

2024 Official Rules

V1.3

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1. Introduction.

1.1. **Purpose**. Activision Publishing, Inc. and its affiliates (collectively, "**Activision**") created World Series of Warzone™ ("**WSOW**") 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) an in-game open qualifying tournament officially sanctioned by Activision as WSOW Open Qualifiers, (b) a series of official WSOW Last Chance Qualifier tournaments (the "**WSOW Last Chance Qualifier (LCQ)**"), (c) a series of qualifying tournaments held in Expansion Regions (as defined below) (the "**WSOW Expansion Region Tournaments**"), (d) an official solo WSOW event (the **"#SoloYolo Event**"), and (e) the official WSOW global final tournament (the "**WSOW Global Final**", and together with the WSOW Open Qualifiers, the WSOW Last Chance Qualifier (LCQ), the WSOW Expansion Region Tournaments, and the #SoloYolo Event, each a "**Tournament**") and collectively, the "**Tournaments**". The Tournament operator for WSOW will be ESL FACEIT Group ("**FACEIT**"). These World Series of Warzone Official Rules, including any updates, amendments or supplements thereto (these "**Rules**"), ensure the integrity of all Tournaments, protect the image and reputation of WSOW 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 WSOW (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 PUBLISHING, INC., ACTIVISION BLIZZARD IRELAND LTD., FACEIT AND THEIR RESPECTIVE AFFILIATES WHO ARE ENGAGED IN OPERATING THE WSOW 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 WSOW 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 signing a WSOW Participation Form either in print or digitally;

(b) By registration or other participant sign-up method, including in connection with the applicable Tournament platform, e.g., FACEIT;

(c) or participating in any Tournament or other officially sanctioned Map that is part of WSOW; and

(d) 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 WSOW 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 World Series of Warzone 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 WSOW, any authorized

person or entity to create and/or publish media for any reason at any time during WSOW, and any person who is present at an event related to WSOW. All decisions made by Administration are final.

2. Participation.

2.1. **Eligibility**. To be able to compete in WSOW, 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) or Expansion Region(s), as defined below, for the applicable Tournament:

A. The below each a "**Region**", and together, the "**Regions":**

- **North America**: Canada, Puerto Rico, United States.
- **EMEA**: Austria, Bahrain, Belgium, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Egypt, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Jordan, Kazakhstan, Kuwait, Lebanon, Luxembourg, Netherlands, Norway, Oman, Poland, Portugal, Qatar, Romania, Saudi Arabia, Serbia, Slovakia, South Africa, Spain, Sweden, Switzerland, Turkey, Ukraine, United Arab Emirates, United Kingdom.

B. The below each an "**Expansion Region**", and together, the "**Expansion Regions**":

- **APAC**: Australia, Hong Kong, India, Indonesia, Japan, Macau, Malaysia, New Zealand, Philippines, Singapore, Taiwan, Thailand, Vietnam.
- **LATAM N**: Belize, Colombia, Costa Rica, Dominican Republic, Ecuador, El Salvador, Guatemala, Honduras, Jamaica, Mexico, Nicaragua, Panama, the Bahamas, Venezuela
- **LATAM S**: Argentina, Bolivia, Brazil, Chile, Paraguay, Peru, Uruguay,

(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 WSOW.

(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) 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;

(h) 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;

(i) 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);

(j) 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;

(k) 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;

(l) have valid travel documentation and/or governmental authorization (including a valid passport) from a Region or Expansion Region sufficient to enable travel to the WSOW Global Final;

(m) 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;

(n) if applicable, be formally invited by the Administration; and

(o) meet any additional qualification requirements set forth by the Administration in the any other WSOW-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 WSOW. 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 WSOW Global Finals, 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 other than the #SoloYolo Event will compete in a set number of matches on the Urzikstan map (each, a "**Map**") featuring a maximum of 120 Participants divided into "**Squads**" of three (3) Participants each lead by a single "**Captain**".

(b) Participants in each Tournament 1other than the #SoloYolo Event will compete using the "WSOW Trios" game mode (the "**WSOW Trios Ruleset**"). The WSOW Trios Ruleset will utilize a competitive Battle Royale trios ruleset with competitive settings that closely mirror those found in Ranked Resurgence. The following additional changes have been made:

- Loot Items Removed:
  - Redeploy Pack
  - Reinforcement Flare
  - Gulag Entry Kits
- Public Event Adjustments:
  - Circle 3: Fire Sale
  - No other public events will occur.

(c) The Administration reserves the right to update the WSOW Trios Ruleset at any time.

(d) Participants in the #SoloYolo Event will compete in a set number of Maps featuring a maximum of 120 Participants competing individually using the "BR Solos" game mode. The Administration reserves sole discretion to alter the game mode used for the #SoloYolo Event at any time.

3.2. **WSOW Points.**

(a) **Scoring.** Participants in WSOW will accrue World Series of Warzone Points ("**WSOW Points**") in each WSOW Map in accordance with the below. Administration reserves sole discretion to modify WSOW Point distribution and introduce new point systems at any time. Administration will provide Participants with notice of any changes to the distribution of WSOW Points prior to the start of the next impacted Tournament.

(i) **Kills**: A Participant will receive one (1) WSOW Point for every elimination 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 WSOW 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.

Map Placement Multiplier	
1st Place	2x Multiplier
2nd – 5th Place	1.8x Multiplier
6th – 10th Place	1.6x Multiplier
11th – 20th Place	1.4x Multiplier
21st – 30th Place	1.2x Multiplier
31st – 40th Place	1x Multiplier

(iii) **Forfeited WSOW Points.** WSOW 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 WSOW Tournament due to violating Sections 4.4 and 9 hereof or End User License Agreement will have their WSOW Points revoked and removed from their Squad's WSOW Points total.

(iv) **#SoloYolo Event.** No WSOW Points will be awarded to Participants in the #SoloYolo Event based on their performance in their #SoloYolo Event.

3.3. **WSOW Open Qualifiers**.

(a) In-Game Open Phase.

(i) *Participation*. All Participants from the North America and EMEA Regions are eligible to participate in their Region's Open Phase.

(ii) *Schedule*. The Open Phase is scheduled to take place in both Regions between 9:00 AM PDT (4:00 PM UTC) and 3:00 PM PDT (10:00 PM UTC) on each of May 24th, 25th, and 26th, 2024.

(iii) *Format*. The Open Phase will be held via an in-Game tournament playlist titled "WSOW Trios". This playlist will be visible in-Game during the duration of the Open Phase.

(iv) *Registration*. Participants must register their Squad on FACEIT to be eligible to qualify for the Group Qualifier Phase.

(v) *Scoring*. During the Open Phase, Squads will compete to earn WSOW Points as a Squad. While Squads may compete in an unlimited number of Maps during the

Open Phase, only the top ten (10) scoring Maps played by each Squad during the Open Phase will be considered for purposes of their Squad's advancement to the Group Qualifier Phase. Squads will only receive WSOW Point credit for Maps played with each Participant registered to such Squad on FACEIT.

(vi) *Roster Lock*. Squads may alter their roster of Participants until the end of the Open Phase. Following the conclusion of the Open Phase, Squads will not be able to alter their rosters for the remainder of the WSOW Open Qualifiers without advance written approval from the Administration. **NOTE: Only the Squads final roster will receive WSOW Points. Squads that alter their roster of Participants during the In-Game Open Phase will have their WSOW Points reset on an individual Participant and Squad level.**

(vii) *Advancement*. The eighty (80) Squads that accrue the highest number of WSOW Points in their Region who have registered their Squad on FACEIT will be eligible to be invited to participate in their Region's Group Qualifier Phase at the sole discretion of the Administration. For clarity, a Squad's success in the In-Game Open Phase does not automatically entitle such Squad and their Participants to compete in their Region's Group Qualifier Phase.

(b) Group Qualifier Phase.

(i) *Participation.* Eighty (80) qualified Squads from the In-Game Open Phase will be invited to participate in the Group Qualifier Phase. In the event that a qualified Squad chooses not to participate in the Group Qualifier Phase, the Administration will select a replacement Squad to participate in its sole discretion.

(ii) *Schedule.* The Group Qualifier Phase is scheduled to take place on June 4th, 5th, 6th, 7th, 11th & 12th, 2024.

(iii) *Format*.

A. The Group Qualifier Phase will be organized in a custom game lobby hosted by the Administration.

B. The eighty (80) qualified Squads will be split into four (4) Groups of twenty (20) Squads.

C. A Group Qualifier matchup will consist of 2 groups competing in a forty (40) trio lobby across five (5) maps to score WSOW Points.

D. Each group will matchup against the other three (3) groups in a round robin format.

E. Each Squad will compete in a total of fifteen (15) Maps during the Group Qualifier Phase where the squad's final WSOW Point total consists of their accumulated WSOW Points from all fifteen (15) Maps.

(iv) *Advancement.*

A. The forty (40) Squads that accrue the highest number of WSOW Points in each Region's Group Qualifier Phase will be eligible to be invited to participate in that Region's Upper Bracket Qualifier Phase at Administration's sole discretion. For clarity, a Squad's success in the Group Qualifier Phase does not automatically entitle such Squad and their Participants to compete in that Region's Upper Bracket Qualifier.

B. The remaining forty (40) Squads in each region's Group Qualifier Phase will be eligible to be invited to participate in that Region's Lower Bracket Qualifier Phase at Administrations sole discretion. For clarity, a Squad's success in the Group Qualifier Phase does not automatically entitle such Squad and their Participants to compete in that Region's Lower Bracket Qualifier.

(c) Upper & Lower Bracket Qualifier Phase.

(i) *Participation. Eighty (80) qualified Squads from each Region's Group Qualifier Phase will be invited to participate in either the Upper Bracket Qualifier or the Lower Bracket Qualifier. In the event that a qualified Squad chooses not to participate in the Upper or Lower Bracket Qualifier Phase, the Administration will select a replacement Squad to participate in its sole discretion.*

(ii) *Schedule.* The Upper & Lower Bracket Qualifier Phase is scheduled to take place on the following dates:

A. Upper Bracket Round 1: June 13th

B. Lower Bracket Round 1: June 14th

C. Lower Bracket Round 2:

- North America: June 17th
- EMEA: June 18th

(iii) *Format*.

A. The Upper & Lower Bracket Qualifier Phase will be organized in a custom game lobby hosted by the Administration.

B. The eighty (80) qualified Squads will be split into two (2) Bracket Rounds of forty (40) Squads (An Upper Bracket and Lower Bracket) based on the results from the Group Qualifier Phase.

C. There will be two (2) Bracket Rounds for the Upper and Lower Bracket Qualifier Phase, as described below. Each Bracket Round will consist of six (6) Maps to score WSOW Points.

(iv) *Advancement.*

A. Upper Bracket Round 1:

- The twenty (20) Squads who accrue the most WSOW Points in each Region's Upper Bracket 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 the Upper Bracket Round 1 does not automatically entitle such Squad and their Participants to compete in that Region's Qualifier Finals Phase.

- The remaining twenty (20) Squads in each Region's Upper Bracket Round 1 will be eligible to advance to participate in that Region's Lower Bracket Round 2, at Administration's sole discretion.

B. Lower Bracket Round 1:

- The twenty (20) Squads who accrue the most WSOW Points in each Region's Lower Bracket Round 1 will be eligible to advance to participate in that Region's Lower Bracket Round 2, at Administration's sole discretion.

- The remaining twenty (20) Squads in each Region's Lower Bracket Round 1 will be eliminated from the WSOW.

C. Lower Bracket Round 2:

- The twenty (20) Squads who accrue the most WSOW Points in each Region's Lower Bracket 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 the Lower Bracket Round 2 does not automatically entitle such Squad and their Participants to compete in that Region's Qualifier Finals Phase.

- The eight (8) Squads who accrue the least WSOW Points in each Region's Lower Bracket Round 2 will be eliminated from the WSOW.

- The remaining twelve (12) Squads in each Region's Lower Bracket Round 2 will be eligible to be invited to participate in that Region's WSOW Last Chance Qualifier (LCQ), at Administration's sole discretion. For clarity, a Squad's success in the Lower Bracket Round 2 does not automatically entitle such Squad and their Participants to compete in that Region's Last Chance Qualifier.

(d) Qualifier Finals Phase.

(i) Participation.

Forty (40) qualified Squads from each Regions Upper & Lower Bracket Qualifier Phase will be invited to participate in their respective Region's Qualifier Finals Phase. In the event that a qualified Squad chooses not to participate in the Qualifier Finals Phase, the Administration will select a replacement Squad to participate in its sole discretion.

(ii) *Schedule.* The Qualifier Finals Phase is scheduled to take place on the following dates:

A. North America: June 19th

B. EMEA: June 20th

(iii) *Format.* The Qualifier Finals Phase will be organized in a custom game lobby hosted by the Administration. All forty (40) invited Squads in each Region will compete across six (6) Maps to accrue WSOW Points.

(iv) Advancement.

A. The twelve (12) Squads who accrue the most WSOW Points in each Region's Qualifier Finals Phase will be eligible to be invited to participate in the WSOW Global Final at Administration's sole discretion.

B. The remaining twenty-eight (28) Squads in each Region's Qualifier Finals Phase will be eligible to be invited to participate in that Region's WSOW Last Chance Qualifier (LCQ), at Administration's sole discretion.

C. Squads advancing from the Qualifier Finals to the WSOW Last Chance Qualifier (LCQ) shall be permitted to replace a single Participant on their roster with another eligible Participant prior to the WSOW Last Chance Qualifier, subject to the advanced approval of the Administration.

D. Squads advancing to the WSOW Global Final shall not be permitted to make roster changes without advance written approval from the Administration.

3.4. **WSOW Last Chance Qualifier (LCQ).**

(i) Participation. The WSOW Last Chance Qualifier (LCQ) will be open for participation by eligible Participants in North America and EMEA Regions who did not qualify for the WSOW Global Final in the Qualifier Finals Phase in accordance with the below:

A. The bottom-scoring twenty-eight (28) Squads from each Region's Qualifier Finals Phase will be eligible to be invited to participate in their Region's WSOW Last Chance Qualifier (LCQ).

B. The twelve (12) Squads placed 21st through 32nd from each Region's Lower Bracket Round 2 Phase will be eligible to be invited to participate in their Region's WSOW Last Chance Qualifier (LCQ).

C. In the event that a qualified Squad chooses not to participate in the WSOW Last Chance Qualifier (LCQ), the Administration will select a replacement Squad to participate in its sole discretion.

(ii) **Format.**

A. The WSOW Last Chance Qualifier (LCQ) will be organized in a custom game lobby hosted by the Administration.

All forty (40) invited Squads will compete across five (5) Maps to accrue WSOW Points.

B. At the conclusion of the five (5) Maps, the thirty-six (36) invited Squads with the least amount of WSOW Points accrued will compete in one (1) additional Map, the "WSOW Wildcard".

(iii) **Schedule**. The WSOW Last Chance Qualifier (LCQ) is scheduled to take place on the following dates:

A. North America: July 11th

B. EMEA: July 12th

(iv) Advancement.

A. The four (4) Squads who accrue the most WSOW Points in each Region's WSOW Last Chance Qualifier (LCQ) will be eligible to be invited to participate in the WSOW Global Final.

B. The Squad who achieves the 1st place placement (The last squad alive) in each Region's "WSOW Wildcard" Map will be eligible to be invited to participate in the WSOW Global Final.

3.5. **WSOW Expansion Region Tournaments.**

(a) **WSOW Expansion Region Tournaments**. Each Expansion Region will host a WSOW Expansion Region Tournament, where Participants from such Expansion Region will compete for a spot at the WSOW Global Final.

(b) **Participation:**

(i) The WSOW Expansion Regions Tournaments will be open for participation by eligible Participants in the LATAM N, LATAM S, and APAC, Expansion Regions.

(ii) A maximum of one hundred sixty (160) Squads will be selected to participate in each Expansion Region Tournament to participate.

A. The administration reserves the right to invite select Squads into the Expansion Region Round 1 at Administration's sole discretion.

B. The remaining Squads will be selected first come first served, in the order of registration date and time.

(c) **Format.** The LATAM N, LATAM S, and APAC Regions will each have their own WSOW Expansion Region Tournament, consisting of up to three (3) bracket rounds.

(i) Expansion Region Round 1:

A. *Participation*. A maximum of one hundred sixty (160) Squads are eligible to participate in their Region's Expansion Region Round 1.

B. *Format*. The Expansion Region Round 1 will be organized in up to four (4) custom game lobbies hosted by the Administration.

- Each custom game lobby will consist of forty (40) Squads.
- Squads will be assigned to a Round 1 custom game lobby randomly.
- All forty (40) Squads will compete across five (5) Maps to score WSOW Points.

C. *Registration*. Participants must register their Squad on FACEIT to be eligible to compete in the Expansion Region Round 1.

D. *Roster Lock*. Once registration has closed for the Expansion Region Round 1, Squads will not be permitted to alter their rosters for the remainder of the Expansion Region Tournament without advance written approval from the Administration.

E. *Advancement*. The twenty (20) Squads that accrue the most WSOW Points in each Region's Expansion Region Round 1 will be invited to participate in the Expansion Region Round 2. The remaining twety (20) Squads who accrue the least WSOW Points in each Region's Expansion Region Round 1 will be eliminated from the WSOW.

(ii) Expansion Region Round 2:

A. *Participation*. The eighty (80) qualified Squads from each Region's Expansion Region Round 1 will be eligible to be invited to participate in the Expansion Region Round 2 at Administration's sole discretion. In the event that a qualified Squad chooses not to participate in the Expansion Region Round 2, the Administration will select a replacement Squad to participate in its sole discretion.

B. *Format*. The Expansion Region Round 2 will be organized in up to two (2) custom game lobbies hosted by the Administration.

- Each custom game lobby will consist of forty (40) Squads.
- All forty (40) Squads will compete across five (5) Maps to score WSOW Points.

C. *Advancement*. The twenty (20) Squads that accrue the most WSOW Points in each Region's Expansion Region Round 2 custom lobby will be eligible to be invited to participate in the Expansion Region Final, at Administration's sole discretion. The remaining twenty (20) Squads that accrue the least WSOW Points in each Region's Expansion Region Round 2 will be eliminated from the WSOW.

(iii) Expansion Region Final.

A. Participation. The forty (40) qualified Squads from each Region's Expansion Region Round 2 will be invited to participate in their region's Expansion Region Final. In the event that a qualified Squad chooses not to participate in the Expansion Region Final, the Administration will select a replacement Squad to participate in its sole discretion.

B. *Format*. The Expansion Region Final will be organized in a custom game lobby hosted by the Administration.

- Each custom game lobby will consist of forty (40) Squads.
- All forty (40) Squads will compete across six (6) Maps to accrue WSOW Points.

C. *Advancement*. The top-scoring Squads in each Region's Expansion Region Final will be invited to participate in the WSOW Global Final, as follows:

- APAC: The one (1) Squad that accrues the most WSOW Points in the APAC Expansion Region Final will be eligible to be invited to participate in the WSOW Global Final at Administration's sole discretion.
- LATAM N: The three (3) Squads that accrue the most WSOW in the LATAM N Expansion Region Final will be eligible to be invited to participate in the WSOW Global Final at Administration's sole discretion.
- LATAM S: The two (2) Squads that accrue the most WSOW Points in the LATAM S Expansion Region Final will be invited to participate in the WSOW Global Final at Administration's sole discretion.

(d) *Schedule.* Each Region's Expansion Region Tournament is scheduled to take place on the following dates:

(i) APAC:

A. Round 1: June 15th at 12:00 PM AEST (UTC +10)

B. Round 2 & Expansion Region Final: June 22nd at 12:00 PM AEST (UTC +10)

(ii) LATAM N:

A. Round 1: June 15th at 12:00 PM CST (UTC -6)

B. Round 2 & Expansion Region Final: June 22nd at 12:00 PM CST (UTC -6)

(iii) LATAM S:

A. Round 1: June 16th at 12:00 PM BRT (UTC -3)

B. Round 2 & Expansion Region Final: June 23rd at 12:00 PM BRT (UTC -3)

3.6. **WSOW Global Final.**

(a) **Participant Pool.** The Participant pool for the WSOW Global Final will consist of:

(i) The twelve (12) Squads advancing from the North America WSOW Open Qualifier Finals Phase;

(ii) The twelve (12) Squads advancing from the EMEA WSOW Open Qualifier Finals Phase;

(iii) The five (5) Squads advancing from the North America WSOW Last Chance Qualifier (LCQ);

(iv) The five (5) Squads advancing from the EMEA WSOW Last Chance Qualifier (LCQ);

(v) The one (1) Squad advancing from the APAC WSOW Expansion Region Tournament;

(vi) The three (3) Squads advancing from the LATAM N WSOW Expansion Region Tournament;

(vii) The two (2) Squads advancing from the LATAM S WSOW Expansion Region Tournament.

(viii) In the event that a qualified Squad chooses not to participate in the WSOW Global Final, the Administration will select a replacement Squad to participate in its sole discretion.

(ix) The Administration reserves the right to alter the final participant pool for the WSOW Global Final in its sole discretion.

(b) **Format**.

(i) The WSOW Global Final will be organized in a custom Game lobby hosted by the Administration.

(ii) All forty (40) invited Squads will compete across multiple Maps to accrue WSOW Points to reach the "Call of Duty: Warzone Match Point Threshold".

(iii) Prior to the WSOW Global Final, the Administration will announce the number of WSOW Points required to reach the "Call of Duty: Warzone Match Point Threshold".

(iv) When a Squad has accrued the requisite number of WSOW Points to reach the "Call of Duty: Warzone Match Point Threshold" the squad is declared "Match Point Eligible" for the remainder of the WSOW Global Finals, subject to the following:

A. If a squad accrues the requisite number of WSOW points during a map, they will not be declared Match Point Eligible" until the following map.

B. Multiple squads may be Match Point Eligible at the same time.

(v) When a Squad that is Match Point Eligible places 1st 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 WSOW Champion Squad.

A. The remaining placements will be determined in order of each Squad's accrued WSOW Points in the WSOW Global Finals, including points accrued in the final Map.

(c) **Schedule**.

(i) The WSOW Global Final schedule will be shared by the administration at a later date.

(ii) Squads will be required to attend a WSOW Media Day as requested by the Administration.

(d) **Map Arrival Times**: Squads participating in the WSOW Global Final have a five (5) minute grace period to arrive to their station after a Map has been called. At the Administration's discretion, penalties may range from Map forfeiture to disqualification. The Administration reserves the right to alter this timing.

(e) **Travel.**

(i) The WSOW Global Final will be conducted as an in-person, LAN event. All Participants in the WSOW Global Final will be expected to travel to the venue for the WSOW Global Final. Participants who are unable or unwilling to travel at the times and places designated by the Administration may forfeit their qualification to the WSOW Global Final.

(ii) All Participants are required to have a valid, eligible passport issued by the government of a Region or Expansion Region (with at least six (6) months validity) and/or other required travel documentation to enable them to travel to the WSOW Global Final. 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 WSOW Global Final. The Administration may assist Participants in obtaining such documentation/approvals in its sole discretion.

(iii) The Administration will provide (as required) the below travel benefits to each Participant that has qualified for the WSOW Global Final:

A. One (1) roundtrip economy flight from the Participant's country of residence to the WSOW Global Finals, as booked by the Administration.

B. Up to four (4) nights of hotel lodging near the WSOW Global Finals venue. If a Participant lives within driving distance of the WSOW Global Finals venue, the Administration will instead cover ground transportation costs associated with traveling to and from the WSOW Global Finals venue.

C. Meals will be provided to Participants.

D. Ground transportation (i) to and from the airport, and (ii) to and from the hotel to the WSOW Global Finals venue, as needed. If player is within driving distance, ground transportation is provided.

The approximate value of this prize package is estimated at $4,000.00 USD. Additional details regarding such travel benefits will be provided to such qualified Squads in advance of the WSOW Global Final. The Administration reserves the right to modify such travel benefits at any time in its sole discretion.

(iv) Participants must timely complete all documentation as required by the Administration to receive any travel benefits described in this Section 3.7(e).

(v) 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.

(vi) Squads are responsible for any and all other costs, taxes, and expenses associated with the travel benefits described in this Section 3.7(e).

(vii) Squads must inform the Administration of any emergency substitutions thirty (30) days prior to the start of the WSOW Global Final. If a Squad requests an emergency substitution thirty (30) days prior, the WSOW Administration will work with this Squad to find an eligible replacement player. The Administration cannot guarantee travel benefits to replacement Participants if the Administration is not informed at least (30) days prior to the WSOW Global Final.

3.7. **#SoloYolo Event.**

(a) **Participant Pool.** Each Participant who has qualified for the WSOW Global Final will be eligible to participate in the #SoloYolo Event. The Administration reserves the right to alter the final participant pool for the #SoloYolo Event in its sole discretion.

(b) **Format.** All one hundred twenty (120) eligible Participants will compete in a single "Solos" game mode Map. The Participant who receives the highest overall placement in that Map will be crowned the winner of the #SoloYolo Event.

(c) **Schedule.** The #SoloYolo Event schedule will be shared by the administration at a later date.

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 standard Battle Royale 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: http://www.worldseriesofwarzone.com.

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 WSOW Open Qualifier Bracket & Finals Phase, WSOW Last Chance Qualifier (LCQ) and WSOW Global Final. Please consider this rule before competing in the competition if for any reason you believe you would 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 the WSOW Global Final 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 WSOW Global Final.

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 WSOW 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) WSOW Open 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 WSOW pursuant to these Official Rules. The selected Participant may not be a Participant on another Squad competing in the WSOW series of tournaments. All substitutions made pursuant to this Section shall be permanent.

(b) **WSOW Last Chance Qualifier (LCQ)**:

(i) Squads that advance to the WSOW Last Chance Qualifier (LCQ) from the WSOW Open shall be permitted to make a single Participant substitution with prior approval from the Administration. This roster change period shall begin one day after the WSOW Open Qualifier Finals Phase ends and shall end one (1) day

before the WSOW Last Chance Qualifier (LCQ) begins. Such Squad may select any Participant (excluding Participants who have qualified for the WSOW Global Final) as their replacement member provided that such Participant is otherwise qualified to participate in WSOW pursuant to these Official Rules.

(c) WSOW Global Final:

(i) Squads that have qualified for the WSOW Global Final 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 thirty (30) days prior to the start of the WSOW Global Final. If a Squad requests an emergency substitution thirty (30) days prior, the WSOW Administration will work with this Squad to find an eligible replacement player. If a Squad requests an emergency substitution at any later date, the Administration will select a replacement Participant for such Squad in its sole discretion.

(iii) Participants will not be allowed to participate in the WSOW Global Final 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 WSOW 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. **WSOW Player Handbook**. All Participants in the Tournaments are required to comply with the guidelines and requirements contained in WSOW 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 WSOW Open, WSOW Last Chance Qualifier (LCQ), #SoloYolo Event and WSOW Global Final 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 WSOW Open, WSOW Last Chance Qualifier (LCQ), #SoloYolo Event and WSOW Global Final Map may be further subject to penalty, discipline, or other sanctions at the Administrations sole discretion.

5.3. **Platform**. Participants in the WSOW Open, WSOW Last Chance Qualifier (LCQ), WSOW Global Final and #SoloYolo Event shall broadcast their gameplay on YouTube, Twitch, or Facebook.

5.4. **Audio**. Unless a Participant is a Captain, 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 WSOW live or on-demand stream; WSOW 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 WSOW 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 WSOW 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 wsow@activision.com.

6.2. Squads and Participants are prohibited from using any Call of Duty or WSOW live or on-demand stream; WSOW 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 WSOW-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 WSOW. The categories of goods and services set forth below are reserved for Activision and the Administration for WSOW. 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 WSOW:

(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, WSOW, 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. **WSOW Global Final 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 WSOW Global Final. 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 WSOW Global Final of the identity of such exclusive partner(s), (ii) Participants who qualify for the WSOW Global Final 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 WSOW Global Final, and (iii) to the extent that any Participants who have qualified for the WSOW Global Final 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 WSOW Global Final.

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 WSOW, 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) WSOW 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 WSOW events (including without limitation any Map) or on any official WSOW (e.g., Map broadcasts, WSOW shows, and official WSOW-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 WSOW setting, (offline and online), including Squad housing.

(viii) Inappropriate use of WSOW 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 WSOW 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 WSOW and its Squads.

(b) Participants must always follow the End User License Agreement, whether during a WSOW 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 2024 WSOW competition

year or prior to such Participant's participation in WSOW 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, WSOW, 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, WSOW, 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 WSOW Maps or tournaments (including any components thereof) can pose a serious threat to the integrity of, and public confidence in WSOW. 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 WSOW, (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 WSOW Map, Tournaments or otherwise.

(b) This rule also prohibits Participants from participating in anyone else's betting activities, asking anyone to place bets involving WSOW (including without limitation WSOW Maps or Tournaments, or any components thereof) on a Participant's behalf, or encouraging anyone else to bet involving WSOW (including without limitation WSOW Maps or Tournaments, or any components thereof).

(c) Participants likewise are prohibited from engaging in any fantasy esports leagues or games involving WSOW 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 WSOW 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, WSOW, 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 WSOW 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 WSOW live events.

7.9. **Confidentiality.**

(a) Participants must keep confidential and not disclose to any third party confidential and proprietary information concerning the Franchise, WSOW, 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 wsow@activision.com. Failure to comply with this requirement is an independent violation of these Rules.

8. Prize Awards.

(a) **WSOW Global Final Prizing Schedule:** A total of Nine Hundred Fifty Thousand U.S. Dollars ($950,000 USD) shall be awarded to Squads participating in the WSOW Global Final in accordance with each Squad's performance as described below:

WSOW Global Final Prizing		
Squad Placement	**Squad Prizing**	**Prizing per Participant**
1st	$300,000	$100,000
2nd	$160,000	$53,333
3rd	$100,000	$33,333
4th	$65,000	$21,667
5th	$50,000	$16,667
6th	$40,000	$13,333
7th	$35,000	$11.667
8th	$30,000	$10,000
9th	$27,500	$9,167
10th	$25,000	$8,333
11th	$22,500	$7,500
12th	$20,000	$6,667
13th	$17,500	$5,833
14th	$15,000	$5,000
15th	$12,500	$4,167
16th	$10,000	$3,333
17th	$8,000	$2,667
18th	$6,000	$2,000
19th	$4,000	$1,333
20th	$2,000	$667
21st-40th	$0	$0

(b) **#SoloYolo Event Prize Schedule:** A total aggregate amount equal to Fifty Thousand U.S. Dollars ($50,000 USD) will be awarded to the Participant who receives the highest placement in the #SoloYolo Event.

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 prizing at the Administration's sole discretion.

9. Disciplinary Action.

9.1. **Investigation of and Right to Monitor Compliance.** To preserve the integrity of WSOW 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 WSOW 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 WSOW 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 WSOW or the production, distribution, exhibition or other exploitation, or the advertising, promoting, or publicizing of WSOW.

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:

"CERTAIN CLAIMS NOT AFFECTED BY A GENERAL RELEASE. A GENERAL RELEASE DOES NOT EXTEND TO CLAIMS WHICH 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 MUST HAVE MATERIALLY AFFECTED HIS OR HER SETTLEMENT WITH THE DEBTOR OR RELEASING 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 WSOW, 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) WSOW (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 WSOW or the Franchise; (c) on online leaderboards related to WSOW; 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 WSOW 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 "**WSOW 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 WSOW 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 WSOW 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 WSOW, the Tournaments, the Franchise, or Activision Materials (as defined below) because of Activision's use of the WSOW 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) WSOW Materials and Advertising and Commercial Materials (excluding Participant Materials that are incorporated into or used in the WSOW Materials or Advertising and Commercial Materials; provided, that to the extent such Participant Materials incorporate any Activision intellectual property, such WSOW 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 WSOW.

(iii) Suggestions, comments, and other feedback that a Participant may provide to Activision relating in any way to (a) WSOW, the Franchise or the business of Activision, and (b) all improvements or enhancements to WSOW, 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 WSOW, any WSOW 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 WSOW 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 WSOW Materials, Advertising and Commercial Materials, or to Participant's participation in WSOW 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) Administration will collect, store, and use information collected in connection with WSOW and WSOW 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 WSOW and WSOW 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 WSOW. Each Participant acknowledges that such Participant may request the Administration to access, update or delete such information by contacting wsow@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 WSOW 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 Rules of Arbitration of the International Chamber of Commerce 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. 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 and PAGA Waivers.**

(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, collective action, private attorney general or representative action basis (other than an action brought under the Private Attorneys General Act, California Labor Code sections 2698 et seq. ("**PAGA**"), separately addressed in Section 12.3(c) below) or to utilize class action, collective action, or non-PAGA private attorney general or representative action procedures; and (iii) the Participant will not have the right to participate as a class representative, collective action representative, or non-PAGA private attorney general, or as a member of any class, collective action, or non-PAGA private attorney general or representative action for any Rules Dispute or Arbitration Dispute. Under no circumstances does any Participant or Administration agree to class, collective, non-PAGA private attorney general or representative 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) By agreeing to these Rules, each Participant acknowledges and agrees that: (i) there is no right or authority for any Rules Dispute or Arbitration Dispute to be arbitrated, adjudicated, or resolved through court proceedings on a PAGA basis, or to utilize PAGA procedures; and (ii) the Participant will not have the right to participate as a private attorney general, representative, or as a member or claimant of any PAGA private attorney general or representative action for any Rules Dispute or Arbitration Dispute. Under no circumstances does the Participant or the Administration agree to PAGA private attorney general or representative action procedures in arbitration or court proceedings or the joinder of claims in arbitration or court proceedings. The foregoing provisions of this Section 12.3(c) are referred to as the "**PAGA Waiver**".

(d) In any case in which: (i) the Rules Dispute or Arbitration Dispute is filed or pursued as a class action, collective action, or non-PAGA private attorney general or representative action; and (ii) all or part of the Class Action Waiver is found to be unenforceable, the class action, collective action, or non-PAGA private attorney general or representative 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.

(e) In any case in which: (i) the Rules Dispute or Arbitration Dispute is filed or pursued as a PAGA private attorney general or representative action; and (ii) the PAGA Waiver is found to be unenforceable, then: (i) the unenforceable provision will be severed from this agreement; (ii) severance of the unenforceable provision will have no impact whatsoever on the arbitration of any remaining claims on an individual basis pursuant to Section 12.3 of these Rules; and (3) any PAGA representative or private attorney general action must be litigated in a civil court of a competent jurisdiction. To the extent there is any Rules Dispute or Arbitration Dispute to be litigated in a civil court of competent jurisdiction on a PAGA private attorney general or representative action basis because the PAGA Waiver is deemed unenforceable with respect to that Rules Dispute or Arbitration Dispute, then the parties agree that litigation of that Rule Dispute or Arbitration Dispute will be stayed pending the outcome of any individual claims in arbitration. The PAGA 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 choose 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.

CALL OF DUTY®: World Series of Warzone

PLAYER PARTICIPATION AGREEMENT AND ACCEPTANCE FORM

The World Series of Warzone ("**WSOW**") Official Rules, WSOW Player Handbook, and the following terms and conditions (as amended from time to time, collectively, the "**Official Rules**"), govern the conduct of players participating in Activision Publishing, Inc.'s ("**Activision**") WSOW tournaments (the "**Tournaments**"). You must accept the Official Rules to participate as a player in a Tournament, and you must abide by the WSOW Player Handbook in order to remain eligible to participate in a Tournament. You can accept the Official Rules by signing this Player Participation Agreement and Acceptance Form (this "**Agreement**").

The Official Rules form a contract between Participants, on the one hand, and Activision and its affiliates who are engaged in operating a Tournament, on the other hand. The Official Rules contain license grants and other legally binding contractual terms. EACH PARTICIPANT IS REQUIRED TO READ, UNDERSTAND, AND AGREE TO THE OFFICIAL RULES BEFORE PARTICIPATING IN A TOURNAMENT. Notwithstanding anything to the contrary contained herein or in any other communication by Activision, Activision shall have the right in its sole and absolute discretion to determine the eligibility of all participants. Participants acknowledge and agree that their eligibility status as determined by Activision may change at any time and such determination shall be final.

THE OFFICIAL 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.

Personal Information:		
First Name:	**Last Name:**	
Country of Residence:	**Date of Birth:**	**Age:**
Battle Tag(s) and Player Handle:	**E-mail Address associated with Activision account(s):**	

Acceptance of and Agreement to the Official Rules:

I hereby acknowledge receipt of, or access to, the Official Rules. I understand that my compliance with the Official Rules is a condition of my participation in the Tournament. I acknowledge that Activision reserves the right in its sole discretion to impose discipline for any conduct that violates the Official Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. I acknowledge that the Official Rules are necessary to ensure fair play, preserve the integrity of the Tournament, and to ensure a consistent and high-quality experience for members of the public that view the Tournament. I have carefully read and I understand the Official Rules, and agree to be bound by their terms. I acknowledge and agree that, in its sole discretion, Activision (a) may update, amend or supplement these Official Rules from time to time; and (b) may interpret or apply these Official Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. Participation in the Tournament will constitute acceptance of the changed rules. I understand and support the standards set forth in the Official Rules, and I will act in accordance with them.

ACKNOWLEDGED AND AGREED:

By:_____

Print Legal Name:

_____

Date:_____