

**2017 HEROES OF THE STORM®**  
**HEROES GLOBAL CHAMPIONSHIP**  
**MID-SEASON BRAWL**

**SPECIFIC COMPETITION RULES, TERMS AND CONDITIONS**

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## 1. INTRODUCTION

The Mid-Season Brawl is the first global event of the Heroes Global Championship(HGC) and marks the conclusion of Phase 1. Teams from North America, Europe, China, Korea, Latin America, Southeast Asia, Taiwan, and Australia/New Zealand faceoff for \$250,000 and the Championship trophy.

These 2017 Heroes of the Storm Mid-Season Brawl Specific Competition Rules, Terms and Conditions govern qualification for and competitive play of Heroes of the Storm in the 2017 Mid-Season Brawl Tournament (the “Tournament”). These Specific Rules establish the rules of tournament play, including rules governing player eligibility, tournament structure, active rosters, coaches, managers and team owners, prize awards, sponsorships and the conduct of players and other Team Members. These Specific Rules also contain limitations of liability, license grants and other legally binding contract terms. You are required to read and understand these Specific Rules before you can participate in the Tournament. These Specific Rules are an amendment to the 2017 Heroes of the Storm Global Championship Official Competition Rules, Terms and Conditions.

You must accept these Specific Rules in order to participate as a player in the Tournament, and you must abide by these Specific Rules in order to remain eligible to play in the Tournament and receive prizes. You must also accept these Specific Rules in order to participate as a coach, manager or owner of a team that qualifies to play in the Tournament, and you must abide by these Specific Rules in order to remain eligible to coach, manage or own a team in the Tournament. All of this is explained below. By acceptance of these Specific Rules you are also accepting the 2017 Heroes of the Storm Global Championship Official Competition Rules, Terms and Conditions.

## **2. MID-SEASON BRAWL TOURNAMENT**

### **2.1. Acceptance of the Specific Rules.**

(a) If you are a player you may accept these rules by signing or accepting a Participation Form, either in print or online. You also indicate your acceptance to these Specific Rules if you enter and participate in any game or match that is part of the Tournament.

(b) If you are a coach, manager, owner or other Team Member, you may accept these rules by signing or accepting a Participation Form, either in print or online. You also indicate your acceptance to these Specific Rules if you participate as a coach, manager, owner or other representative of a team that completes in any game or match that is part of the Tournament.

(c) If you are under the age of majority (as described below), your parent or legal guardian may accept these Specific Rules on your behalf.

(d) If you (or your parent or legal guardian) do not accept these Specific Rules, you may not participate in the Tournament. If you are a player and you do not meet the player eligibility requirements in Section 3 below, you may not participate in the Tournament.

## 2.2. Applicability of the Specific Rules.

(a) These Specific Rules govern competitive play of Heroes of the Storm during the 2017 Mid-Season Brawl Tournament. These rules do not govern Western Clash nor the HGC Finals .

(b) These Specific Rules are in addition to the Blizzard End User License Agreement applicable to your use of Blizzard account, the Online Privacy Policy applicable to your use of Blizzard account, and the

other terms and conditions governing use of the Blizzard website. The current version of the End User License Agreement for EU Blizzard account holders is found at

<http://eu.blizzard.com/en-gb/company/legal/eula.html> and the current version of the Online Privacy Policy for EU Blizzard account holders is found at

<http://eu.blizzard.com/en-gb/company/about/privacy.html>. The current versions of the End User License Agreement and Online Privacy Policy applicable to other countries' Blizzard account holders can be found by going to the above websites and switching to the appropriate language at the bottom of that webpage.

(c) There is a Glossary of terms at the back of these Specific Rules that explains key terms in greater detail. The Glossary is an important part of these Specific Rules.

(d) If you or your team violates these Specific 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) You may participate in the Mid-Season Brawl as a player if, as of April 1, 2017, you are a citizen or legal resident of one of the following countries :

- North America: United States, Canada
- Latin America: Argentina, Belize, Bolivia, Brazil, Chile, Colombia, Costa Rica, Ecuador, El Salvador, Guatemala, Honduras, Jamaica, Mexico, Nicaragua, Paraguay, Peru, Puerto Rico, Uruguay, Venezuela
- Europe: Algeria, Austria, Belarus, Bahrain, Belgium, Bosnia and Hercegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kazakhstan, Latvia, Lebanon, Lithuania, Luxembourg, Macedonia, Malta, Morocco, Netherlands, Norway, Poland, Portugal, Republic of Moldova, Romania, Russia, Serbia, Slovakia, Slovenia, South Africa, Spain, State of Qatar, Sweden, Switzerland, Tunisia, Turkey, Ukraine, United Kingdom
- China: People’s Republic of China
- Korea: Republic of Korea
- Australia/ New Zealand: Australia, New Zealand
- Taiwan: Republic of China (“Taiwan”)
- South East Asia: Malaysia, Philippines, Singapore, Thailand

(b) In order to be eligible to participate in the Tournament as a player, you must have authorized access to a full Blizzard account registered on Blizzard service. Your account must be in good standing at the start of the Tournament and remain in good standing throughout the Tournament.

- (c) All Blizzard Accounts list the player's country of residence. The country of residence listed in your account details must match the country or region that you are representing in the Tournament. For example, if you are playing for a team that is representing the Australia/New Zealand region in the Tournament, the country of residence listed in your Blizzard Account must be either Australia or New Zealand.
- (d) Your Blizzard Account must include a valid email address. Blizzard reserves the right to verify the email address that you provide.
- (e) In order to be eligible to participate in the Tournament as a player, you must be a natural person (i.e., not a corporation, partnership or other legal entity) who is the same individual who registered the Blizzard Account, unless you are a minor using a Blizzard Account registered by your parent or legal guardian.

### 3.2. Residency Requirements.

- (a) If you want to participate in the Tournament as a player you must provide Blizzard with proof that you are either a citizen or a legal resident of one of the Eligible Countries identified in Section 3.1 above.
- (b) For the purposes of this Tournament, a "citizen" is a participant who is a citizen of an Eligible Country, and a "resident" is a participant who has resided in an Eligible Country for at least one month prior to the Tournament's first match and through the Tournament's last match.
- (c) In order to prove citizenship or residency, you must provide Blizzard with a Blizzard Account for verification purposes, and the country of residence of your Blizzard Account must be one of the Eligible Countries 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 Tournament.
- (d) You will be required to provide Blizzard with a copy of a valid photo ID with a current address within your country of residence. Examples of acceptable and unacceptable identification are outlined below:

Photo ID Requirements	
Acceptable Forms of ID	Unacceptable Forms of ID
Government-issued driver's license	Expired identification
Military photo identification card	School-issued photo identification card
Passport	Gym membership card
Private ID cards	Library card
Voter registration card with photo (Mexico)	Public transportation cards
National identity card with photo	

(e) A participant claiming residency status must submit a copy of his or her passport along with a valid visa for the applicable country for evaluation by Blizzard. The visa must be acquired no less than one month before the start of the Tournament. Examples of acceptable identification for visa purposes are: professional athlete visas, work visas, and student visas. Examples of forms of identification that are not acceptable for visa purposes are: expired visas, working holiday visas and general tourist/visitor visas.

(f) If you have any questions about the residency requirements, email [esportsteam@blizzard.com](mailto:esportsteam@blizzard.com), and Blizzard can begin the verification process. Blizzard's decisions as to residency and citizenship are final and binding.

### 3.3. Minimum Age Requirements.

(a) You may participate in the Tournament if you have reached the age of majority in your country of residence as of April 1, 2017.

(b) If you are under the legal age of majority in your country of residence, but over the age of 13 as

of April 1, 2017, you may still enter the Tournament and participate as a player if you otherwise meet all of the eligibility criteria set forth in these Specific Rules and one of your parents or legal guardians reads and accepts these Specific 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 Tournament. Should you qualify for Tournament events, your parents or legal guardians must be involved in assisting with travel, signing waivers and communication.

#### 3.4. 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. TOURNAMENT STRUCTURE

#### 4.1. Tournament Date and Location.

- (a) The twelve teams that qualify for the Mid-Season Brawl Tournament, as described below, will compete in the Mid-Season Brawl on June 10-19, 2017, at a location in Europe that Blizzard will determine in its sole discretion. Additional matches may be required to play if a team is disqualified from, or elects not to play in, the Mid-Season Brawl after qualifying previously.
- (b) Blizzard will email the managers of the qualifying teams to inform of the dates and times of the Tournament. The team manager must then inform Blizzard which five members of the team will compete in the Tournament.

#### 4.2. Qualification.

- (a) Twelve teams drawn from eight regions, will qualify for the Mid-Season Brawl, as discussed in greater detail below.

(b) Australia / New Zealand Regional Tournament. The team that wins the Australia / New Zealand Regional Tournament will qualify for the Mid-Season Brawl. To qualify based on the Australia / New Zealand Regional Tournament, a team's players must all be citizens of or reside in Australia or New Zealand. If the team that wins the Australia / New Zealand Regional Tournament includes one or more players who are not citizens or residents of Australia or New Zealand, then the highest placing team in the Australia / New Zealand Regional Tournament that is composed solely of players who are citizens or residents of Australia or New Zealand will qualify for the Mid-Season Brawl.

(c) European Regional Tournament. There will be two spots for the Europe Region described as below:

(i) The team that is ranked the highest in the European Pro League on or about May 21, 2017 will qualify for the Mid-Season Brawl as first seed for the European Region.

(ii) The team that wins the European Pro League playoff will qualify for the Mid-Season Brawl as second seed for the European Region.

To qualify based on the European Pro League, a team's players must all be citizens of or reside in the European Region. If one or more of the initially qualified team in the European Pro League includes one or more players who are not citizens or residents of the European Region, then the two highest ranking teams in the European Pro League that are composed solely of players who are citizens or residents of the European Region will qualify for the Mid-Season Brawl.

(d) North American Regional Tournament. There will be two spots for the North America Region described as below:

(i) The team that is ranked the highest in the North American Pro League on or about May 21, 2017 will qualify for the Mid-Season Brawl as first seed for the North American Region.

(ii) The team that wins the North American Pro League playoff will qualify for the Mid-Season Brawl as second seed for the North American Region.

To qualify based on the North American Pro League, a team's players must all be citizens or residents in the United States or Canada. If one or more of the initially qualified teams

in the North American Pro League includes one or more players who are not citizens or residents of the United States or Canada, then the two highest ranking teams in the North American Pro League that are composed solely of players who are citizens or residents of the United States or Canada will qualify for the Mid-Season Brawl.

(e) Latin American Regional Tournament. The team that wins the Copa America Regional Tournament will qualify for the Mid-Season Brawl. To qualify based on the Copa America Regional Tournament, a team's players must all be citizens or residents of a country in the Latin American Region. If the team that wins the Copa America Regional Tournament includes one or more players who are not citizens or residents of a country in the Latin American Region, then the highest placing team in the Copa America Regional Tournament that is composed solely of players who are citizens or residents of a country in the Latin American Region will qualify for the Mid-Season Brawl.

(f) Korean Regional Tournament. There will be two spots for the Korean Region described as below:

(i) The team that is ranked the highest in the Korea Pro League on or about May 21, 2017 will qualify for the Mid-Season Brawl as first seed for the Korean Region.

(ii) The team that wins the Korea Pro League playoff will qualify for the Mid-Season Brawl as second seed for the Korean Region.

To qualify based on Korea, a team's players must all be citizens or residents in the Republic of Korea. If one or more of the initially qualified teams in the Korean Pro League includes one or more players who are not citizens or residents of the Republic of Korea, then the two highest ranking teams in the Korean Pro League that are composed solely of players who are citizens or residents of the Republic of Korea will qualify for the Mid-Season Brawl.

(g) Chinese Regional Tournament. There will be two spots for the Chinese Region described as below:

(i) The team that is ranked the highest in the China Pro League on or about May 21, 2017 will qualify for the Mid-Season Brawl as first seed for the Chinese Region.

(ii) The team that wins the China Pro League playoff will qualify for the Mid-Season Brawl as second seed for the Chinese Region.

To qualify based on China, a team's players must all be citizens or residents in the People's Republic of China. If one or more of the initially qualified teams in the Chinese Pro League includes one or more players who are not citizens or residents of the People's Republic of China, then the two highest ranking teams in the Chinese Pro League that are composed solely of players who are citizens or residents of the People's Republic of China will qualify for the Mid-Season Brawl.

- (h) Southeast Asian Regional Tournament. The team that wins the Southeast Asian Regional Tournament will qualify for the Mid-Season Brawl. To qualify based on the Southeast Asian Regional Tournament, a team's players must all be citizens or residents of a country in the Southeast Asian Region. If the team that wins the Southeast Asian Regional Tournament includes one or more players who are not citizens or residents of a country in the Southeast Asian Region, then the highest placing team in the Southeast Asian Regional Tournament that is composed solely of players who are citizens or residents of a country in the Southeast Asian Region will qualify for the Mid-Season Brawl.
- (i) Taiwanese Regional Tournament. The team that wins the Taiwanese Regional Tournament will qualify for the Mid-Season Brawl. To qualify based on the Taiwanese Regional Tournament, a team's players must all be citizens or residents of the Republic of China (Taiwan). If the team that wins the Taiwanese Regional Tournament includes one or more players who are not citizens or residents of the Republic of China (Taiwan), then the highest placing team in the Taiwanese Regional Tournament that is composed solely of players who are citizens or residents of the Republic of China (Taiwan) will qualify for the Mid-Season Brawl.

#### 4.3. Tournament Format.

- (a) The Mid-Season Brawl format will consist of two parts, a Group Stage and a Bracket Stage
- (b) Part One of the Mid-Season Brawl will consist of a group stage, with two groups of six teams each, playing best-of-two matches. Each game-win that a team scores will grant them a point. If a team wins both games in their match an additional point will be earned, a maximum of 3 points per match. Each group of six will compete in its own round robin

tournament. The top two points earners from each group will advance to the Upper Bracket portion of part two. The middle two points earners from each group will advance to the Lower Bracket portion of part two. The bottom two points earners from each group will be eliminated from the event.

(c) Due to the nature of Part One more than one team could end up in a “tie” situation. If such a situation occurs a set of tiebreaker matches played in best-of-one will happen using the following rules:

(i) Any BYE given for any tie breaker match will be based on the highest seed amongst the tied teams

(ii) The team with the first pick will be determined by a coin flip. If two teams need to play two tie breakers matches, then the team who got first pick in the first tie breaker match will get second pick in the second tiebreaker match

(iii) If two teams are tied, they will play a best-of-one match

(iv) If three teams are tied (Team A won against Team B, Team B won against Team C, Team C won against Team A), they will play each other in a round robin format. If the teams are still tied after, they will be placed in a three-team bracket where one of the team gets a BYE for the first round

(v) If three teams are tied on overall score but Team A won against Team B, Team A won against Team C and Team B won against Team C this will be considered as a two-team tie between Team B and Team C and follow (iii) rule

(vi) If four teams are tied (Team A won against Team B, Team B won against Team C, Team C won against Team D and Team D won against Team A), they will play into a random draw bracket

(vii) If five teams are tied they will play into a random draw bracket with a single team BYE

(viii) If six teams are tied they will play into a bracket with the same seeding as in Part One with two teams having a BYE

(ix) Battleground will be selected from top down of the following list in order of preference. A team may only select a battleground if it was not played in the original match or initial tiebreaker match

Battleground Pool
Towers of Doom
Dragon Shire
Sky Temple
Battlefield of Eternity
Tomb of the Spider Queen
Cursed Hollow
Infernal Shrines
Braxis Holdout
Warhead Junction

- (d) Part Two of the Mid-Season Brawl will consist of a double-elimination, best-of-five tournament among the remaining eight teams with the exception of Grand Finals. Grand Finals will be played in a best-of-seven match with one game advantage for the team coming from the Upper Bracket. The double-elimination bracket will be preseeded as stated above respective to the final placement of teams in the Group Stage.
- (e) Blizzard, in its sole discretion may organize Show Matches using players qualified for the Mid-Season Brawl. These Show Matches won't have any impact on the Mid-Season Brawl..

#### 4.4. Tournament Rules; Game Forfeitures.

- (a) In each Tournament match, two teams will compete against each other by playing Heroes of the Storm on a dedicated Battle.net server operated by Blizzard. Matches will be played in the "Custom" game mode and "Standard" lobby mode.
- (b) If fewer than five Eligible Participants on a team's roster are present ten minutes after the scheduled match time, that team forfeits the match.

- (d) Each non-tiebreaker match will begin with an initial battleground selection process. One team will be chosen at random to start the process (here labeled “**Team A**”), and will begin by banning one battleground. The other team (“**Team B**”) will then ban one battleground. Team A will then select a battleground from the remaining (unbanned) battlegrounds.
- (e) Players will be able to select from any heroes that are available to them on their Battle.net accounts and that have been commercially released in the region of play for at least two weeks before the match, except that Blizzard, in its sole discretion, may restrict certain heroes from the Tournament at any point during the Tournament. Eligible Participants must have access to at least fourteen heroes in order to participate in the Tournament.
- (f) Each game within a match will begin with a drafting process to determine which heroes each team will play. Each team will have a window of time in which to ban and pick heroes. If a team runs out of time, its pick or ban will be randomly selected. The team that began the battleground selection process (Team A) will go second during the first game’s hero selection process, in the following sequence:

Hero Selection Sequence	
1.	Team B will ban one hero
2.	Team A will ban one hero
3.	Team B will choose one hero
4.	Team A will choose two heroes
5.	Team B will choose two heroes
6.	Team A will ban one hero
7.	Team B will ban one hero
8.	Team A will choose two heroes
9.	Team B will choose two heroes
10.	Team A will choose one hero

- (g) In the following games of a match, the losing team of the previous game will have the choice for battleground selection or first hero pick in draft. Blizzard, in its sole discretion, may require that a game or match be paused, suspended, replayed, or forfeited by a team in the event that one or more players lose their connections or the game is otherwise affected by abnormal technical or nontechnical issues, or based upon violations of the Specific Rules or otherwise unfair or unsportsmanlike conduct.

4.5. Battleground pool

- (a) A pool of nine Battlegrounds for the Tournament was selected. The Battlegrounds pool can be changed at any time in Blizzard's sole discretion.

Battleground Pool
Braxis Holdout
Warhead Junction
Towers of Doom
Infernal Shrines
Battlefield of Eternity
Tomb of the Spider Queen
Sky Temple
Dragon Shire
Cursed Hollow

4.6. Prize Awards.

- (a) The teams in the Mid-Season Brawl will earn the following prizes based on their success in the Tournament:

Mid-Season Brawl Team Prizes	
1 <sup>st</sup> Place	USD \$100,000
2 <sup>nd</sup> Place	USD \$50,000
3-4 <sup>th</sup> Places	USD \$20,000
5-8 <sup>th</sup> Places	USD \$10,000
9-12 <sup>th</sup> Places	USD \$5,000

- (b) The awarding of prizes is void where prohibited or restricted. No purchase is necessary to enter the Tournament.

- (c) If the team's performance in the Tournament entitles it to a cash prize award, Blizzard will pay each member of the team's final Active Roster twenty percent (20%) of the total prize amount, less any applicable taxes, unless the team's manager provides Blizzard with a written agreement, fully executed by all of the team's Active Roster players, that unambiguously allocates prize money in a different way. Any such agreement must be provided to Blizzard by the team's manager within five days of the date that the winners are announced.
- (d) Once a payment of prize money is made by Blizzard to a winning team, Blizzard will have no responsibility or liability for the allocation or distribution of such prize awards among the various Team Members who may have contributed to the success of the team, or with respect to any person or entity claiming any part of such prize award. You agree to indemnify, defend and hold Blizzard and the other members of the Blizzard Group harmless from any such liability.
- (e) 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 winner. All cash prizes will be paid in US dollars. Winners will be required to complete and submit to Blizzard all governmental and tax forms required to receive a cash prize, including an IRS form W-8 or W-9 and any other forms required by the country in which the Tournament is held. Additional paperwork that Blizzard requests, including waivers, indemnities and releases, must be submitted to Blizzard before Blizzard will provide the winner with any prize. Prizes are not transferable.
- (f) No substitutions or exchanges (including for cash) of any non-cash prizes will be permitted, except that Blizzard reserves the right to substitute a prize of equal or greater value for any noncash prize.
- (g) All Eligible Participants must be verified by Blizzard to ensure their eligibility prior to being declared a winner and/or receiving any prize. Display of statistics in the game (e.g., on a leaderboard) during the Tournament does not entitle any Eligible Participant to a prize. In the event of a dispute as to the identity of any winner, Blizzard will resolve the dispute using the email addresses of Team Members used on the Blizzard Account.
- (h) As a condition of being awarded any prize, winners will be required to execute and deliver to Blizzard a signed affidavit of eligibility and acceptance of these Specific Rules and an indemnity and release of liability. In the event that a winner is under the age of majority,

the winner's parent or legal guardian will be required to execute and deliver such documents. Failure to return a signed affidavit and related documents within seven days may result in forfeiture of prize. Potential winners are responsible for ensuring return of all required materials; proof of sending will not be considered proof of receipt by Blizzard.

- (i) Blizzard will post a list of winners at <http://heroesofthestorm.com/esports> no later than thirty days after the end of the Mid-Season Brawl. The list will remain available for six months on the website.

#### 4.7. Travel and Expenses.

- (a) For each team that qualifies for the Tournament, Blizzard will provide a prize package that includes travel and accommodations for the team's five Active Roster players and a sixth individual selected by the team (which may be the team's coach or manager). The team's manager will be responsible for identifying the individuals who will travel for the team. The package will include the following:

- (i) Round trip coach air fare from the regional airport nearest the Team Member's residence to the airport the nearest of the venue where the tournament is taking place;

- (ii) Lodging (double occupancy) at a hotel of Blizzard's choice during the Tournament; and

- (iii) Meals and ground transportation, as determined by Blizzard, in its sole discretion.

- (b) Blizzard will, at its cost, make the travel arrangements for those Team Members who qualify for Blizzard-sponsored travel under these Specific Rules and pay the expenses to the vendor directly. The travel expenses of Team Members will not be reimbursed. All Blizzard-sponsored travel must take place on the dates and times that Blizzard specifies. Travel and accommodations are subject to availability. Additional restrictions may apply.
  - (c) If a member of the team's Active Roster cannot travel to the Tournament, the team will be disqualified and Blizzard will have the right to replace the disqualified team with another

team whose position in the Tournament is directly below the disqualified team, time permitting.

- (d) Each Team Member will be responsible, at his or her own cost and expense, for obtaining all the necessary visas, passports and other travel documents required to travel to and work in Europe.
- (e) All Team Members are responsible for any and all costs and expenses associated with their participation in the Tournament and receipt of any prize that are not specifically designated as the responsibility of Blizzard in these Specific Rules.
- (f) Should a Team Member who qualifies for Blizzard-sponsored travel be a minor under applicable law, a parent or legal guardian will be required to travel on the same itinerary with the minor Team Member, and shall be responsible for all of his or her own travel and accommodation costs, including transportation and accommodation costs and any cost or expense associated with obtaining the necessary visas, passports or other travel documents.

## 5. GLOSSARY

“**Active Roster**” means the five Eligible Participants who are designated as starters to play for a team in the Tournament.

“**BlizzardAccount**” means a full Blizzardaccount registered on Blizzard service that is in good standing and that remains in good standing throughout the Tournament. “Blizzard Account” does not refer to a Blizzard light account; a light account is not sufficient for participation in the Tournament.

“**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.

**“BYE”** is a special privilege given to a team in the initial rounds because of which it gets exempted from playing in the first round and directly enters the second round.

**“Eligible Participant”** means a player who can demonstrate that he or she meets all of the eligibility requirements in Section 3.0 of these Official Rules and is not ineligible to participate in the Tournament under Section 3.4 or Section 6.10.

**“End User License Agreement”** means the Blizzard End User License Agreement applicable to your use of Blizzard service. The current version of the End User License Agreement for EU Blizzard account holders is found at <http://eu.blizzard.com/en-gb/company/legal/eula.html>.

**“Specific Rules”** means the 2017 Heroes of the Storm Mid-Season Brawl Competition Rules, Terms and Conditions (*i.e.*, the rules, terms and conditions as set forth in this document).

**“Team Member”** means (a) the five starting players on the Active Roster of the team; (b) the team’s substitute player, if any; (c) the team’s coach, if any; (d) the team’s manager; (e) each of the team’s owners, if any; and (f) the Team Representative, if any.

**“Team Representative”** means an individual with authority to make legally binding decisions (a) on behalf of the team, and (b) in connection with the Team Logo. In those cases where a team is a separately chartered or incorporated entity, the Team Representative may be an officer, managing director or managing partner of such entity with authority to make legally binding decisions on behalf of the team and its owners.

**“You”** means the player (starter or substitute), coach, manager, owner or other Team Member who seeks to participate in the Tournament.

**PLAYER PARTICIPATION AGREEMENT AND ACCEPTANCE FORM**

**Instructions:** The Mid-Season Brawl Specific Rules, Terms and Conditions, including any updates or amendments thereto (“**Specific Rules**”), govern the conduct of players, coaches, and managers of each team in the Mid-Season Brawl. You must accept the Specific Rules in order to participate as a player, coach, or manager in the Mid-Season Brawl, and you must abide by the Specific Rules in order to remain eligible to participate in the Mid-Season Brawl. You can accept the Specific Rules by checking the “Accept” boxes below and by signing this Team Member Certificate and Acceptance Form (“**Team Member Form**”). 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 Mid-Season Brawl.

<b>Player Information:</b>		
<b>Last Name:</b>	<b>First Name:</b>	
<b>Email Address (used on your Battle.net Account):</b>	<b>Date of Birth:</b>	<b>Age:</b>
<b>Citizenship:</b>	<input type="checkbox"/> <b>I would like to have any prizes I win paid to my Team.</b> <b>If you do not choose this option payments will be made to you.</b>	

<b>Acceptance of the Specific Rules:</b>	
<p>I hereby acknowledge receipt of, or access to, the Specific Rules. I understand that my compliance with the Specific Rules is a condition of my participation as a player, coach, or manager of a team in the Mid-Season Brawl. I acknowledge that Blizzard Entertainment, Inc. reserves the right to impose discipline for any conduct that violates the Specific Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. I have carefully read and I understand the Specific Rules. I understand and support the standards set forth in the Specific Rules, and I will act in accordance with them.</p>	
<input type="checkbox"/> <b>Accept</b>	<input type="checkbox"/> <b>Decline</b>

<b>License to Use Name and Likeness:</b>	
<p>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 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 Mid-Season Brawl, Blizzard Entertainment and <i>Heroes of the Storm</i>; 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.</p>	
<input type="checkbox"/> <b>Accept</b>	<input type="checkbox"/> <b>Decline</b>

<b>Limitations of Liability:</b>	
<p>I agree that the liability of Blizzard Entertainment, Inc., and their respective affiliate companies to me for all harm, damages, injury or loss shall be limited to my direct damages not to exceed US \$500.00, 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 4 of the Specific Rules.</p>	
<input type="checkbox"/> <b>Accept</b>	<input type="checkbox"/> <b>Decline</b>

<b>Other Terms and Conditions:</b>	
<p>This Team Member Form shall be governed by the laws of the State of Delaware, USA, without regard to choice of law principles. This Team Member Form 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 Team Member Form or your participation in the Mid-Season Brawl shall be governed by Section 3. of the Specific Rules. If any provision of this Team Member Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Team Member Form you are not relying on any oral or written statements or representations made by any person with respect to the Mid-Season Brawl. This Team Member Form 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 Team Member Form, the Specific Rules shall govern and control.</p>	
<b>Signature of Team Member:</b> X	<b>Date Signed:</b>

**TEAM PARTICIPATION AGREEMENT AND ACCEPTANCE FORM**

**Instructions:** The Mid-Season Brawl Specific Rules, Terms and Conditions, including any updates or amendments thereto (“**Specific Rules**”), govern the conduct, rights and responsibilities of each team in the Mid-Season Brawl. Each team must accept the Specific Rules in order to participate in the Mid-Season Brawl, and each team must abide by the Specific Rules in order to remain eligible to participate in the Mid-Season Brawl. You can accept the Specific Rules by checking the “Accept” boxes below and by signing this Team Certificate and Acceptance Form (“**Team Form**”). 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 Mid-Season Brawl.

<b>Team Information:</b>	
<b>Team Name:</b>	<b>Team Owner:</b>
<b>Address:</b>	<b>Team Owner email address:</b>
	<b>Team Owner phone number:</b>
<b>Acceptance of the Specific Rules:</b>	
The Team hereby acknowledge receipt of, or access to, the Specific Rules. The Team understands that the Team’s compliance with the Specific Rules is a condition of the Team’s participation in the Mid-Season Brawl. I acknowledge that Blizzard Entertainment, Inc. reserves the right to impose discipline for any conduct that violates the Specific Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. I have carefully read and I, on behalf of the Team, understand the Specific Rules. I, on behalf of the Team, understand and support the standards set forth in the Specific Rules, and the Team will act in accordance with them.	
<input type="checkbox"/> <b>Accept</b>	<input type="checkbox"/> <b>Decline</b>
<b>License to Use Name and Trademarks:</b>	
The Team hereby grants 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 the Team’s and the Team’s players’ name, nickname, tag, logo, initials, likeness, image, photographs, animations, autographs, voices, public personas, 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 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 Mid-Season Brawl, Blizzard Entertainment and Heroes of the Storm; 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"/> <b>Accept</b>	<input type="checkbox"/> <b>Decline</b>
<b>Limitations of Liability:</b>	
The Team agrees that the liability of Blizzard Entertainment, Inc., and their respective affiliate companies to the Team for all harm, damages, injury or loss related to or arising out of the Tournament, including but not limited to any dispute between the Team and its players, shall be limited to the Team’s direct damages not to exceed US \$500.00, and this shall be the Team’s 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. The Team further agrees to the other disclaimers and limitations of liability in Section 4 of the Specific Rules.	
<input type="checkbox"/> <b>Accept</b>	<input type="checkbox"/> <b>Decline</b>
<b>Other Terms and Conditions:</b>	
This Team Form shall be governed by the laws of the State of Delaware, USA, without regard to choice of law principles. This Team Form 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 Team Form or your participation in the Mid-Season Brawl shall be governed by Section 3 of the Specific Rules. If any provision of this Team Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Team Form you are not relying on any oral or written statements or representations made by any person with respect to the Mid-Season Brawl. This Team Form 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 Team Form, the Specific Rules shall govern and control.	
<b>Signature of Authorized Representative:</b>	<b>Date Signed:</b>
<b>Name of Authorized Representative:</b>	<b>Title of Authorized Representative:</b>

