



StarCraft II: World Championship Series

2019

WCS Winter Official Rules



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1. INTRODUCTION

Congratulations and welcome to WCS Winter!

We are very excited for the season of WCS play ahead of us and would like to use this opportunity to thank you for your continuous passion and support for esports.

The Event-specific rule set, detailed below, will provide you with specific guidelines on how WCS Winter will be run, and how you will need to prepare for your matches.

These WCS Winter Official Rules (the “Official Rules”) establish the rules of tournament play, including rules governing player eligibility, tournament structure, point structures, prize awards, sponsorships and player conduct. These Official Rules also contain limitations of liability, license grants and other legally binding contract terms. You are required to read and understand these Official Rules before you can participate in the WCS.

You must accept these Official Rules in order to participate in the WCS, and you must abide by these Official Rules in order to remain eligible to play in the WCS and receive prizes. All of this is explained below.

2. Acceptance of Rules

2.1. Acceptance of the Official Rules.

- (a) You may accept these rules by signing or accepting a Player Certification Form, either in print or online. A copy of the Player Certification Form is attached as an exhibit to



these Official Rules. You also indicate your acceptance to these Official Rules if you enter and participate in any game or match that is part of the WCS.

- (b) If you are under the age of majority (as described below), your parent or legal guardian may accept these Official Rules on your behalf.
- (c) If you (or your parent or legal guardian) do not accept these Official Rules or you do not meet the player eligibility requirements in Section 3 below, you may not participate in the WCS.

2.2. Applicability of the Official Rules.

- (a) These Official Rules govern competitive play of StarCraft II in the 2019 StarCraft II World Championship Series, including the World Championship Series Winter (“WCS Winter”). These Official Rules are in addition to the Battle.net® End User License Agreement applicable to your use of Battle.net, the Online Privacy Policy applicable to your use of Battle.net, and the other terms and conditions governing use of the Battle.net website. The current version of the End User License Agreement for US and Canadian Battle.net account holders is found at <http://us.blizzard.com/en-us/company/legal/eula.html> and the current version of the Online Privacy Policy for US and Canadian Battle.net account holders is found at <http://us.blizzard.com/en-us/company/about/privacy.html>. The current versions of the End User License Agreement and Online Privacy Policy applicable to other countries’ Battle.net account holders can be found by going to the bottom of the page for the US/Canadian versions and switching to the appropriate language.
- (b) There is a Glossary of terms at the back of these Official Rules that explains key terms in greater detail. The Glossary is an important part of these Official Rules.
- (c) If you violate these Official Rules or the Website Terms, you may be subject to game



forfeitures, prize forfeitures, disciplinary action and legal claims, as explained below.

3. PLAYER ELIGIBILITY REQUIREMENTS

3.1. Regional Eligibility.

- (a) In order to be eligible to participate in the WCS, you must have authorized access to a full Battle.net account. Your account must be in good standing at the start of the WCS and remain in good standing throughout the WCS.
- (b) Your Battle.net Account must include a valid email address. Blizzard reserves the right to verify the email address that you provide.
- (c) In order to be eligible to participate in the WCS, you must be a natural person (*i.e.*, not a corporation, partnership or other legal entity) who is the same individual who registered the Battle.net Account, unless you are a minor using a Battle.net Account registered by your parent or legal guardian.

3.2. Minimum Age Requirements.

- (a) You may participate in the WCS if you have reached the age of majority in your country of residence as of January 1, 2019 and are over 16 years of age.
- (b) If you are under the legal age of majority in your country of residence, but over the age of 16 on the first full day of competition for any WCS event qualifier, open bracket, or tournament, you may enter the WCS event and participate as a player if you otherwise meet all of the eligibility criteria set forth in these Official Rules and one of your parents or legal guardians reads and accepts these Official Rules on your behalf.



- (c) In addition to your parents or legal guardians reading and accepting the rules, it is important to keep them informed of your participation in the WCS. Should you qualify for WCS events, your parents or legal guardians must be involved in assisting with travel, signing waivers, and communications.

3.3. Ineligible Players.

- (a) The directors, officers and employees of Blizzard, its parent, and any of their respective affiliate companies, subsidiaries, agents, professional advisors, advertising and promotional agencies, and immediate family and household members of each are not eligible to win any prizes.

4. WCS Winter Eligibility

4.1. General Eligibility and Residency Requirements.

- (a) If you want to participate in a WCS Winter and its qualifiers, you must provide Blizzard with proof that you are either a citizen, a permanent resident, or a qualifying foreign resident of a country in one of the following Circuit Regions:
- Europe, Africa, Middle East
 - North America (USA, Canada)
 - Latin America
 - China
 - Oceania, Southeast Asia
 - Taiwan, Hong Kong, Macau, Japan
 - For additional details on regional eligibility please refer to the regional breakdowns in the Glossary



- (b) For the purposes of the WCS, a “citizen” is a participant who is a citizen of a Circuit Country, and a “permanent resident” is a participant who has legally qualified for permanent residency in a Circuit Country and has resided in that country for at least one year prior to the first match of the event in which the participant wishes to participate.

- (c) For the purposes of the WCS, a “qualifying foreign resident” is a participant who has provided Blizzard with proof that he or she has resided in a Circuit Country for at least one month prior to the first match of the event in which the participant wishes to participate, and who has provided Blizzard with a copy of his or her passport and a copy of his or her valid resident visa for that country that does not expire until after the conclusion of that event. A “qualifying foreign resident” may travel for non-competitive reasons outside of his or her country of residence only for a maximum of five weeks during the WCS Period, and must obtain Blizzard’s approval in advance before traveling outside of his or her country of residence during the WCS Period unless the travel is for purposes of participating in a WCS Global Event. In addition, a “qualifying foreign resident” must win at least 100 StarCraft II ladder games per month in his or her Circuit Region, and must play all StarCraft II online tournament and ladder games from his or her Circuit Region. Blizzard may waive one or more of these “qualifying foreign resident” requirements for participants who provide Blizzard with proof of their consistent residency in a country since January 1, 2013.

- (d) In order to prove citizenship, permanent residency, or qualifying foreign residency, you must provide Blizzard with a Battle.net Account for verification purposes, and the country of residence of your Battle.net Account must be one of the Circuit Regions set forth above. Your BattleTag must match the tag of your public persona and Blizzard must pre-approve your BattleTag before you can enter the WCS.



- (e) If you have any questions about the residency requirements or wish to submit documents to become a “qualifying foreign resident”, email sc2admin@blizzard.com, and Blizzard can begin the verification process. Blizzard’s decisions as to residency and citizenship are final and binding.

4.2. Event-Specific Rules and Regulations.

WCS Winter is divided into two Divisions: “Europe” and “Americas”. The Europe Division is composed of the Europe, Africa, and Middle East regions. The Americas Division is composed of all other eligible regions. Players from these regions may only compete in the corresponding WCS Winter Division.

5. WCS Winter Rules and Format

World Championship Series WCS Winter Tournament

5.1. Tournament Eligibility, Information, and Prizing

5.1.1 WCS Winter Season Eligibility

Players must meet all eligibility requirements as defined above. Furthermore, they may only play in a single division of WCS Winter, even if their citizenship or residency would enable them to compete in either region.

5.1.2 Open Qualifiers:

32 players will qualify for WCS Winter in the Europe division as follows:

- **24 players qualify** from three days of online Open Qualifiers
 - Each day is a standalone tournament with open signups



- Players shall play on the Europe server unless both players mutually agree to play on a different server
 - Players are seeded into a double-elimination bracket. Seeding is based on WCS ranking from the 2018 end-of-year rankings
 - The top 8 players from each day advance – 4 from upper bracket, 4 from lower bracket
- **8 players qualify** from ladder rankings

32 players will qualify for WCS Winter in the Americas division as follows:

- **20 players qualify** from three days of online Open Qualifiers
 - Each day is a standalone tournament with open signups
 - Players are seeded into a double-elimination bracket. Seeding is based on WCS ranking from the 2018 end-of-year rankings
 - The top 8 players from the Asia server Qualifier advance – 4 from upper bracket, 4 from lower bracket
 - Players shall play on the Taiwan server unless both players mutually agree to play on a different server
 - The top 6 players from each Americas server Qualifier advance – 4 from upper bracket, 2 from lower bracket
 - Players shall play on the US West server unless both players mutually agree to play on a different server
 - Players who are eligible to play in the Americas division for WCS Winter may play on Qualifiers in both the Asia servers and the Americas servers, unless they are in the China region, in which case they must play in the China qualifiers instead
- **8 players qualify** from ladder rankings on the Americas ladder
- **4 players qualify** from China qualifiers



- These qualifiers are only open to players in the China region

5.1.3 Ladder Race Format:

The top eight players from Europe and Americas ladders will automatically receive an invite to WCS Winter.

The cut-off will be based on MMR and take place at 23:59 CET (for Europe) or EDT (for Americas).

- Players must complete 15 ladder games each day between Grandmaster League promotion windows (21:00 EDT, 21:00 CET) starting on the Thursday-Friday window and continuing through Sunday.
- Starting at the Thursday promotion window, players will be required to play under the name they wish to use during WCS Winter. Please contact sc2admin@blizzard.com if you require a free character name change to compete.

Europe Ladder

- Thursday, January 10, 21:00 CET - Promotion window 1
- Friday, January 11, 21:00 CET - Promotion window 2
- Saturday, January 12, 21:00 CET - Promotion window 3
- Sunday, January 13, 21:00 CET - Promotion window 4
- Sunday, January 13, 23:59 CET – Grand Master League cut-off based on MMR

Americas Ladder

- Thursday, January 10, 21:00 EST - Promotion window 1
- Friday, January 11, 21:00 EST - Promotion window 2
- Saturday, January 12, 21:00 EST - Promotion window 3



- Sunday, January 13, 21:00 EST - Promotion window 4
- Sunday, January 13, 23:59 EST – Grand Master League cut-off based on MMR

5.1.4 Open Qualifiers Format:

- Each Open Qualifier tournament will have open signups which will be posted on <https://wcs.starcraft2.com>
- Each Open Qualifier will be double-elimination bracket format
- Players will be seeded according to the 2018 year-end WCS standings. In the event of a tie, players will be seeded randomly
- Each match will be best-of-three

5.1.5 WCS Winter Round of 32 Group Stage Format

The Round of 32 group stage will consist of the 32 players who qualified for WCS Winter through the above methods. These players will be seeded into eight groups of four players each.

Each group will be seeded according to the player's 2018 year-end ranking in the WCS Global standings:

- Players will be assigned a seed of 1, 2, 3, or 4, depending on which percentile of qualified players they fall in
- Each group will be made up of a seed 1, 2, 3, and 4 player, determined randomly
- In the event of a tie between multiple players on the border of two different seeds, high and low seeding will be determined by a coinflip

Each match will be best-of-three, and will follow the double-elimination dual tournament format, with two players advancing from each group.



5.1.6 WCS Winter Round of 16 Group Stage Format

The Round of 16 group stage will consist of the 16 players who advanced from the Round of 32. These players will be seeded into four groups of four players each.

- Players who advanced from their group first will be assigned a 1-seed
- Players who advanced from their group second will be assigned a 2-seed
- Each Round of 16 group will have two 1-seeds and two 2-seeds
- Players who were in the same group in the round of 32 may not be placed in the same Round of 16 group

Each match will be best-of-three, and will follow the double-elimination dual tournament format, with two players advancing from each group.

5.1.7 WCS Winter Round of 8 Round Robin Stage Format

The bracket stage will consist of the 8 players who advanced from the second group stage. These players will be playing each other in a Best of 3, Round Robin format.

The top 6 players by match score will advance to the live Round of 6 finals. In the event of a tie, placement will be determined by map score. In the event of a further tie, placement will be determined by head-to-head record.

5.1.8 WCS Winter Round of 6 Winner Advances Format

Players will be ranked according to their Round of 8 finish and placed in a Winner Advances bracket:

- The rank 6 player will play against the rank 5 player in a Best of 5
- The winner of this match will play against the rank 4 player in a Best of 5
- The winner of this match will play against the rank 3 player in a Best of 5
- The winner of this match will play against the rank 2 player in a Best of 5
- The winner of this match will play in a Best of 7 finals against the rank 1 player



5.1.9 Prizes

Players who participate in WCS Winter compete to earn the following WCS points and prizes in USD:

1st Place	1600 Points	\$12,000
2nd Place	1100 Points	\$8,000
3rd Place	875 Points	\$6,000
4th Place	775 Points	\$5,000
5th Place	675 Points	\$4,000
6th Place	575 Points	\$3,000
7th Place	400 Points	\$2,200
8th Place	300 Points	\$1,600
9 th -16th Place	175 Points	\$925
17th-32nd Place	100 Points	\$675

Points earned will contribute toward player standings in the 2019 WCS Circuit and may be tracked at <https://wcs.starcraft2.com/en-us/standings/>.



5.1.10 Prize Claiming

Upon qualifying for WCS Winter, players must provide Blizzard with full contact information to ensure that prize claims may be made. Any prize won by an eligible minor may be awarded in the name of a parent or legal guardian in Blizzard's sole discretion. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including, without limitation, any implied warranty of merchantability or fitness for a particular purpose). STATE, LOCAL TAXES, INCLUDING TAXES WHICH ARE ASSOCIATED WITH THE RECEIPT OR USE OF ANY PRIZES ARE THE SOLE RESPONSIBILITY OF THE WINNER. All cash prizes will be paid in United States Dollars. Winners will be required to complete and submit to Blizzard an IRS form W-8BEN or W-9 to receive a prize, along with any other payment information or documentation requested by Blizzard.

5.2. General Tournament Rules and Operations

5.2.1 Map Pool

All maps used in both Open Qualifiers and WCS Winter will be the Blizzard Ladder Map official versions, and will use the maps available on the ladder at the time of a given match. Click [here](#) for the latest on maps and other StarCraft II news.

5.2.2 Map Selection Procedure

In all matches, a map veto (removal and pick) procedure is used. The higher seeded player must choose to act as Player A or Player B.

In the Open Qualifiers for WCS Winter as well as the WCS Winter Group stages and Round of 8, the higher seeded player will be determined by their placements in the 2018 end-of-year WCS Standings. In the event of a tie, the higher seed will be determined randomly.



In the Round of 6 for WCS Winter, the player who finished higher in the Round Robin Round of 8 will have a higher seed over their opponent.

Best-of-3

For all Best-of-3 games matches, the following pick-and-veto process will be used:

- Player A must veto one map first
- Then Player B must veto one map
- Player B then picks one map that will be played first
- Player A then picks one map that will be played second
- Player A then picks one more map to veto
- Player B then picks one more map to veto
- The game 3 map will be the map that hasn't been chosen or vetoed

Best-of-5

For all Best-of-5 games matches, the following pick-and-veto process will be used:

- Player A must pick one map that will be played first
- Player B then picks one map that will be played second
- Player B must then veto one map
- Player A must then veto one map
- Next, the players must alternate choosing each remaining game's map, starting with player A choosing the game 3 map
- The game 5 map will be the map that hasn't been vetoed or chosen for games 1-4



Best-of-7

For all Best-of-7 matches, there will be no vetoes. Players must alternate choosing each game's map, starting with Player A choosing the game 1 Map.

5.2.3 Settings

Game Settings apply to both Open Qualifiers and WCS Winter.

- **Players must use default unit "skins"** - any extra unit "skins" are to be disabled
 - Should a player be determined to be using a non-default unit skin mid-match, the match should be paused immediately and a tournament administrator notified. The match will then be restarted, **UNLESS** the non-offending player does not wish to replay the game, in which case the game shall continue as normal
 - Players must pause the game and notify an administrator within 3 minutes of a non-default unit skin first visibly appearing in-game in order to request a re-game. Tournament admins will use their discretion to determine whether a player had a reasonable window to notice and report a disallowed skin.
 - The non-offending player **must** make the decision whether or not to replay the game at the time of the initial pause. If the non-offending player elects to have the game continue, they forfeit their right to later declare a re-game
 - The offending player shall be issued a Warning, **whether or not the game was restarted**
 - If a player accumulates multiple Warnings, they may be issued a Game Loss, then a Match Loss, then Disqualification from the tournament, at the Administrator's discretion
 - Players may also be fined for repeat offenses, at the Administrator's discretion
- The "Busy" setting in Battle.net is required to be active
- Players must turn off notifications
- Players must disable the "Only allow friends to send me messages"; this setting must be disabled to allow admins to communicate with players



- Every player must use full screen or windowed full screen
- The “Save all replays” setting should always be active
- Each game must be played in Faster mode
- Players must join a special Tournament channel given by the admin team
- No streams are permitted to be running in the background

5.2.4 Match Rules

The following rules apply to both Open Qualifiers and WCS Winter:

- Players are required to be ready and check in with admin team 1 hour before the match starts in a channel that will be given to players prior to the event start date. Once prepared to play, the player must notify the tournament administrator
 - For the Open Qualifiers, check-in time will be 30 minutes before match start
- All matches will be played on the Battle.net server determined by the tournament organizer
- Players may request a blind pick where each player will communicate their race to the tournament administration team before each match starts
- Players may not switch races after each game of a match
- During the game, players may not use chat except for a greeting, closing, and request for pause
- Players may not pause a game unnecessarily and should it be required, the player must inform their opponent and/or the tournament administration team immediately by typing “PP” in the in-game chat
- Any pauses or stops during the game caused by player negligence is liable to the player and may be subject to a warning, fine, or disqualification
- Players who intentionally quit a game before it has ended without a tournament organizer’s permission will concede the game
- In the case of a technical issue, the tournament organizer may restart the game from the beginning at their discretion
- If any player is disconnected from a game, they are required to wait for a tournament



administrator to verify the situation and make one of the following decisions depending on the nature of the disconnect:

- Restart of the game from the beginning
- Use “Recover game” option to start from an administrator designated point in time
- Declare a winner or a forfeit
- In order to dispute any game issue, players must notify a referee immediately. Once the next game has started, players may not protest results. The tournament administration may investigate past results at their discretion
- Players may not watch any replays in the middle of a match. If there are any games that remain in the match, players must rejoin the designated tournament administrator group within 1 minute
- Replays may be reviewed during down time in-between matches if available, as long as this does not cause any delay in the tournament

The following rules apply only to WCS Winter and do not apply to the Open Qualifiers:

- Players may mutually agree to play on any server. If they are unable to mutually agree on a server, the tournament Admin will select a server to play on. In the event of no clear best server being available, the Admin will default to US West for the Americas division and Europe for the Europe division.
- Between games, players may ask the administrator for permission to break; if granted, the break may not last longer than 2 minutes
- Tournament administrators will assign colors to the players for each match
- Tournament administrators will host and start the matches
- In case of the situation where both players are unable to win the game, tournament organizer may declare a draw and the game will be replayed



5.2.5 Match Offenses

- If a player does not follow any of the rules listed above, the player may receive a warning at Blizzard's discretion
- If a player causes a delay beyond the designated exceptions, the player will receive a warning
- Player misconduct as defined in the player responsibilities will receive a warning at the discretion of the organizer
- The first misconduct warning will carry over throughout the current season
- In a single competition day, if a player receives
 - two (2) warnings will forfeit the next game
 - three (3) warnings will forfeit the next match
 - four (4) warnings will cause a disqualification from the event
- Players may request the status of their total warnings from Blizzard
- Players may, at the discretion of Blizzard, be levied a fine for repeated offences, to be taken from that season's winnings
- Players who refuse to play their matches, or drop from the tournament, may, at the discretion of Blizzard, be levied a fine and have WCS points revoked for the event

5.2.6 Additional Rules

- In addition to the official rules listed herein, the Administration team may, at their discretion, provide additional rules to players concerning individual events
- All event-specific rules provided by the tournament Administrator must be followed in the same manner as this rule set
- In the event of rules conflict, contact your tournament Administrator for clarity



6. PLAYER CONDUCT

6.1. Behavior.

- (a) Players must at all times observe the highest standards of personal integrity and good sportsmanship. Players are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, WCS organizers and members of the administration team, the media, sponsors and fans.
- (b) Players may not use obscene gestures or profanity in their BattleTags, player handles, game chat, lobby chat or live interviews. This rule applies to English and all other languages in use in the WCS and includes abbreviations and/or obscure references.
- (c) Players are expected to settle their differences in a respectful manner and without resort to violence, threats, or physical or non-physical intimidation. Violence is never permitted at any facility that is owned by or leased to Blizzard or a tournament organizer, or against any competitor or administrator.

6.2. Cheating.

- (a) Players must compete to the best of their ability at all times. Any form of cheating will not be tolerated. All players are prohibited from influencing or manipulating a WCS game or match so that the outcome is determined by anything other than its merits. Examples of cheating would include:
 - Collusion, match fixing or any other action to intentionally alter, or attempt to alter,



the results

of any game or match, including losing a game or match with another player in order to advance one or the other's rank;

- Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means;
 - Tampering with the entry process or the operation of the WCS; and
 - Allowing an individual who is not the registered owner of a Battle.net Account to play on that Battle.net Account in StarCraft II or any other Blizzard game.
- (b) If someone asks you to bet on any WCS game or "fix" the outcome of a game, you must immediately report this contact to Blizzard using the following email address: sc2admin@blizzard.com.

6.3. Illegal and Unethical Conduct.

- (a) Players are required to observe all laws applicable to their participation in the WCS, including all games, matches, media events, autograph signings, photo sessions, sponsor events and other gatherings or events occurring with or as part of the WCS.
- (b) A player may not, during any WCS Event, commit any act or become involved in any situation or occurrence which brings him or her into public disrepute, scandal or ridicule, or shocks or offends the community, or derogates from his or her public image or reflects unfavorably upon Blizzard, StarCraft II or any of the other products, services or sponsors of Blizzard.

6.4. Anti-Harassment.



- (a) Blizzard is committed to providing a competitive environment that is free of harassment and discrimination.
- (b) In furtherance of this commitment, players engaged in the WCS and WCS Events are prohibited from engaging harassment or discrimination based on race, color, religion, gender, national origin, age, disability, sexual orientation or any other status or characteristic protected by law.

6.5. Gambling.

- (a) Gambling on the outcome of WCS games or matches can pose a serious threat to the integrity of Blizzard esports and public confidence in the WCS. Players are not allowed to place, or attempt to place, bets on any games or matches involving competitive play of a Blizzard title, including StarCraft II.
- (b) This rule also prohibits players from participating in anyone else's betting activities, asking anyone to place bets on WCS games or matches on a player's behalf, or encouraging anyone else to bet on WCS games or matches.

6.6. Alcohol and Drugs.

- (a) Blizzard's goal is to provide a safe competitive environment by eliminating the hazards to health and safety created by alcohol and drug misuse and abuse. Blizzard will not tolerate the presence of illegal drugs or the unapproved use of legal drugs at any WCS Event.
- (b) The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly



prohibited while a player is engaged in WCS Events or on premises that are owned by or leased to Blizzard or a tournament organizer.

- (c) The unauthorized use or possession of prescription drugs by players 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 may not be used to enhance performance in a game or match.

6.7. Non-Disparagement.

- (a) Players always have the right to express their opinions in a professional and sportsmanlike manner. WCS disputes or player violation reports must be reviewed by the organizer and Blizzard before any information is released publicly.
- (b) Players may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, slanderous or disparaging remarks, comments or statements concerning Blizzard, its parent and any of their respective affiliate companies and subsidiaries or StarCraft II or any other Blizzard title.
- (c) This Section does not, in any way, restrict or impede a player 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.

6.8. Interviews and the Media.

- (a) Players must be polite to spectators and media, but players have the right to refuse autograph signings, photo sessions and interviews that are not part of their official WCS schedule.



- (b) Players have the right to participate in non-official autograph signings, photo sessions and interviews that do not conflict with the official WCS schedule.
- (c) Players must make themselves available for participation in all official pre-event WCS activities, including but not limited to interviews, photoshoots, rehearsals, and press events.

6.9. Software and Hardware.

- (a) Any intentional use, or attempted use, by a player of any bugs or exploits in the game may result in a forfeit of the match and disqualification from the WCS. Blizzard, at its discretion, will determine bugs and exploits.
- (b) Players must consult with the organizer before bringing electronic storage devices to any WCS event and are not allowed to use any mobile or external communication equipment during a match, including cellular phones. All personal equipment must be in an enclosed bag or be given to an administrator while a game or match is played.

6.10. Restricted Sponsorships.

- (a) Blizzard wants you to be successful in your efforts to build your own brand and sponsorship opportunities. However, in order to preserve the reputation of Blizzard and the WCS, Blizzard needs to place some restrictions on sponsor categories.
- (b) The following sponsor categories will not be allowed for any player participating in the WCS and/or WCS Events:
 - Pornography (or materials that Blizzard determines are the equivalent of



pornography);

- Alcohol;

- Tobacco or cigarettes, including vaping products;

- Firearms;

- Gambling, including websites that offer gambling;

- Any person or entity that offers products or services that Blizzard determines are detrimental to StarCraft II, the WCS or Blizzard’s business or that give one player an unfair advantage over another player, including hacking, account sellers and key sellers.

(c) In addition, Blizzard needs to preserve the right to have enterprise-wide sponsorships or sponsorships for particular game titles or particular events in order to fund the development and expansion of the WCS, WCS Events and StarCraft II. Accordingly, Blizzard may designate certain sponsors or product categories as “reserved.” Players participating in the WCS and/or WCS Events will not be permitted to accept sponsorships from reserved sponsors or in reserved categories.

6.11. Disciplinary Action.

(a) In order to preserve the integrity of the WCS and Blizzard’s reputation for open and fair competition, Blizzard will have the right to monitor compliance with these Official Rules, investigate possible breaches of these Official Rules and impose sanctions for violations. You agree to cooperate with Blizzard in any such investigation.



- (b) If Blizzard determines that a player has been cheating or has otherwise violated these Official Rules, the player may be immediately disqualified and removed from the WCS. In addition, Blizzard may, in its sole discretion:
- Issue a warning to the player and publish that warning on StarCraft II sites;
 - Disqualify the player from participating in any future StarCraft II tournaments and events;
 - Revoke all or any part of the points and prizes awarded to the player;
 - Terminate all licenses granted to the player for Blizzard titles, including StarCraft II; and/or
 - Terminate all Battle.net accounts that are held by the player.
- (c) Blizzard's determination as to the appropriate disciplinary action will be final and binding. Blizzard reserves the right to lock out players whose eligibility is in question or who have been disqualified or are otherwise ineligible to enter the WCS.
- (d) The failure by a player (or his or her parent or legal guardian) to cooperate with any internal or external investigation that Blizzard conducts relating to a violation of these Official Rules or applicable law is, itself, a violation of these Official Rules.



7. LIMITATIONS OF LIABILITY AND DISCLAIMERS

7.1. Cap on Liability; No Punitive Damages.

- (a) You understand and agree that Blizzard and the other members of the Blizzard Group are not insurers of your property or your personal safety. If you feel that you need insurance, you should obtain it from an insurance company or other third party.
- (b) YOU AGREE THAT THE LIABILITY OF BLIZZARD AND THE OTHER MEMBERS OF THE BLIZZARD GROUP TO YOU FOR ALL HARM, DAMAGES, INJURY OR LOSS SHALL BE LIMITED TO YOUR DIRECT DAMAGES NOT TO EXCEED FIVE HUNDRED US DOLLARS (US \$500.00), AND THIS SHALL BE YOUR ONLY REMEDY REGARDLESS OF WHAT LEGAL THEORY IS USED TO DETERMINE THAT BLIZZARD OR ANOTHER MEMBER OF THE BLIZZARD GROUP WAS LIABLE FOR THE HARM, DAMAGES, INJURY OR LOSS. MULTIPLE CLAIMS WILL NOT EXPAND THIS LIMITATION.
- (c) YOU FURTHER AGREE THAT THE LIMITATION OF LIABILITY IN THIS SECTION SHALL APPLY EVEN IF IT IS DETERMINED THAT BLIZZARD OR ANOTHER MEMBER OF THE BLIZZARD GROUP CAUSED THE HARM, DAMAGES, INJURY OR LOSS TO YOU. THE FOREGOING LIMITATIONS APPLY EVEN IF YOUR REMEDIES UNDER THESE OFFICIAL RULES FAIL OF THEIR ESSENTIAL PURPOSE.
- (d) IN NO EVENT SHALL BLIZZARD OR ANY OTHER MEMBER OF THE BLIZZARD GROUP BE LIABLE UNDER TO YOU, OR ANY PERSON OR ENTITY CLAIMING RIGHTS DERIVED FROM YOU, FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, EXEMPLARY, SPECIAL OR PUNITIVE DAMAGES, INCLUDING ANY DAMAGES FOR LOSS OF DATA, REVENUE, PRIZES OR PROFIT, WHETHER ARISING OUT OF BREACH OF CONTRACT, TORT



(INCLUDING NEGLIGENCE) OR OTHERWISE, REGARDLESS OF WHETHER SUCH DAMAGES WERE FORESEEABLE AND WHETHER OR NOT BLIZZARD OR ANY OTHER BLIZZARD GROUP MEMBER WAS ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

7.2. Disclaimers.

- (a) You agree that Blizzard and the other members of the Blizzard Group are not responsible for:
- Any late, lost, misrouted, garbled or distorted, inaccurate, incomplete or damaged transmissions or entries;
 - Telephone, electronic, hardware, software, network, internet, or other computer- or communications-related malfunctions or failures;
 - Any WCS disruptions, injuries, losses or damages caused by events beyond the control of Blizzard (although Blizzard will take reasonable precautions to ensure reasonable safety); or
 - Any printing or typographical errors in any materials associated with the WCS or WCS Events.
- (b) All prizes are awarded **"AS IS"** and **WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED** (including any implied warranty of merchantability or fitness for a particular purpose).

7.3. Changes to Your Battle.net Account.

- (a) In accordance with the Battle.net End User License Agreement and without limiting Blizzard's rights therein, Blizzard retains the right to modify or delete content, data,



accounts, statistics, user profiles, and any information created, stored, processed or uploaded to your Battle.net Account at any time and for any reason at its sole discretion.

- (b) In the event of a conflict between the provisions of the Battle.net End User License Agreement and the provisions of these Official Rules, the provision that is most protective of Blizzard (as determined by Blizzard) will govern and control.

8. USE OF YOUR BRAND MATERIALS AND PERSONAL DATA

8.1. License to Use Your Brand Materials.

- (a) Blizzard wants to help promote you as an elite player and help you develop your personal brand. To do that, Blizzard needs a license to use your name, nickname, BattleTag, logo, initials, likeness, image, photograph, animation, autograph, voice, public persona, biographical information and backstory ("**Your Brand Materials**"). Blizzard also wants to use Your Brand Materials to promote Blizzard, StarCraft II and our other products and services, and you agree that Blizzard may do that.
- (b) Accordingly, you hereby grant to Blizzard and the other members of the Blizzard Group a royalty- free, fully paid-up, worldwide, perpetual, irrevocable, nonexclusive right and license (with the right to grant sublicenses) to copy, display, distribute, edit, transmit, host, store and otherwise use Your Brand Materials, and create derivative works thereof, in any and all present and future media, on or in connection with (i) the broadcast, re-broadcast and/or streaming (including via internet transmission and wireless networks) of all or any part of the WCS (including any games, matches or other competitions that are part of the WCS) or any WCS Event, and/or (ii) the advertising, marketing, distribution, promotion and sale of the products and services



of the Blizzard Group, including StarCraft II and the WCS.

8.2. Advertising Materials.

(a) The grant of rights and licenses in Section 8.1 includes the right and license of Blizzard and the other Blizzard Group members (and their respective sublicensees) to copy, display, distribute, edit, transmit, host, store and otherwise use Your Brand Materials, and create derivative works thereof, on or in connection with:

- Websites of Blizzard and its streaming and broadcast partners;
- Social media postings;
- Print and online advertising and content;
- Network, cable and local television and radio;
- Newspaper and magazine advertising and content;
- Online advertising and content, including banners, leaderboards and skyscrapers;
- Outdoor and indoor billboards, posters, signs and displays;
- Product catalogues, point-of-sale materials, hang tags, product packaging and instruction manuals;
- Press releases, newsletters and e-alerts; and



- Hats, shirts and other apparel and gaming gear and peripherals.
- (b) You hereby waive, and agree not to assert, any rights of prior review and/or approval of any of the Advertising Materials that you may have under applicable law. Nothing in these Official Rules requires Blizzard or a member of the Blizzard Group to make use of any of the rights or licenses granted herein.
- (c) You agree to take, at Blizzard's expense, any further action (including execution of affidavits and other documents) that Blizzard reasonably requests to effect, perfect or confirm Blizzard's rights as set forth in these Official Rules.

8.3. Ownership of Advertising Materials, Feedback, Stats and Suggestions.

- (a) As between you and Blizzard, you are the sole owner of Your Brand Materials.
- (b) As between you and Blizzard, Blizzard shall be the sole owner of all of the following:
- Advertising Materials (but not Your Brand Materials that are incorporated into or used in the Advertising Materials);
 - Works of authorship, audio-visual works, artwork, compilations, data and documentation that are created by or for a member of the Blizzard Group and that incorporate or make use of all or any part of Your Brand Materials (but not Your Brand Materials that are incorporated or used therein);
 - Suggestions, comments and other feedback that you may provide to Blizzard relating in any way to StarCraft II, the WCS, the WCS Events or the business of Blizzard and all improvements or enhancements to StarCraft II, the WCS, the WCS



Events and the business of Blizzard resulting therefrom;

- Data and statistics relating to your play of StarCraft II during the WCS, and all feeds and data streams of such data and statistics; and
 - Intellectual property rights in each of the foregoing.
- (c) You agree not to engage, directly or indirectly, in any acts that might jeopardize, or contest or attempt to acquire, any rights of the Blizzard Group in the Advertising Materials or any of the forgoing items.

8.4. Collection of Personal Data.

- (a) Blizzard collected the information necessary to operate the WCS at the time that you registered your Battle.net Account, and without limiting Blizzard's rights under its Online Privacy Policies, Blizzard will use such information to contact you for matters and events related to the operation of the WCS.
- (b) Blizzard will collect, store, and use information collected in connection with the WCS and WCS Events (including information collected at live events) in accordance with Blizzard's Online Privacy Policy.
- (c) By accepting these Official Rules in any of the ways provided in Section 2.1, you are also agreeing to the terms of Blizzard's Online Privacy Policy.



9. RESOLUTION OF DISPUTES

9.1. Applicability.

- (a) This Section 9.0 applies to and governs any Dispute that arises out of or relates to StarCraft II, the WCS, a WCS Event or these Official Rules, or the breach thereof.

9.2. Negotiations.

- (a) In an effort to accelerate resolution and reduce the cost of any Dispute, you and Blizzard agree to first attempt to negotiate a resolution of any Dispute informally for at least thirty (30) days before either party initiates any arbitration or court proceeding, unless one or more of the exceptions to negotiations and arbitration in Section 9.6 below apply.
- (b) Negotiations will begin upon receipt of written notice by the party raising the Dispute. Blizzard will send its notice to your billing address and email you a copy to the email address you have provided to Blizzard in your Battle.net Account.
- (c) You will send your notice to Blizzard at Blizzard Entertainment, Inc., 1 Blizzard Way, Irvine, CA 92618, Attn.: General Counsel.

9.3. Binding Arbitration.

- (a) If a Dispute cannot be resolved through negotiations, either you or Blizzard may elect to have the Dispute finally and exclusively resolved by binding arbitration, unless one or more of the exceptions to negotiations and arbitration in Section 9.6 below apply.



Any election to arbitrate by one party shall be final and binding on the other.

- (b) YOU SHOULD REVIEW THIS PROVISION CAREFULLY. THIS ARBITRATION PROVISION LIMITS YOUR AND BLIZZARD'S ABILITY TO LITIGATE CLAIMS IN COURT AND YOU AND BLIZZARD EACH AGREE TO WAIVE YOUR RESPECTIVE RIGHTS TO A JURY TRIAL.
- (c) The arbitration shall be commenced and conducted by JAMS pursuant to its Comprehensive Arbitration Rules and Procedures, which are available at the JAMS website (<http://www.jamsadr.com>). If, for any reason, JAMS is unable to provide the arbitration, you may file your Dispute with any national arbitration company under the Commercial Arbitration Rules of the American Arbitration Association. The arbitrator has authority to decide all issues of arbitrability, including where a party raises as a defense to arbitration that the claims in question are subject to one or more exceptions to negotiations and arbitration in Section 9.6 below.
- (d) Where any action includes claims that are arbitrable and claims that are not, the entire action shall be stayed, absent a showing of prejudice to the complaining party, pending the completion of the arbitration of the arbitrable issues. You or Blizzard can request the stay be lifted upon a showing of prejudice. Your arbitration fees and your share of arbitrator compensation shall be governed by the JAMS Comprehensive Arbitration Rules and Procedures.

9.4. Arbitration Procedures.

- (a) The arbitration may be conducted in person, through the submission of documents, by phone, or online. The arbitrator will make a decision in writing, but need not provide a statement of reasons unless requested by a party. The decision of the arbitrator shall be final and binding on you and Blizzard, and any award of the arbitrator may be entered in any court of competent jurisdiction.



- (b) THE PARTIES UNDERSTAND THAT, ABSENT THIS MANDATORY PROVISION, THEY WOULD HAVE THE RIGHT TO SUE IN COURT AND HAVE A JURY TRIAL. They further understand that, in some instances, the costs of arbitration could exceed the costs of litigation. The parties understand that the right to discovery may be more limited in arbitration than in court.

9.5. Class and Collective Action Waiver.

- (a) You and Blizzard agree that any arbitration or court proceeding shall be limited to the Dispute between Blizzard and you individually.
- (b) You acknowledge and agree that: (i) a claim by, or on behalf of, other persons, will not be considered in, joined with, or consolidated with, the arbitration proceedings or any court proceedings between you and Blizzard; (ii) there is no right or authority for any Dispute to be arbitrated, adjudicated, or resolved through court proceedings on a class-action basis or to utilize class action procedures; and (iii) you will not have the right to participate as a class representative, private attorney general, or as a member of any class of claimants for any Dispute subject to arbitration or any dispute brought in court. Any Dispute regarding the prohibitions in the prior Sections shall be resolved by the arbitrator in accordance with this Section 9.
- (c) If, for any reason, this class or collective action waiver is deemed unenforceable by a court or arbitrator, you agree that the parties' contract to arbitrate is then void, and any ongoing or future Dispute will be submitted to a court of competent jurisdiction within the County of Orange, State of California, United States of America, to the exclusion of arbitration. Any Dispute at that time in arbitration will be dismissed without prejudice and refiled in a court.
- (d) Under no circumstances do you or Blizzard agree to class or collective procedures in arbitration



or court proceedings or the joinder of claims in arbitration or court proceedings.

9.6. Location of Arbitration.

- (a) If you are a resident of the United States, any arbitration will take place in your county of residence, to the exclusion of all other venues.
- (b) For residents outside the United States, any arbitration shall be initiated in the County of Los Angeles, State of California, United States of America.
- (c) Any Dispute not subject to arbitration shall be decided solely by a court of competent jurisdiction within the County of Orange, State of California, United States of America, and you and Blizzard agree to submit to the personal jurisdiction of that court.
- (d) You and Blizzard agree that the following Disputes are not subject to the above provisions concerning negotiations and binding arbitration: (i) any Dispute seeking to enforce or protect, or concerning the validity of, any of Blizzard's intellectual property rights; (ii) any Dispute related to, or arising from, claims that the other party has committed piracy or tortious interference; and (iii) any claim within the jurisdictional limits of the small claims courts.

9.7. Governing Law.

- (a) All Disputes shall be governed by and construed under the laws of the United States of America and the law of the State of Delaware, without regard to choice of law principles, provided that Blizzard shall have the right to disqualify any players that are rendered ineligible due to local law.



- (b) Players agree to be bound by these Official Rules and by the decisions of Blizzard with respect to the disciplinary actions imposed for their violation, which are final and binding in all respects. The application of the United Nations Convention on Contracts for the International Sale of Goods is expressly excluded.

10. GENERAL (BUT IMPORTANT) TERMS AND CONDITIONS

10.1. Blizzard Copyrights and Trademarks.

- (a) These Official Rules, the WCS and all accompanying materials are copyright © 2019 Blizzard Entertainment, Inc., and its respective licensors. All rights are reserved.
- (b) Nothing in these Official Rules or your participation in the WCS grants to you, by implication, waiver, estoppel or otherwise, any right or license to use or display any name, logo, service mark or trademark of Blizzard or any other Blizzard Group member.

10.2. Changes to StarCraft II.

- (a) Blizzard reserves the right to patch, update or improve StarCraft II at any time to fix bugs, change balance or add features or functionality as deemed appropriate by the Blizzard, in its sole discretion, without suspending or canceling the WCS.
- (b) You agree that Blizzard will not be liable to you for any changes to StarCraft II or these Official Rules.

10.3. Changes to these Official Rules.



- (a) These Official Rules contain the rules, policies and practices of the Blizzard for the WCS that are in effect at the time of their publication. All previously issued rules, policies and practices (other than the Website Terms), whether in print or online, relating to the WCS are superseded.
- (b) Blizzard reserves the right to revise, modify, change, delete or add to these Official Rules at any time, in its sole discretion, and to suspend, cancel or modify the WCS or any player's participation in the WCS should viruses, bugs, unauthorized human intervention, hacks or other causes beyond Blizzard's control affect the administration, security or proper play of the WCS, or Blizzard otherwise becomes (as determined in its sole discretion) incapable of running the WCS as planned.

10.4. No Employment Relationship.

- (a) You agree that you are not an employee or contractor of Blizzard or any other Blizzard Group member and are not entitled to employee or fringe benefits.
- (b) Nothing in these Official Rules shall be deemed or construed to create a partnership, joint venture or similar relationship or create fiduciary duties or responsibilities on the part of Blizzard or any other member of the Blizzard Group.

10.5. Communications.

- (a) We both agree that these Official Rules constitute a written agreement signed by both you and Blizzard under applicable law.
- (b) To the fullest extent permitted by applicable law, these Official Rules, and any other notices, requests and other communications provided for herein, may be provided to you electronically, and you agree to receive all such communications from Blizzard electronic form. All communications between you and Blizzard relating to the WCS will be in the English language. Electronic communications will be delivered to you at



the email address listed on your Battle.net Account.

- (c) These Official Rules have been written and executed in the English language. Any translation into any other language shall not be an official version thereof, and in the event of any conflict in interpretation between the English version and such translation, the English version shall control.
- (d) If you have any questions or comments about these Official Rules or the WCS, please email them to sc2admin@blizzard.com or send written questions to: **2019 StarCraft II World Championship Series c/o Blizzard Entertainment Esports, P.O. Box 18979, Irvine, CA 93623.**

10.6 Team Payments

- (a) When requested, prize payments may be made out to 3rd party entities in place of individuals, subject to Blizzard's receipt of the prize winner's written consent in the form and manner requested by Blizzard. Without specific instructions, the default for payments will be the individual prize winner.



11. GLOSSARY

“Advertising Materials” means (a) the websites of Blizzard and its streaming and broadcast partners; (b) social media postings; (c) print and online advertising and content; (d) network, cable and local television and radio; (e) newspaper and magazine advertising and content; (f) online advertising and content, including banners, leaderboards and skyscrapers; (g) outdoor and indoor billboards, posters, signs and displays; (h) product catalogues, point-of-sale materials, hang tags, product packaging and instruction manuals; (i) press releases, newsletters and e-alerts; and (j) hats, shirts and other apparel and gaming gear and peripherals.

“Battle.net Account” means a full Battle.net account that is in good standing and that remains in good standing throughout the WCS. “Battle.net Account” does not refer to a Battle.net light account; a light account is not sufficient for participation in the WCS.

“Battle.net light account” means a version of Battle.net that mobile users can create without accepting the Battle.net End User License Agreement.

“Blizzard”, “we” or “us” means Blizzard Entertainment, Inc. and its affiliates.

“Blizzard Group” means Blizzard, its parent and any of their respective affiliate companies and subsidiaries.

“Circuit Region” means one of the following regions:

- Europe, Africa, Middle East **comprised of Algeria, Austria, Bahrain, Belarus, Belgium, Bulgaria, Croatia, Cyprus Czech Republic, Denmark, Egypt, Estonia, Finland,**



France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kazakhstan, Latvia, Lebanon, Lithuania, Luxembourg, Malta, Morocco, Netherlands, Norway, Poland, Portugal, Qatar, Republic of Moldova, Romania, Russia, Serbia, Slovakia, Slovenia, South Africa, Spain, Sweden, Switzerland, Tunisia, Turkey, Ukraine and the United Kingdom.

- North America **comprised of the USA and Canada.**
- Latin America **comprised of Argentina, Belize, Bolivia, Brazil, Chile, Colombia, Costa Rica, Ecuador, El Salvador, Guatemala, Honduras, Jamaica, Mexico, Nicaragua, Panama, Paraguay, Peru, Puerto Rico, Uruguay, Haiti and Dominican Republic and Venezuela.**
- China **comprised of the People’s Republic of China.**
- Oceania & Southeast Asia **comprised of Australia, India, New Zealand, Indonesia, Malaysia, Singapore, Thailand, Philippines and Vietnam.**
- Taiwan, Hong Kong, Macau, Japan **comprised of Taiwan, Hong Kong, Macau, and Japan.**

“Dispute” means any dispute, controversy, or claim, whether based on contract, tort, fraudulent misrepresentation, statute, regulation, constitution, common law, equity, or any other matter, that arises out of or relates to StarCraft II, the WCS, a WCS Event or these Official Rules, or the breach thereof.

“Official Rules” means the 2019 StarCraft II World Championship Series Official Competition Rules, Terms and Conditions (*i.e.*, the rules, terms and conditions as set forth this document).

“WCS” means the 2019 StarCraft II World Championship Series, including WCS Winter.

“WCS Events” means all games, matches, media events, autograph signings, photo sessions, sponsor events and other gatherings or events occurring with or as part of the WCS.



“WCS Period” means the period starting on the Commencement Date and continuing through the end of the Tour period, which is expected to be by December 31, 2019.

“Website Terms” means the Battle.net® End User License Agreement applicable to your use of Battle.net, the Online Privacy Policy applicable to your use of Battle.net, and the other terms and conditions governing use of the Battle.net website.

“You” means the player who seeks to participate in the WCS or a WCS Event.

“Your Brand Materials” means your name, nickname, BattleTag, logo, initials, likeness, image, photograph, animation, autograph, voice, public persona, biographical information and backstory.

* * *



PLAYER CERTIFICATE AND ACCEPTANCE FORM

Instructions: The 2019 StarCraft II World Championship Series Winter Official Rules, including any updates or amendments thereto, along with the following terms and conditions (collectively, the “Official Rules”), govern the rights, responsibilities and conduct of players, coaches, and managers in the 2019 StarCraft II World Championship Series. You must accept the Official Rules in order to participate as a player, coach, or manager in the 2019 StarCraft II World Championship Series, and you must abide by the Official Rules in order to remain eligible to participate in the 2019 StarCraft II World Championship Series. You can accept the Official Rules by checking the “Accept” boxes below and by signing this Player Certificate and Acceptance Form (the “Player Certificate”). If you check “Decline” on any of the boxes below, or if you don’t check either “Accept” or “Decline,” then you will not be permitted to participate in the 2019 StarCraft II World Championship Series.

Player Information:		
Last Name:	First Name:	
Email Address (used on your Battle.net Account):	Date of Birth:	Age:
Citizenship:		
Acceptance of 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 as a player in the 2019 StarCraft II World Championship Series. I acknowledge that Blizzard Entertainment, Inc. reserves the right to impose discipline for any conduct that violates the Official Rules, including public reprimands, fines, suspensions, and/or disqualifications. I have carefully read and I understand the Official Rules. I understand and support the standards set forth in the Official Rules, and I will act in accordance with them.		
<input type="checkbox"/> Accept	<input type="checkbox"/> Decline	
License to Use Name and Likeness:		
I hereby grant to Blizzard Entertainment, Inc. a sublicensable, royalty-free, fully paid-up, worldwide, nonexclusive right and license (with the right to grant sublicenses) to copy, display, distribute, edit, transmit, host, store and otherwise use my name, nickname, tag, logo, initials, likeness, image, photograph, animation, autograph, voice, public persona, biographical information and backstory, and create derivative works thereof, in any and all present and future media, on or in connection with (a) any group licensing or other agreements with third parties that are negotiated by the Blizzard Entertainment, Inc., (b) the broadcast, streaming, webcast or other distribution of any audio visual, visual and/or audio coverage of any Tournament game, match or other event (whether in full or in part and whether on a live or delayed basis and whether of all or any part of such Tournament game, match or other event); (c) activities related to the advertising, marketing and promotion of the 2019 StarCraft II World Championship Series, Blizzard Entertainment and StarCraft II; and/or (d) the distribution, advertising, promotion and sale of the products and services of Blizzard Entertainment, including skins and other in-game or digital merchandise.		
<input type="checkbox"/> Accept	<input type="checkbox"/> Decline	
Limitations of Liability:		
I agree that the liability of Blizzard Entertainment, Inc. and its respective affiliate companies to me for all harm, damages, injury or loss shall be limited to my direct damages not to exceed \$500.00 USD, and this shall be my only remedy regardless of what legal theory is used to determine that Blizzard Entertainment, Inc., or any of their respective affiliate companies was liable for the harm, damages, injury or loss. Multiple claims will not expand this limitation. I further agree to the other disclaimers and limitations of liability in Section 7 of the Official Rules.		
<input type="checkbox"/> Accept	<input type="checkbox"/> Decline	
Other Terms and Conditions:		
This Player Certificate shall be governed by the laws of the State of Delaware, USA, without regard to choice of law principles. This Player Certificate shall be effective and binding upon your heirs, next of kin, executors, administrators, assigns and representatives. Any dispute with or claim against Blizzard Entertainment, Inc., or any of its respective affiliate companies arising out of or based on this Player Certificate or your participation in the 2019 StarCraft II World Championship Series shall be governed by Section 9 of the Official Rules. If any provision of this Player Certificate is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Player Certificate you are not relying on any oral or written statements or representations made by any person with respect to the 2019 StarCraft II World Championship Series. This Player Certificate is in addition to, and not in lieu of, the Official Rules and may not be amended except by a written amendment signed by Blizzard Entertainment, Inc. In the event of a conflict between the Official Rules and this Player Certificate, the Official Rules shall govern and control.		
Signature of Player: X	Date Signed:	