select any Participant as their replacement member provided that such Participant is otherwise eligible to participate in COD:WRS pursuant to these Official Rules. The selected Participant may not be a Participant on another Squad competing in the COD:WRS series of tournaments.

- (iii) All substitutions made pursuant to this Section shall be permanent.
  - (b) COD:WRS LAN:
    - (i) Squads that have qualified for a COD:WRS LAN are not permitted to make substitutions unless a Squad's Participant is unable to travel for emergency, logistical, or personal reasons, as acknowledged by the Administration in writing.
    - (ii) Squads must inform the Administration of any emergency substitutions as soon as possible. The Administration will work with this Squad to find an eligible replacement player. The Administration reserves the right to select a replacement Participant for such Squad in its sole discretion.
    - (iii) Participants will not be allowed to participate in a COD:WRS LAN remotely for any reason.
- 4.14. **Map Restarts.** Participants are fully responsible for ensuring their internet connectivity, peripherals, and PC or console are fully functional before each Map. Once all Participants have left the pre-game lobby and transitioned to the airdrop ship and Game Map, the Map will be considered underway and will not be restarted. In certain extraordinary circumstances (e.g., in the event Participants experience a mass disconnect that affects multiple Squads in the early stages of a Map, or an issue is determined to have altered the outcome of a Map) the Administration, at its sole discretion, shall have the right to restart the Map.
- 4.15. **Tiebreakers.** In the event of any tie of COD:WRS Points between two or more Squads at the conclusion of a Tournament, the Tournament will not be replayed. The results will stand, and ties will be resolved using the following tie breaker mechanisms (in order). If the tie breakers fail to resolve a clear winner, the Administration reserves sole discretion to resolve the tie pursuant to any other method.
  - (a) **Squad Tiebreakers:**
    - (i) First, the Squad with the higher number of total Kills across all Maps of such Tournament without the inclusion of any Placement Multipliers will prevail.
    - (ii) Second, the Squad with the highest number of Kills in a single Map of the Tournament will prevail.
    - (iii) Third, the Squad with the highest placement in a single Map of the Tournament will prevail.
    - (iv) Finally, the Squad with the Participant with the highest number of kills in a single Map of the Tournament among the Participants on the tied Squads will prevail.
- 4.16. **Practices.** Participants are required to attend any practice scrimmages or Maps as scheduled by the Administration. Failure to attend these practices may result in disciplinary measures, including

disqualification from the Tournament. The schedule for such practices Maps will be distributed to Participants in advance.

## 5. Broadcast and Event Requirements.

- 5.1. **COD:WRS Player Handbook.** All Participants in the Tournaments are required to comply with the guidelines and requirements contained in COD:WRS Player Handbook to be made available to each Participant prior to each Tournament, including streaming, technical, Game settings, Discord, and other guidelines and requirements.
- 5.2. **Broadcast.** All Participants must record their participation in each Map of each Tournament they participate in and, upon request by the Administration, submit a video recording of their participation to the Administration for broadcast and competitive integrity purposes. Participants who are unable to provide a clean video feed to the Administration upon request will be ineligible to compete in any Tournament. All Participants must livestream their participation in each Map they participate in on at least one of the platforms listed in Section 5.3. Participants and/or Squads whose streamed gameplay becomes unavailable during a Map may be further subject to penalty, discipline, or other sanctions at the Administrations sole discretion.
- 5.3. **Platform.** Participants are required to broadcast their gameplay on YouTube, Twitch, or Facebook. Additional platforms may be permitted at the Administrations sole discretion.
- 5.4. **Audio.** An undistorted audio feed is preferred but not required. Participants shall refrain from playing music or using music streaming services while broadcasting.
- 5.5. **Feed.** Participants may be required to implement a stream delay to their broadcast feed; details on delay timing will be provided by the Administration ahead of each Tournament.
- 5.6. **Squad Branding.**
  - (a) Squad branding shall not include, without limitation:
    - (i) the name, word mark, service mark, moniker, symbol, or other identifier relating to any third-party intellectual property, including sponsors, commercial products, or Call of Duty League or Call of Duty Challengers teams, except as may be expressly permitted by the Administration.
    - (ii) any city or other geographic designation, except as may be expressly permitted by the Administration; and
    - (iii) any elements in violation of Section 7.1 (Behavior).
  - (b) All proposed official Squad apparel for Tournaments must be submitted to Administration at least two (2) weeks before it is intended to be shown on broadcast or appear at a live event. While a Participant is visible to the Tournament's live and camera audience(s),

Participants shall not wear, display, or otherwise convey personal messages without express approval from the Administration, which approval shall not be granted for political messages. Squads and Participants are prohibited from using any Game or COD:WRS live or on-demand stream; COD:WRS match highlights, game clips or other footage; Game images, game-related logos, artwork, animations; or other protected intellectual property owned or controlled by Activision or its affiliates (collectively, “**Game Materials**”) in connection with any third-party sponsorships, advertising, promotions, or marketing.

## 6. Sponsorship Restrictions.

- 6.1. Subject to the terms and conditions of these Rules, Squads and Participants may acquire individual sponsorships in connection with their participation in a Tournament. Squads shall not engage in joint negotiations or otherwise cooperate or coordinate with other Squads in the marketing or negotiation of sponsorships. Administration reserves the right to restrict sponsor involvement in COD:WRS activities, including requiring Participants to, among others, cover, obscure or replace articles of clothing or overlays that display sponsor assets in violation of this [Section 6](#), and all sponsorships used in connection with COD:WRS activities are subject to the prior approval of the Administration. Squads and Participants may inquire as to whether a sponsor is permissible by contacting Administration at [CODWRS@activision.com](mailto:CODWRS@activision.com).
- 6.2. Squads and Participants are prohibited from using any Call of Duty or COD:WRS live or on-demand stream; COD:WRS Map highlights, game clips or other footage; Franchise game images, game-related logos, artwork, animations; or other protected intellectual property owned or controlled by Activision or its affiliates (collectively, “**Game Materials**”) in connection with any third-party sponsorships, advertising, promotions, or marketing.
- 6.3. The Administration reserves the right to have COD:WRS-wide exclusive sponsorships on a global basis or specific to a region or territory. The Administration may from time-to-time designate certain product or service categories as “reserved” whereby Squads and Participants will not be permitted to feature sponsorships in such “reserved” categories in connection with their participation in COD:WRS. The categories of goods and services set forth below are reserved for Activision and the Administration for COD:WRS. For each of the categories, the description of items that are included and specific brand examples are non-exhaustive. If a Squads or Participant has questions regarding the scope of a given category the Squads or Participant should contact Administration before entering into a potentially conflicting agreement.
  - (a) Video game platforms. This category includes gaming consoles such as Sony PlayStation and Microsoft Xbox, as well as PC-based gaming platforms such as the Valve Steamdeck and other dedicated video game platforms.
  - (b) Beer, wine, cider, and other malt beverages. This category includes alcoholic beverages sold by beverage brands such as Anheuser Busch, Coors and Gallo.

- (c) Gambling, sports betting, daily fantasy, and casinos.
- 6.4. The following sponsor categories shall in no event be featured, displayed, or otherwise promoted by any Participant in connection with COD:WRS:
- (a) Any person or entity that offers products or services that Activision determines are detrimental to the business of Activision or any of its affiliates (including without limitation the Franchise, Call of Duty League, Call of Duty Challengers, COD:WRS, or Call of Duty: Mobile) or that give one player an unfair advantage over another player, including hacking, gold selling services, account sellers and key sellers.
  - (b) Games or other products or services from entities that compete directly with Activision or any of its affiliates.
  - (c) Account selling, sharing or trading websites.
  - (d) Drugs (whether legal or illegal) and any products used to consume drugs.
  - (e) Tobacco and vaping products.
  - (f) Cannabis and any products used to consume cannabis.
  - (g) Pornography, sexual or adult oriented products or services.
  - (h) Firearms / weapons, or related products or services.
  - (i) Political candidates or ballot initiatives.
- 6.5. **COD:WRS Broadcast Sponsors.** The Administration reserves the right to enter into exclusive sponsorship agreements with PC peripheral manufacturers or other brands (e.g. headsets, keyboards, energy drinks) with respect to the broadcast of the COD:WRS. In the event that the Administration enters into such exclusive sponsorship agreements, (i) the Administration will inform all Participants who have qualified to participate in the COD:WRS of the identity of such exclusive partner(s), (ii) Participants who qualify for the COD:WRS will not be able to display the logos or products of any competitors to such exclusive sponsors at any point during the broadcast of the COD:WRS, and (iii) to the extent that any Participants who have qualified for the COD:WRS have pre-existing sponsorship arrangements with competitors to such exclusive sponsors that would preclude them from participating in an event bearing such exclusive sponsor's marks, such Participant shall immediately contact the Administration to inform them of the conflict and shall immediately contact their conflicting sponsor to request an exemption to allow them to participate in the COD:WRS.

## 7. Conduct and Penalties.

### 7.1. Behavior.

- (a) All Participants must at all times observe the highest standards of personal integrity and good sportsmanship and act in a manner consistent with the best interests of COD:WRS, in each case as determined by Administration. Participants are required to behave in a professional and sportsmanlike manner in their interactions with other Participants, Squads, members of the Administration, the media, sponsors and fans.
- (b) Participants shall not use obscene or offensive gestures or profanity in their tags, player handles, Squad branding, game chat, live play communications, lobby chat, shoulder content, interviews, or other public-facing communications of any kind. This rule applies to English and all other languages and includes abbreviations and/or obscure references.
- (c) Participants are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at any time or place, or against any person, including Participants, fans, referees and officials.
- (d) The obligation to behave in a professional and sportsmanlike manner includes an obligation on the part of Participants to arrive on time and ready to compete for all Maps and Tournaments. It also prohibits forfeiting a Map without reasonable cause.
- (e) COD:WRS is a place for players from around the world, from different cultures, and from different backgrounds, to come together to compete and share their passion for our game. Participants in our competitions should be focused on bringing the world together through epic entertainment, celebrating our game, players, and fans, and building diverse and inclusive communities. Participants must refrain from disruptive or divisive behavior, commentary, or other forms of expression during official COD:WRS events (including without limitation any Map) or on any official COD:WRS (e.g., Map broadcasts, COD:WRS shows, and official COD:WRS-branded websites and social media channels). Throughout the period on Tournament day that a Participant is visible to the Tournament's live and camera audience(s), such Participant shall not wear, display or otherwise convey personal messages without express approval from the Administration, which approval shall not be granted for political messages.

## 7.2. **Cheating and Game Integrity.**

- (a) Participants must always compete to the best of their skill and ability. Any form of cheating by any Participants will not be tolerated. All Participants are prohibited from influencing or manipulating any Map with the intent that any aspect of the Map is determined by anything other than the competitive merits. Examples of cheating or behavior impacting game integrity are not exhaustive, and include without limitation:
  - (i) Collusion, Map fixing or any other action to intentionally alter, or attempt to alter, the results of any Map or Tournament (or any components thereof);

- (ii) Attempts to interfere with another Participant's connection to the game service through Distributed Denial of Service (DDoS) or any other means.
  - (iii) Allowing an individual who is not the registered owner of a Participant Account to play on that Participant Account in a Map and/or playing in a Map while logged in to a Participant Account registered to someone else.
  - (iv) Bot use (including the installation, whether or not intentional, of any similar software on a machine or other hardware used by Participant in the Tournament), spot timing (e.g., not throwing the game, just timing a shot so bettors win), wintrading, drophacking, ghosting or stream sniping (i.e., a game spectator illegally provides, or such Participant individually obtains, information about an opponent's positions and/or movements), inducing another Participant to lose a Map, and receiving leaked scrim footage and/or confidential or proprietary information of another Squad;
  - (v) Misuse or hacking of the Game's servers.
  - (vi) Use of unauthorized or restricted Items.
  - (vii) Violent, threatening, or harassing behavior in any Franchise or COD:WRS setting, (offline and online), including Squad housing.
  - (viii) Inappropriate use of COD:WRS equipment.
  - (ix) Killing, damaging, or taking such other action the primary purpose, of which is, in each case, to sabotage members of an opposing Squad who are, for purposes of queuing in a Map lobby as may be required by COD:WRS Qualifiers rules, joined together with such Participant as members of such Participant's Squad; and
  - (x) Any other actions or conduct that threatens to undermine the integrity of COD:WRS and its Squads.
- (b) Participants must always follow the End User License Agreement, whether during a COD:WRS Map or otherwise. Participants are prohibited from violating the End User License Agreement for personal or reputational gain, monetary gain, or for any other reason. Participants are not permitted to access the accounts of other individuals to artificially raise their competitive rank or any other actions that violate the End User License Agreement. Violations of this Section 7.2(b), whether during the 2025 COD:WRS competition year or prior to such Participant's participation in COD:WRS may result in discipline to be determined in the discretion of Administration.

### 7.3. **Illegal and/or Detrimental Conduct.**

- (a) Participants are required to comply with all applicable laws at all times.

- (b) A Participant shall not engage in any activity or practice which (i) brings Participant into public disrepute, scandal or ridicule, or shocks or offends a portion or group of the public, or derogates from Participant's public image, or (ii) is, or could reasonably be expected to be, detrimental to the image or reputation of, or result in public criticism of or reflect badly on, Activision, Administration, or any of their respective representatives, COD:WRS, the other Squads or their respective sponsors or Participants, the Game or any other product or service of Activision. For the avoidance of doubt, Participant affiliation with individuals, entities or brands that are detrimental to the image or reputation of Activision, Administration, or any of their respective representatives, COD:WRS, the other Squads or their respective sponsors or Participants, the Game or any other product or service of Activision, as determined by Administration, will be deemed as a violation of this provision and these Rules. In addition, Participants and Squads may not encourage members of the public to engage in any activities that are prohibited by this [Section 7.3](#). A non-exhaustive list of such types of misconduct are as follows:
- (i) Actual or threatened violence toward a person, including domestic violence, partner violence, dating violence and child abuse;
  - (ii) Sexual assault and other types of sexual offenses;
  - (iii) Illegal possession or distribution of a weapon;
  - (iv) Possession, use or distribution of performance-enhancing substances;
  - (v) Conduct that poses a danger to the safety of another person;
  - (vi) Animal cruelty;
  - (vii) Theft and other property crimes; and
  - (viii) Crimes involving dishonesty.
- (c) Each Participant acknowledges that Administration may have an obligation under applicable law to report illegal activities to local law enforcement authorities or respond to formal inquiries from law enforcement or judicial authorities in jurisdictions where suspected violations of law have taken place.

#### 7.4. **Anti-Harassment.**

- (a) Administration is committed to providing a competitive environment that is free of harassment and discrimination.
- (b) In furtherance of this commitment, Participants are prohibited from engaging in any form of harassment or discrimination (either in-Game or outside the Game), including without limitation that which is based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity, or any other class or characteristic.

#### 7.5. **Gambling.**

- (a) Gambling on the outcome of COD:WRS Maps or tournaments (including any components thereof) can pose a serious threat to the integrity of, and public confidence in COD:WRS. Participants as well as employees of Administration are not allowed to (i) place, or attempt to place, bets on any Maps or Tournaments (or any components thereof) involving COD:WRS, (ii) associate with high volume gamblers, or deliver information to others that might influence their bets, or (iii) offer or accept any gift or reward to or from anyone for services promised, rendered, or to be rendered in connection with any Map, including services related to defeating or attempting to defeat a competing Squad or services designed to throw, fix or otherwise influence the outcome of any COD:WRS Map, Tournaments or otherwise.
- (b) This rule also prohibits Participants from participating in anyone else's betting activities, asking anyone to place bets involving COD:WRS (including without limitation COD:WRS Maps or Tournaments, or any components thereof) on a Participant's behalf, or encouraging anyone else to bet involving COD:WRS (including without limitation COD:WRS Maps or Tournaments, or any components thereof).
- (c) Participants likewise are prohibited from engaging in any fantasy esports leagues or games involving COD:WRS in which the participant pays any form of entry fee in exchange for an opportunity to win a cash prize or other thing of value.

#### 7.6. **Alcohol and Drugs.**

- (a) The use, possession, distribution, or sale of illegal drugs is strictly prohibited. Participants are prohibited from being under the influence of any substance of abuse, including alcohol or marijuana, while the Participant is engaged in COD:WRS events or on premises that are owned by or leased by the Administration.
- (b) The unauthorized use, possession, distribution, or sale of prescription drugs by a Participant is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and, in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and shall not be used to enhance performance in a Map or Tournament.

#### 7.7. **Non-Disparagement.**

- (a) Participants have the right to express their opinions in a professional and sportsmanlike manner; provided, however, that Participants shall not make public statements that call into question the integrity or competence of Map referees or Administration.
- (b) Participants shall not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, or slanderous remarks, comments or statements concerning Activision, the Administration, any of their

respective representatives, the Franchise, COD:WRS, the other Squads or their respective Participants, or any other product or service of Activision. In addition, Participants shall not encourage members of the public to engage in any activities that are prohibited by this Section 7.7(b).

- (c) This Section 7.7 does not, in any way, restrict or impede a Participant from complying with any applicable law or a valid order of a court of competent jurisdiction or an authorized government agency, provided that such compliance does not exceed that required by the law or order.

**7.8. Software and Hardware.**

- (a) Any intentional use, or attempted use, by a Participant of any bugs or exploits in the Franchise is strictly prohibited. Administration will determine, in its sole discretion, the bugs and exploits prohibited by this rule and whether a Participant has taken advantage of a bug or exploit in violation of this rule.
- (b) Participants must consult with the Administration before bringing electronic storage devices to any COD:WRS live event and are not allowed to use any mobile or external communication equipment during a Map, including mobile phones.
- (c) Participants are prohibited from installing third-party software of any kind on any competition hardware or machines at COD:WRS live events.

**7.9. Confidentiality.**

- (a) Participants must keep confidential and not disclose to any third party confidential and proprietary information concerning the Franchise, COD:WRS, the Administration, Activision or its affiliates and sponsors.
- (b) This Section 7.9 does not, in any way, restrict or impede a Participant from complying with any applicable law or a valid order of a court of competent jurisdiction or an authorized government agency, provided that such compliance does not exceed that required by the law or order.

**7.10. Reporting.**

- (a) Upon becoming aware of any conduct prohibited by this Section 7, Participants are required to immediately report the details to Administration at [CODWRS@activision.com](mailto:CODWRS@activision.com). Failure to comply with this requirement is an independent violation of these Rules.

## 8. Prize Awards.

- 8.1. **COD:WRS LAN Finals Schedule:** A total of One Hundred Thousand U.S. Dollars (\$100,000 USD) shall be awarded to Squads participating in a COD:WRS LAN Final in accordance with each Squad's performance as described below:

COD:WRS LAN Finals Prizing		
Squad Placement	Squad Prizing	Prizing per Participant
1 <sup>st</sup>	\$30,000	\$10,000
2 <sup>nd</sup>	\$12,000	\$4,000
3 <sup>rd</sup>	\$9,000	\$3,000
4 <sup>th</sup>	\$7,000	\$2,334
5 <sup>th</sup>	\$6,250	\$2,084
6 <sup>th</sup>	\$5,750	\$1,917
7 <sup>th</sup>	\$5,250	\$1,750
8 <sup>th</sup>	\$4,750	\$1,584
9 <sup>th</sup>	\$4,250	\$1,417
10 <sup>th</sup>	\$3,750	\$1,250
11 <sup>th</sup>	\$3,250	\$1,084
12 <sup>th</sup>	\$2,750	\$917
13 <sup>th</sup>	\$2,250	\$750
14 <sup>th</sup>	\$1,750	\$584
15 <sup>th</sup>	\$1,250	\$417
16 <sup>th</sup>	\$750	\$250

- 8.2. **Prizing Terms and Conditions.** All prizes awarded pursuant to this Section 8 are subject to the below terms and conditions and such additional terms and conditions as Administration may provide to Participants in its sole discretion.

- (a) Prizing details are subject to change in the Administration's sole discretion.
- (b) The awarding of prizes is void where prohibited or restricted.
- (c) Prizes are non-transferable and not exchangeable for any other prize. In the case of unavailability of a prize, the Administration reserves the right, in its sole discretion, to substitute a prize of equal or greater value. All cash prizes will be paid in US Dollars (unless the Administration permits an alternate method of payment).
- (d) Participants who are eligible for the award of a prize ("**Potential Winners**") assume all liability for the use of the prize.
- (e) Potential Winners shall have no right to any prize unless such Participant satisfies the conditions and other requirements set forth in these Rules and any other applicable rules. Requirements may include submission of documentation reasonably sufficient and detailed to evidence a Participant's satisfaction of eligibility requirements and compliance with these Rules.

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

## 9. Disciplinary Action.

- 9.1. **Investigation of and Right to Monitor Compliance.** To preserve the integrity of COD:WRS competition, 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 Administration in any such investigation. The failure by a Participant to cooperate fully with any internal or external investigation conducted by Administration or its designee relating to a violation of these Rules is itself a violation of these Rules, including without limitation being untruthful or withholding, tampering with, or destroying evidence.
- 9.2. **Subjection to Penalty.** Any violation of the Rules by a Participant will be subject to penalty. The nature and extent of penalties imposed will be determined by the Administration. All decisions of the Administration regarding rules violations or other issues regarding the Tournament, are final.
- 9.3. **Penalties.** Penalties for rule violations will be assessed by Administration. These penalties will vary in direct relation to the severity of the offense and the number of offenses committed previously by the same Participant and/or Squad. The following is a non-exhaustive list of penalties that may be enforced at the discretion of the Administration:
  - (a) Verbal Warning(s);
  - (b) Written Warning(s);
  - (c) Suspension(s);
  - (d) Map Forfeiture(s);
  - (e) Tournament Disqualification; and
  - (f) Prize Forfeiture(s).

## 10. Limitations Of Liability and General Release.

- 10.1. As a condition to being allowed to participate in COD:WRS and to the greatest extent permitted by the applicable laws and regulations, each Participant agrees to release and hold harmless Administration, and its parents, subsidiaries, and affiliates, and each of their respective officers, directors, employees and other representatives (the "**Released Parties**") from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses,

or damages of any kind arising out of or in connection with their participation in COD:WRS or any Tournament, or delivery, mis delivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other theory. 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 COD:WRS or the production, distribution, exhibition or other exploitation, or the advertising, promoting, or publicizing of COD:WRS.

- 10.2. EACH PARTICIPANT UNDERSTANDS AND AGREES THAT ALL RIGHTS UNDER SECTION 1542 OF THE CIVIL CODE OF CALIFORNIA AND ANY SIMILAR LAW OF ANY STATE OR TERRITORY OF THE UNITED STATES ARE HEREBY EXPRESSLY WAIVED BY PARTICIPANT AGAINST THE RELEASED PARTIES. SECTION 1542 READS AS FOLLOWS:

“A GENERAL RELEASE DOES NOT EXTEND TO CLAIMS THAT THE CREDITOR OR RELEASING PARTY DOES NOT KNOW OR SUSPECT TO EXIST IN HIS OR HER FAVOR AT THE TIME OF EXECUTING THE RELEASE AND THAT, IF KNOWN BY HIM OR HER, WOULD HAVE MATERIALLY AFFECTED HIS OR HER SETTLEMENT WITH THE DEBTOR OR RELEASED PARTY.”

- 10.3. IN NO EVENT WILL ADMINISTRATION OR ANY OF ITS PARENTS, SUBSIDIARIES, AFFILIATES OR THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES OR OTHER REPRESENTATIVES BE LIABLE UNDER THESE RULES TO ANY PARTICIPANT, SQUAD, OR ANY PERSON OR ENTITY CLAIMING RIGHTS DERIVED FROM ANY PARTICIPANT, FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, EXEMPLARY, SPECIAL OR PUNITIVE DAMAGES, AND/OR 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 OR ANY OF ITS AFFILIATES OR REPRESENTATIVES WERE ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
- 10.4. To the fullest extent permitted by applicable law, each Participant acknowledges that such Participant is aware of the risks, dangers and hazards associated with esports competitions and Participant freely accepts and fully assumes all such risks, dangers and hazards and the possibility of personal injury, death, property damage or loss resulting from Participant's participation in such activities.
- 10.5. Participants acknowledge and agree that Administration is not an insurer of Participants' property or personal safety. If a Participant feels the need for insurance, such Participant should obtain it from a third party

## 11. Grant Of Rights and Ownership.

- 11.1. By agreeing to these Rules and participating in COD:WRS, each Participant hereby grants to Activision a perpetual, royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use the Participant's name, logos, trade or service marks, copyrighted material, nickname, Participant Account handles (or replacement tags), initials, likeness, image, photograph, animation, avatar, autograph, voice, video or film portrayal, public persona, biographical information, and backstory (collectively, "**Participant Materials**"), and create derivative works thereof, in any and all present and future media whether now known or hereafter created, on any and all platforms and via any method of delivery, on or in connection with (a) COD:WRS (whether in full or in part and whether on a live or delayed basis and all or any part of such event) and the broadcast, streaming, webcast or other distribution of any audio visual, visual and/or audio coverage of any of the foregoing; (b) the marketing and promotion of COD:WRS or the Franchise; (c) on online leaderboards related to COD:WRS; and (d) (i) the exploitation of media rights, (ii) the creation and sale of in-game or digital merchandise, and (iii) any group licensing or other agreements with third parties that are negotiated by Activision, in each case in connection with COD:WRS or the Franchise. The products, services, media and materials created by exercise of any of the foregoing licenses or rights in clauses (a) through (c) are referred to herein as the "**COD:WRS Materials**".
- 11.2. **Advertising and Commercial Materials.** The grant of rights and licenses in Section 11.1 includes, but is not limited to, the perpetual, royalty-free, fully paid-up, worldwide right and license (but not the obligation) of Activision (and its sublicensees) to copy, display, distribute, edit, host, store and otherwise use the Participant Materials and the COD:WRS Materials, and create derivative works thereof, on or in connection with Activision's (or its sublicensees'): (a) websites and applications, together with those of its permitted streaming and broadcast partners; (b) social media postings; (c) print and online advertising and content; (d) newspaper and magazine advertising and content; (e) online advertising and content, including banners, leaderboards and skyscrapers; (f) outdoor and indoor billboards, posters, signs and displays; (g) press releases, newsletters and e-alerts; (h) television; and (i) any other advertising or promotional materials developed by or for Activision (or its sublicensees) for COD:WRS or the Franchise from time to time (the foregoing, the "**Advertising and Commercial Materials**"). Notwithstanding the foregoing, Activision shall not use Participant Materials in any manner outside the scope of the rights and licenses granted pursuant to Section 11.1 and 11.2 without the prior written consent of the Participant.
- 11.3. Participant acknowledges and agrees that Participant shall not acquire any rights in or to COD:WRS, the Tournaments, the Franchise, or Activision Materials (as defined below) because of Activision's use of the COD:WRS Materials in connection with the permitted uses hereunder.
- 11.4. **Ownership of Advertising and Commercial Materials, Feedback, Stats and Suggestions.**
- (a) As between each Participant and Activision, Activision will be the sole owner of all the following (collectively, the "**Activision Materials**"):

- (i) COD:WRS Materials and Advertising and Commercial Materials (excluding Participant Materials that are incorporated into or used in the COD:WRS Materials or Advertising and Commercial Materials; provided, that to the extent such Participant Materials incorporate any Activision intellectual property, such COD:WRS Materials and Advertising and Commercial Materials shall be owned by Activision);
  - (ii) All other content, works of authorship, audio-visual works, artwork, compilations, data and documentation that are created by or for Activision in connection with COD:WRS.
  - (iii) Suggestions, comments, and other feedback that a Participant may provide to Activision relating in any way to (a) COD:WRS, the Franchise or the business of Activision, and (b) all improvements or enhancements to COD:WRS, the Franchise, or the business of Activision resulting from any such suggestions, comments and feedback.
  - (iv) All Activision accounts, data (including gameplay data) and statistics relating to Participant's participation in or play of the Franchise and COD:WRS, any COD:WRS streams and any intellectual property of Activision; and
  - (v) Intellectual property rights in each of the foregoing existing anywhere in the world.
- (b) Subject in all respects to Section 11.1, as between each Participant and Activision, Participant will be the owner of the Participant Materials. For the avoidance of doubt, Participant's use of the Participant Materials shall always comply with the End User License Agreement.

11.5. **Works for Hire; Assignment.** If a Participant at any time creates, develops or invents any Activision Materials, the parties acknowledge and agree that all copyrightable Activision Materials, and all elements, portions and derivative work thereof, shall be created for Activision as "works made for hire" and that all copyrights in and to such Activision Materials, and in all elements, portions and derivative works thereof, shall vest automatically in, and belong to, Activision. If, however, by operation of law or otherwise, such Activision Materials or any element, portion and derivative works thereof are not deemed a "work made for hire" or for any reason do not automatically vest in Activision and/or if there are any patents, trademarks, know-how or other intellectual property rights in the works that do not automatically accrue to Activision under the preceding sentence, the Participant hereby assigns (and agrees at the time of creation to assign) to Activision and/or its designee, in each case for no additional consideration, by way of present assignment of future copyright and other intellectual property rights, all worldwide rights, title and interest, including all copyright and other patent, trademark and other intellectual property rights worldwide, in and to all Activision Materials (and in all elements, portions and derivative works thereof) and agrees to take, at the expense of Activision or its designees, any and all such other actions reasonably deemed appropriate by Activision or its designee in furtherance of such assignment, including,

without limitation, the execution and delivery to Activision or its designee of any further instruments of assignment reasonably requested by Activision or its designee.

- 11.6. **Participant Representations and Warranties.** Participant is solely responsible for the Participant Materials. Participant represents and warrants: (a) Participant is the author or creator of, or owns all right, title and interest in and to, the Participant Materials or otherwise has sufficient power and authority to grant the rights granted herein, including pursuant to Sections 11.1; and (b) the Participant Materials do not and will not (i) defame any other person or (ii) infringe, violate, dilute, or misappropriate any third-party right, including any copyright, trademark, patent, trade secret, moral right, privacy right, right of publicity, or any other intellectual property or proprietary right of any kind or nature relating thereto recognized by United States law and applicable foreign and international laws, treaties and conventions. Activision reserves all rights and remedies against any Participant who breaches this Section 11.
- 11.7. **Waivers.** By agreeing to these Rules, each Participant hereby waives, and agrees not to assert, any (a) rights of prior review and/or approval of any of the COD:WRS Materials or Advertising or Commercial Materials, and (b) moral or other equivalent rights (if any) to which Participant is or may become entitled under applicable law in relation to the COD:WRS Materials, Advertising and Commercial Materials, or to Participant's participation in COD:WRS or Activision events. Nothing in these Rules requires Activision to make use of any of the rights or licenses granted herein.
- 11.8. **Collection of Personal Data.**
- (a) Activision will collect, store, and use information collected in connection with COD:WRS and COD:WRS events (including information collected at live events, if applicable) in accordance with Activision's Privacy policy (the "Activision Privacy Policy"). By accepting these Rules, each Participant also agrees to the terms of the Activision Privacy Policy available at: <https://www.activision.com/legal/privacy-policy>.
  - (b) FACEIT will collect, store and use information collected in connection with COD:WRS and COD:WRS events (including information collected at live events) in accordance with FACEIT's online privacy policy (the "**FACEIT Privacy Policy**") for certain regions set forth in the FACEIT Privacy Policy. By accepting these Rules, each Participant acknowledges having read the FACEIT Privacy Policy available at <https://corporate.faceit.com/privacy/>. In addition, FACEIT will share such information with Activision for its use in accordance with Activision's Privacy Policy. By accepting these Rules, each Participant agrees to the sharing of that Participant's information with Activision and acknowledges having read the Activision Privacy Policy available at <https://www.activision.com/legal/privacy-policy>.
  - (c) In order for Activision to ensure the integrity of the Tournament, each Participant hereby acknowledges, agrees, accepts and irrevocably consents to the collection and sharing by the Administration and/or its affiliates of certain information about Participant and its gameplay during the Tournament, including, if applicable, audiovisual recordings of Participant's use of the Game client (including all communications sent or received by Participant within the client), all activity displayed therein while participating in the

Tournament (whether within or without the Game client), the physical environment of the field of play from which Participant participates, including any desk, chair, monitors, peripherals, and other devices as may be displayed by Participant in connection with the Tournament, any other footage incidentally captured in connection therewith while participating in the Tournament, and such other information and other data as may be collected pursuant to the applicable provisions of these Rules. Accordingly, each Participant hereby acknowledges and agrees that such personal and other information and data that (a) Participant provides the Administration in connection with the Tournament or (b) that has previously been or is collected by Activision in connection with Participant's registration with Battle.net, Activision or play of the Game, such as name, email, mailing address, Activision ID, BattleTag and Battle.net ID, language proficiencies, and gameplay data and statistics, may be used by the Administration and shared with other parties in connection with the Tournament and COD:WRS. Each Participant acknowledges that such Participant may request the Administration to access, update or delete such information by contacting [COD:WRS@activision.com](mailto:COD:WRS@activision.com). If Participant is an EEA resident, Participant also hereby acknowledges and agrees that its information may be transferred to countries outside the EEA, including the United States.

## 12. Resolution of Disputes.

- 12.1. **Disputes Regarding League Rules.** The Administration has final, binding authority to decide disputes with respect to the breach, termination, enforcement, or interpretation of these Rules ("Rules Dispute").
- 12.2. **Binding Arbitration for Arbitration Disputes.** Any dispute, claim or controversy that Administration may have against a Participant or that a Participant might have against Administration, and any dispute, claim or controversy arising out of or relating to COD:WRS or these Rules or the validity thereof, including the determination of the scope or applicability of these rules to arbitrate, and that is not otherwise subject to Administration's final, binding authority (whether under Section 12.1 or under separate written agreements entered into with Administration or its affiliates) or otherwise subject to arbitration under separate written agreements entered into with Administration ("**Arbitration Dispute**") will be finally settled under the JAMS Streamlined Arbitration Rules and Procedures by a single arbitrator appointed in accordance with the said Rules. The place of arbitration will be Los Angeles, California. All matters relating to the arbitration, including any final award, will be considered the confidential information of the parties to the Arbitration Dispute. The parties to any Arbitration Dispute agree that they will only file with the court the portions of the award necessary to enter judgment and enforce the award and that they will make every effort to exclude confidential information from what is to be filed with the court, with any disagreements related thereto to be decided upon by the arbitrator prior to any court filing. The decision of the arbitrator will be final and binding on the parties to the Arbitration Dispute, and any award of the arbitrator may be entered in any court of competent jurisdiction. The arbitrator shall determine the scope and enforceability of this arbitration agreement, including whether a dispute is subject to arbitration; and the arbitrator has authority to decide all issues of validity, enforceability or arbitrability, including, but not

limited to, where a party raises as a defense to arbitration that the claims in question are exempted from the arbitration requirement or that any portion of this agreement is not enforceable. This Section 12.2 will not preclude a party to a dispute from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction in respect of Arbitration Disputes or preclude Administration from seeking and obtaining from any court of competent jurisdiction (without the need for Administration to post any bond or other security) temporary and/or preliminary injunctive relief against a Participant for any breach by the Participant of the terms of these Rules. Except as otherwise provided by these Rules or applicable law, each party to any legal action or proceeding brought against the other party will be responsible for Participant's own attorneys' fees, experts' fees, court costs and all other expenses sustained during such litigation (including any appeals).

### 12.3. **Class Action.**

- (a) By agreeing to these Rules, each Participant agrees that any arbitration will be limited to the Arbitration Dispute between Administration and the Participant individually.
- (b) By agreeing to these Rules, each Participant acknowledges and agrees that: (i) a claim by, or on behalf of, other persons, will not be considered in, joined with, or consolidated with, the arbitration proceedings between the Participant and Administration; (ii) there is no right or authority for any Rules Dispute or Arbitration Dispute to be arbitrated, adjudicated, or resolved through court proceedings on a class-action or collective action, or to utilize class action or collective action; and (iii) the Participant will not have the right to participate as a class representative or collective action representative, or as a member of any class or collective action for any Rules Dispute or Arbitration Dispute. Under no circumstances does any Participant or Administration agree to class or collective action procedures in arbitration or court proceedings or the joinder of claims in arbitration or court proceedings. The foregoing provisions of Section 12.3(a) and (b) are referred to as the "**Class Action Waiver**".
- (c) In any case in which: (i) the Rules Dispute or Arbitration Dispute is filed or pursued as a class action or collective action; and (ii) all or part of the Class Action Waiver is found to be unenforceable, the class action or collective action, to that extent must be litigated in a civil court of a competent jurisdiction within Los Angeles, California, but any individual claims for which the Class Action Waiver is deemed enforceable must be litigated separately in arbitration. The Class Action Waiver will be severable in any case in which the Rules Dispute or Arbitration Dispute is filed or pursued as an individual action and severance is necessary to ensure that the individual action proceeds in arbitration.

### 12.4. **Governing Law.**

- (a) All Rules Disputes and Arbitration Disputes will be governed by and construed under the laws of the United States of America and the law of the State of New York, without regard to choice of law principles, provided that Administration will have the right to disqualify any Participants that are rendered ineligible to participate due to local law. This selection

of governing law shall supersede any prior choice of law contained in any prior version of the Rules executed by the Participant.

- (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.
- (c) Administration will endeavor to provide official translations of these Rules. In the event of any conflict between the English version and any translation of these Rules, the English version will control.
- (d) **Changes to this Section.** Administration will provide 60 days' notice of any changes to this Section 12. Changes will become effective on the 60th day and will apply prospectively only to any claims arising after the 60th day.