



2018 OVERWATCH CONTENDERS OFFICIAL RULES

Version 1.2

INTRODUCTION

Blizzard Entertainment, Inc. (“**Blizzard**”) created Overwatch® Contenders (“**Contenders**”) to serve as the premier Overwatch® competition platform outside of the Overwatch League™. Overwatch Contenders will provide a cohesive global competitive Overwatch ecosystem as a platform to showcase the best competitive Overwatch players in the world as serve as the penultimate step in the “Path to Pro”.

These 2018 Overwatch Contenders Official Rules, including any updates, amendments or supplements thereto (“**Official Rules**”) codify the rules and standards of conduct that will apply as a condition to participation in Contenders. These Official Rules apply to all Teams, Team Owners, Team Managers, Team Staff, and Players (“**Participants**”) who are actively participating in Contenders or any event related to Contenders. These Official Rules have been designed to ensure the integrity of all Contenders competition, to protect the image and reputation of Contenders and to create a consistent and high-quality experience for members of the public that view Contenders events.

These Official Rules form a contract between Participants, on the one hand, and Blizzard and its affiliates who are engaged in operating Contenders, on the other hand. These Official Rules establish the general rules of tournament play, including rules governing player eligibility, tournament structure, points structure, prize awards, and player conduct. These Official Rules also contain limitations of liability, license grants, and other legally binding contractual terms. **In addition, as a critical step in the Path to Pro, each Participant must agree to share the contact information and game data described in the Overwatch League Player Selection Process Authorization Form attached to these Official Rules.** Each

Participant is required to read, understand, and agree to these Official Rules and Overwatch League Player Selection Process Authorization Form as a condition of participating in Contenders.

THESE OFFICIAL RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN CONTENDERS ARE GOVERNED BY A BINDING ARBITRATION CLAUSE IN SECTION 14 AND A WAIVER OF CLASS ACTION RIGHTS AS WELL AS LIMITATIONS OF LIABILITY AND RELEASE PROVISIONS IN SECTION 12. THESE CLAUSES AFFECT YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW THEM CAREFULLY BEFORE ACCEPTING THESE OFFICIAL RULES.

Blizzard will designate certain employees, agents, or other representatives to serve as “**Tournament Administration**” to operate Contenders, implement these Official Rules, and serve as the point of contact for Teams and Team Owners.

If a provision of these Official Rules is or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of these Official Rules or the validity or enforceability in other jurisdictions of any other provision of these Official Rules.

1.ACCEPTANCE OF OFFICIAL RULES

1.1 **Acceptance.** Each Participant must agree to these Official Rules to participate in Contenders. You may accept these Official Rules by any one of the following methods:

- Registering to participate in Contenders;
- Signing a Contenders Participation Form either in print or digitally;
- Participating in any match that is part of Contenders.

1.2 **Changes to and Enforcement of these Rules.** The field of professional esports competitions is still relatively new and changing rapidly, and these Official Rules will evolve in real time to keep pace with those changes. Accordingly, in its sole discretion, Blizzard (a) may update, amend or supplement these Official Rules from time to time; and (b) may interpret or apply these Official Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. Blizzard’s authority, responsibility, obligations and consent rights as expressed herein will be exercised in Blizzard’s sole discretion. Any material changes to these Official Rules will be provided to the Participants prior to the next Contenders event in which the changed rules will apply. Participation in Contenders will constitute acceptance of the changed rules. Changes to Section 14 will be governed by the provisions in that section.

2.PLAYERS

2.1 **Eligibility.** To be able to compete as a “Player,” in the 2018 Overwatch Contenders Season Two Tournament (“**Season Two**”) you must:

- 2.1.1 be in good standing with respect to any Battle.Net accounts registered in your name, with no undisclosed violations of the Blizzard End User License Agreement;
- 2.1.2 be over the age of thirteen as of June 1, 2018, except Players competing in the Chinese Region must be over the age of sixteen as of June 1, 2018;

- 2.1.3 if, as of June 1, 2018 you are under the age of majority in your country of citizenship, you must have written permission from a parent or guardian;
- 2.1.4 reside in Algeria, Argentina, Australia, Austria, Bahrain, Belarus, Belgium, Belize, Bolivia, Bosnia and Herzegovina, Brazil, Bulgaria, Canada, Chile, Colombia, Costa Rica, Croatia, Cyprus, Cuba, Czech Republic, Denmark, Dominican Republic, Egypt, El Salvador, Ecuador, Estonia, Finland, France, Germany, Georgia, Greece, Guatemala, Haiti, Honduras, Hong Kong, Hungary, Iceland, India, Indonesia, Ireland, Israel, Italy, Jamaica, Japan, Kazakhstan, Latvia, Lithuania, Luxembourg, Macau, Malaysia, Malta, Macedonia, Mexico, Morocco, Netherlands, New Zealand, Nicaragua, Norway, Paraguay, People's Republic of China, Peru, Philippines, Poland, Portugal, Puerto Rico, Qatar, Republic of Moldova, Romania, Russian Federation, Serbia, Singapore, Slovakia, Slovenia, South Africa, South Korea, Spain, Sweden, Switzerland, Taiwan, Thailand, Tunisia, Turkey, Ukraine, United Kingdom, United States, Uruguay, Venezuela, or Vietnam, and such other jurisdictions as may be permitted by Tournament Administration (each, an "**Eligible Jurisdiction**") and take whatever steps are necessary to comply with all laws of the jurisdiction in which they are a resident in order to participate in Contenders;
- 2.1.5 not be a director, officer, or employee of Blizzard, relative of a Blizzard employee, or any entity which controls, is controlled by, or is under common control with Blizzard unless Blizzard has been notified of and has expressly authorized such relationship in writing;
- 2.1.6 not be on the Roster of more than one Contenders Team at the same time;
- 2.1.7 agree to be bound by these Official Rules;
- 2.1.8 agree to participate in the Overwatch League Player Selection Process; and
- 2.1.9 obtain a valid passport and any necessary visa or other governmental authorization required for your travel and participation.

2.2 Player names. Players must use an acceptable name in Contenders competition. Players may use Battle Tags or handles during Contenders. If a Player does not use his or her legal name, Tournament Administration reserves the right to restrict or change a Player's tag, handle, or other name. Tournament Administration reserves the right to revoke the eligibility of any Player whose Battletag is offensive, toxic, or incorporates any Blizzard or third party intellectual property.

- 2.2.1 Player names may not include a sponsor name.
- 2.2.2 Player names may not include a product name or description.
- 2.2.3 Player names may not include any words that are purely commercial.
- 2.2.4 Player names must comply with these Rules.

2.3 Overwatch League "Two-Way" Players

- 2.3.1 Overwatch League teams and players may negotiate the right for the Overwatch League team to designate the player as eligible to compete in Contenders on an affiliated Academy Team. Players properly designated as "two-way" players by their Overwatch League team pursuant to the Overwatch League rules are eligible to compete in Contenders, subject to the following:
 - 2.3.1.1 A maximum of four players may be designated as "two-way" players during each Overwatch League stage;

- 2.3.1.2 Two-way players are ineligible to compete in Contenders if they appear in more than two Overwatch League matches in a stage;
- 2.3.1.3 A maximum of two designated two-way players may compete in any single Contenders match; and
- 2.3.1.4 No player will be eligible to appear in both Contenders and Overwatch League matches in the same week.

2.3.1.5

3. TEAMS

- 3.1 **Team License.** Each Team Owner will receive a license to operate a Team for the duration of the Contenders season (a “**Team License**”), subject to the Team and Team Owner’s compliance with these Official Rules. Renewal of the Team License for future Contenders seasons is at Blizzard’s sole discretion. Each Team Owner may hold only one Team License per Region. Each Team Owner must agree in writing to be bound by these Official Rules.
- 3.2 **Overwatch Contenders Season Two Teams.** A “**Team**” will consist of up to eight (8) Players and a Team Manager (who may be one of the Players on a Team). Two-way players will count towards this Roster limit for weeks in which they are competing in Contenders. Contenders teams may have only eight (8) players (including any two-way players) designated as eligible to compete in a given week.
- 3.3 **Team Owners.** A “**Team Owner**” must be either (a) a legal entity formed under the laws of any Eligible Jurisdiction, provided that the Team Owner must be authorized to do business under the laws of any jurisdiction in which the Team will compete or (b) an individual who is a resident of any Eligible Jurisdiction. A Team License may not be held directly by a Player. In the event a Player-owned organization advances from the Open Division to Contenders Trials, Tournament Administration will coordinate with the Team Owner to determine the necessary steps to transfer ownership to an approved Team Owner.
- 3.4 **Team Manager.** Each Team will have a single individual designated as Team Manager. The Team Manager may be one of the Team’s Players. The Team Manager will be responsible for communicating with Tournament Administration on behalf of the Team.
- 3.5 **Team Management.** The Team Manager will act as a Team’s primary contact for all roster changes, rule disputes, and other communication between each Team and Tournament Administration.
 - 3.5.1 **Single Channel Inquiries.** Only the Team Manager should contact Tournament Administration regarding Team-related issues.
 - 3.5.2 **Designation.** Team Managers must be designated before the initial Roster Lock. In the event of a Team Manager change, Tournament Administration must be informed by the Team Owner.
 - 3.5.3 **Final Decisions.** Team Managers maintain active control over the team as outlined in this document, but in the case of a dispute the final decision-making power lies with the Owner of a Team.
 - 3.5.4 **Transfer of Ownership.** A Team License is non-transferable unless the transfer is approved in writing by Tournament Administration. Tournament Administration reserves the right to disapprove any proposed Team License transfer for any reason or no reason.

- 3.5.5 **Team Replacement.** In the event that a Team Owner violates these Official Rules, Blizzard may, at its option, disqualify the Team from competition and replace the Team with another Team.

3.6 Team Branding

- 3.6.1 Each Team must have an original name and logo and consistent team colors (the “**Team Branding**”). By agreeing to these Official Rules, the Team Owner represents and warrants that the Team Owner owns or has obtained all the necessary rights, licenses and permissions to use the Team Branding in connection with the Team and Contenders and to grant to Blizzard the licenses set forth in Section 13.
- 3.6.2 All Team apparel must be submitted to Tournament Administration at least 2 weeks before it is intended to be shown on broadcast or appear at a live event. Teams and players are required to have their own physical branding in the event that the team is to play in an on-site event. Teams will be required to source this branding on their own.

3.7 Roster Requirements.

- 3.7.1 **Starters.** Each Team must designate six (6) starting Players.
- 3.7.2 **Substitutes.** Each Team may designate up to 2 substitute Players. These Players may replace starters during the Season. Teams may utilize any available substitute who is present on their Roster. Substitutes may change teams between Weeks.
- 3.7.3 **Roster Declaration.** Players present in the game lobby during the first map selection are declared players for the first map of a match. Roster substitutions may be declared from this point on.
- 3.7.4 **Roster Changes.** All roster changes must be communicated to and approved by Tournament Administration. Roster change requests must be made by the Team Manager, and must be submitted before Roster Lock for that week.
- 3.7.5 **Roster Locking.** Rosters will have Roster Locking periods, where rosters will be unable to be altered prior to upcoming matches. After a Roster Lock begins, rosters will not be available for alteration. Tournament Administration may overrule this due to unforeseen circumstances in its sole discretion.
- 3.7.5.1 **Roster Submissions.** Rosters for each week must be submitted to contendersupport@blizzard.com prior to Roster Lock. New players that have not been previously cleared for competition may require additional screening prior to League approval. Teams are encouraged to submit any new player at least seven business days ahead of their roster submission to ensure earliest availability and clearance from the League, however League approval may take longer than seven business days, depending on the individual circumstances.
- 3.7.5.2 **Substitute additions.** Substitutes must also be added or removed prior to these Roster Lock periods to be eligible for use during play.
- 3.7.5.3 **Initial Season Roster Lock, Week 1.** For teams returning from Season 1, Rosters for Week 1 must be submitted by June 19, 2018. For teams qualifying out of Trials, Rosters for Week 1 must be submitted by June 25, 2018.
- 3.7.5.4 **Week 2 - Week 5.** Rosters will lock **72 hours** prior to each team’s match of that week’s play.

- 3.7.5.5 **Playoffs.** Rosters will be locked to the Roster checked in for a Region's last week of Regular Season play for the weeks of the Playoffs. Roster locks will end following a team's elimination from the tournament.
- 3.7.5.6 **Contenders Trials.** Initial rosters for Season Two Trials must be submitted a minimum of 72 hours prior to a Team's first match. After the initial rosters are submitted, rosters will be locked for the duration of Contenders Trials.
- 3.7.5.7 **Post Season Roster Unlock.** After a Team has competed in its last match of the Season, rosters will completely unlock. Players that were locked to a team that competed in Contenders Playoffs will be ineligible to compete in Open Division and Contenders Trials.
- 3.7.5.8 Rosters will not be available for changes following a Roster Lock for **any reason**, except in the event a Player is signed to an Overwatch League contract. Teams may not start matches or subsequent maps without a full six (6) man roster, and will not have the ability to add substitutes following a Roster Lock.

3.8 Adding players to a Roster. The following outlines the process for submitting a roster addition (and subsequent roster changes) to Administration.

- 3.8.1 **Required Information.** The following is a list of required information for Players. This will need to be provided for every roster submission and change.
 - 3.8.1.1 **Full Name.**
 - 3.8.1.2 **Player Battle Tag** – Example: Krusher99#9999 (This is case sensitive). If a Player makes a change to his or her Battletag, the change must be done prior to a Roster Lock. Team Captains or Managers must inform Tournament Administration of any Players on the Roster that have changed their Battletag.
 - 3.8.1.3 **Player Twitter**
 - 3.8.1.4 **Role (DPS, Tank, Off-Tank, Support, Flex)**
 - 3.8.1.5 **3 Main Heroes Played**
- 3.8.2 **Player Photos.** Initial roster submission will require a Player photo. For roster changes following Week 1, Player photos will need to be submitted no later than 5 days following the roster change. Player photos will need to be taken with the following guidelines in mind:
 - 3.8.2.1 Waist up framing
 - 3.8.2.2 Arms should either be folded in front or resting at the side
 - 3.8.2.3 Face the camera (including square shoulders/body)
 - 3.8.2.4 Daylight preferred (or other well-lit area)
 - 3.8.2.5 Make sure there are no harsh shadows on the face
 - 3.8.2.6 Wear Team Jersey or other non-branded color coordinated shirt
 - 3.8.2.7 No hats or covering of the face, including sunglasses
 - 3.8.2.8 Background
 - 3.8.2.8.1 Solid Color

3.8.2.8.2 Green screen preferred or other bright solid color

3.8.2.8.3 Stand around 6 feet away from the background preferred.

3.8.3 **Change Confirmation.** Roster addition requests are not valid until the Team has received written confirmation from Tournament Administration.

3.9 **Player Restrictions.** There are several restrictions that may apply to Overwatch Contenders *Season Two* Players throughout the course of the tournament.

3.9.1 **Week 1 – Week 4 Player Restrictions.** During the first four (4) weeks of the season, Players are restricted to playing for **one Region** at any given time. Players may also only be present on the roster of a **single team** at any given time, including Open Division teams and Contenders teams.

3.9.2 **Week 5 – Conclusion of Tournament.** Starting Week 5 of Overwatch Contenders *Season Two*, any Player who plays at any point during a match will be locked to their Team roster for the remainder of *Season Two*, regardless of Region. For clarity, Players that are substitutes on a Team Roster will not be affected by this restriction until they play in a match in or after Week 5. This lock will end upon a team's elimination from the Playoffs.

3.10 **Player Contracts.**

3.10.1 Team Owners may enter into services agreements with Players in connection with Player participation on the Team. Any such contracts must comply with applicable laws. Team Owners may not jointly negotiate, coordinate, or otherwise cooperate in negotiating or setting the terms of Player contracts, including without limitation through the use of a common agent.

3.10.2 Any services agreement between a Team Owner and a Player must permit the Player to:

3.10.2.1 negotiate with Overwatch League teams regarding service as a player in the Overwatch League; and

3.10.2.2 terminate the Player's agreement with the Team Owner in the event the Player accepts a written offer to join the Overwatch League, subject to section 3.10.3 below.

3.10.3 In the event a Player under a services agreement with a Team is signed to an Overwatch League player contract, the Overwatch League team will pay to the Team Owner a one-time fee (a "**Transfer Fee**"). The Transfer Fee will be negotiated between the Team Owner and the applicable Overwatch League team. There is no minimum Transfer Fee. The maximum Transfer Fee will be equal to 100% of the average annual base salary plus any applicable signing bonus in the player's Overwatch League player agreement. The Transfer Fee must be paid from the Overwatch League Team to the Team Owner within 30 days of the Player's execution of an Overwatch League player contract. Payment of the Transfer Fee is contingent upon Overwatch League Office approval of the Overwatch League player contract. If the Overwatch League Office rejects the agreement for any reason, there is no Transfer Fee owed unless and until the Overwatch League player contract is subsequently approved.

3.10.3.1 For example, and without limitation, in the event a Player is signed to an Overwatch League contract which provides for a base average annualized salary of

\$90,000 with a \$10,000 signing bonus, the Team Owner and Overwatch League team could negotiate a Transfer Fee between \$0 - \$100,000.

4. SEASON TWO STRUCTURE AND SCHEDULE

4.1 **Regions.** Contenders Season Two will operate in seven regions worldwide (each, a “**Region**”):

- 4.1.1 **Australia**
- 4.1.2 **China**
- 4.1.3 **Europe**
- 4.1.4 **Korea**
- 4.1.5 **North America**
- 4.1.6 **Pacific**
- 4.1.7 **South America**

4.2 **Contenders Trials.** Blizzard will invite 8 Teams per Region to participate in Contenders Trials. The top Teams will advance to participate in Contenders, subject to slot availability and as determined by Tournament Administration. At the beginning of each Contenders Season, as defined by the start of Contenders Trials, Blizzard will invite 16 Teams per Region to compete; eight (8) teams will enter Contenders directly via the previous Contenders Season and eight (8) teams will compete for the remaining Contenders spots.

4.3 **Regular Season.** Each Region will consist of a total of 12 Teams. Groups will be seeded snake-style based on Season One results and Season Two Trials results. Each Region will feature a **single round robin** group stage, with each Region containing two groups of 6 teams. All Teams will play a total of five (5) matches throughout *Season Two* (excluding playoffs matches). These matches will be against every other Team in a Team’s respective group.

4.4 **Regular Season Matches and Standings.**

4.4.1 **Match Structure.** Each match will consist of four competitive maps selected by the Teams from the map pool determined by Tournament Administration. The winner of each match will be the Team that has won more maps than the other Team. All four maps will be played, regardless of the outcome of the first three maps. The win/loss differential of all four maps will count toward the end-of-season rankings of Teams in the event of ties.

4.4.2 **Ties.** Tiebreaker matches will be played at the conclusion of a Four Game Set that ends in a tie. As a result, teams will play a **Best of 3** on **Ilios** to break the tie and award the Match Win. Match Tiebreakers will be included in total map win counts for standings.

4.4.3 **Standings.** Standings will be represented by win and loss totals. In the event that two or more teams are tied in the standings at the end of the Regular Season, such ties will be broken as follows (in order):

- (i) First, the team that has the better overall map differential (i.e., maps won less maps lost) over the course of the entire Regular Season will prevail. If total maps wins is tied between the two (2) teams, then the head to head record between the two teams in question will be evaluated where the winning team will advance.
- (ii) Second, the head-to-head full match (not map) win/loss records of the teams will be compared. The team that has won the most matches against the other will prevail.

- (iii) Third, if a tie between two or more teams remains, the teams will play a tie-breaking match pursuant to the Regular Season match rules, with all other format and scheduling details to be determined by Tournament Administration.

4.5 Playoff Matches and Bracket. Each Region will feature a single elimination bracket style playoffs consisting of the Top 4 teams from each Season Two Regular Season group. The First Seed (1st) will play the Fourth Seed (4th) from the opposite group and the Second Seed (2nd) will play the Third Seed (3rd) from the opposite group in the Best of Five (5) Quarterfinals of each region. The winners of the Quarterfinal matches will play in the Best of Five (5) Semifinal matches. The winners of the Semifinal matches will play in a Best of Seven (7) Grand Final match to determine First and Second place in each region. Map pools for playoffs will be communicated to Teams prior to tournament play.

4.5.1 Match Structure. Each match will consist of maps selected by the Teams from a map pool determined by Tournament Administration. A winner is determined by majority map wins. In the event of draw maps, a winner is determined when the point difference between the two teams is greater than the number of maps left to be played.

4.5.2 Ties. Tiebreaker matches will be played at the conclusion of a Best of Five or Best of Seven that ends in a tie. As a result, teams will play a **Best of 3 on the only remaining Control map in the Map pool yet to be played in the series** to break the tie and award the Match Win.

4.6 Season Two Regional Schedule Documents. Unique scheduling documents will be provided to Teams prior to the event. This document will include all scheduled matches over the duration of Overwatch Contenders *Season Two*. The following is a general overview of the dates for *Season Two*.

AUS

Week 1 – July 2nd, 3rd

Week 2 – July 9th, 10th

Week 3 – July 16th, 17th

Week 4 – July 23rd, 24th

Week 5 – July 30th, 31st

(Playoffs) Week 6 – August 13th

(Playoffs) Week 7 – September 1st

CN

Week 1 – July 1st, 2nd

Week 2 – July 8th, 9th

Week 3 – July 15th, 16th

Week 4 – July 22nd, 23rd

Week 5 – July 29th, 30th

(Playoffs) Week 6 – August 11th, 12th

(Playoffs) Week 7 – August 25th, 26th

EU

Week 1 – July 2nd, 3rd

Week 2 – July 9th, 10th

Week 3 – July 16th, 17th

Week 4 – July 23rd, 24th

Week 5 – July 30th, 31st

(Playoffs) Week 6 – August 11th, 12th

(Playoffs) Week 7 – September 1st, 2nd

KR

Week 1 – July 4th, 5th, 6th, 7th

Week 2 – July 11th, 12th, 13th, 14th

Week 3 – July 18th, 19th, 20th, 21st

Week 4 – July 26th, 27th, 28th

(Playoffs) Week 5 – August 2nd, 3rd, 5th

(Playoffs) Week 6 – August 12th

NA

Week 1 – July 3rd, 5th

Week 2 – July 10th, 12th

Week 3 – July 17th, 19th

Week 4 – July 24th, 26th

Week 5 – July 31st, August 2nd

(Playoffs) Week 6 – August 8th, 9th

(Playoffs) Week 7 – September 1st, 2nd

PAC

Week 1 – July 6th, 7th

Week 2 – July 13th, 14th

Week 3 – July 20th, 21st

Week 4 – July 27th, 28th

Week 5 – August 3rd, 4th

(Playoffs) Week 6 – August 9th, 10th

(Playoffs) Week 7 – August 24th

SA

Week 1 – July 5th, 8th

Week 2 – July 12th, 15th

Week 3 – July 19th, 22nd

Week 4 – July 26th, 29th

Week 5 – August 2nd, 5th

(Playoffs) August 16th, 19th

(Playoffs) August 25th, 26th

4.7 **Contenders Trials Schedule.** All Contenders Trials will take place over one to four weeks. Teams will be assigned matches each week based on their region.

4.8 **Scheduling Changes.** Tournament Administration reserves the right to reorder schedule of matches within a given day and/or change the date of the match to a different date, or otherwise modify the schedule of matches. In the event that the schedule is modified, Tournament Administration will inform all Teams at the earliest convenience.

4.9 **Rescheduling.** Rescheduling matches will not be an option for Teams for the duration of *Season Two*. Teams are responsible for any of their own technical issues, including hardware, software, or internet issues. Matches are to be continued once Pause Time expires, utilizing substitute Players present on a Team roster when necessary.

4.10 **Participant Availability.** Although the match schedule is produced prior to the event, Teams must be available to play at any time on a day that their match is scheduled. For example, if a Team is scheduled to play at 1:00 PM PDT on January 7th, they must be available on January 7th to play their match earlier or later that day, as necessary and directed by Tournament Administration.

4.11 **Season Three Contenders Trials.** At the conclusion of Season Two regular season play, the bottom four (4) Teams from each Region (the bottom two (2) teams from each of the two (2) groups per Region) will be placed into the Contenders Trials, to be held before 2018 Contenders Season Three starts. The four (4) teams from Contenders will meet against four (4) of the top Teams from

the Open Division who are invited into the Trials. These eight (8) Teams will play a single round robin to determine which four (4) Teams will receive invites into 2018 Contenders Season Three.

5. MATCH DETAILS

- 5.1 **Map Rotation.** The Map Pool will be predetermined for Overwatch Contenders *Season Two*. Tournament Administration reserves the right to change the Map Pool at any time. The Map Rotation is as follows:

5.1.1 **4 Game Set: Control, Hybrid, Assault, Escort**

5.1.2 **Contenders Map Pool.**

5.1.2.1 Control: Lijiang Tower, Oasis

5.1.2.2 Hybrid: Eichenwalde, King's Row

5.1.2.3 Assault: Temple of Anubis, Volskaya Industries

5.1.2.4 Escort: Route 66, Watchpoint: Gibraltar, Rialto

5.1.2.5 Tiebreaker: Ilios

5.1.3 **Contenders Trials Map Pool.**

5.1.3.1 Control: Lijiang Tower, Ilios

5.1.3.2 Hybrid: Blizzard World, King's Row

5.1.3.3 Assault: Hanamura, Temple of Anubis

5.1.3.4 Escort: Junkertown, Route 66

5.1.3.5 Tiebreaker: Nepal

- 5.2 **Match Settings.** Matches will be played on the "Competitive" Ruleset, with Skins and Kill Cam disabled.

5.2.1 Sprays, Emotes, and Golden Guns are allowed.

5.2.2 Control maps will be set to "Score to Win: 2".

- 5.3 **Matchup Map/Side Selection.** Teams will be provided with a web form prior to each matchup. Team Managers will be responsible for completing this form for each matchup, which will reflect the team's Map Choice (and Side Choice for all applicable maps) of each round in a Match. This form will be used to expedite the Map Selection and Side Selection process during matches.

5.4 **Initial Map Choice.**

5.4.1 **Regular Season.** Map 1 for each Match will be selected by Tournament Administration.

5.4.2 **Playoffs.** Map 1 for each Match will be selected by the higher seeded team in the match. If both teams have the same seed then a coin flip will be used to decide who chooses first map.

- 5.5 **Regular Season Maps by Game.** Each game in a Regular Season match will follow the order below:

5.5.1 **Game 1:** Control

5.5.2 **Game 2:** Hybrid

5.5.3 **Game 3:** Assault

5.5.4 **Game 4:** Escort

- 5.6 **Playoff Maps by Game.** Each game in a Playoff match will follow the order

- 5.6.1 **Game 1:** Control
- 5.6.2 **Game 2:** Hybrid
- 5.6.3 **Game 3:** Assault
- 5.6.4 **Game 4:** Escort
- 5.6.5 **Game 5:** Control
- 5.6.6 **Game 6:** Hybrid (Finals only)
- 5.6.7 **Game 7:** Escort (Finals only)
- 5.6.8 **Playoff Tiebreaker:** In case a tiebreaker map is required after 5 or 7 maps have been played in a Best of 5, Best of 7 respectively, the remaining Control map from the available map pool is automatically selected.

5.7 **Side Decisions.** The Team who does not choose the map, chooses side for that map.

5.8 **Next Map Choice.** Loser of a map selects the next map from the appropriate map pool depending per game, while the winner chooses side.

5.8.1 In the case of Control Point Maps, there is no side selection.

5.8.2 In the case of a Map Draw, the Team that selected the previous map selects the next map.

5.8.3 In the case of Finals the second time a Hybrid map is to be played, the other map that wasn't previously played in the set will be used.

5.9 **Pause Time.** Pauses are only available to teams in extreme circumstances, such as technical or network issues. Tournament Administration should be notified of reasons for the pause and will determine the proper actions forward to resolve paused matches.

5.9.1 If a full six (6) man roster is unable to be maintained throughout a map due to disconnect or other technical issue, the map will eventually be forced to continue as normal, with Teams playing without members that fail to connect.

5.9.2 **Maximum Pause Time.** Tournament Administration will allow a maximum of 10 minutes of pause time and 3 pauses per Map. Teams must resolve the issue within that time. Failure to resolve the issue will result in the continuation of the map as normal.

5.9.3 **Playing "Man-Down".** Maps may continue with a Team playing "Man-Down" (where a player fails to reconnect or solve technical issues, and cannot participate in the remainder of the map). Maps may not *begin* with a team playing "Man-Down". In the event that a Team is unable to field six (6) Players prior to map, utilizing any combination of Roster Starters and/or Substitutes, the Team will forfeit the map, and the Maximum Pause Time will be reset.

5.10 **Substitutions.** Teams may utilize any available substitute who is present on the roster following Roster Lock.

5.10.1 Substitutes may only be utilized in between maps during a match, and the substitution must be made without any delay of the match itself.

5.10.2 Substitution requests must be sent to the Tournament Administration staff at the end of each map.

5.11 **Match Continuation.** Teams will be required to be prepared to immediately begin the next map once a match has begun (i.e. the next map may begin immediately following the conclusion of the previous map).

5.11.1 If a Team requests time to resolve technical issues, this must be communicated to Tournament Administration.

5.11.2 Teams may not request the delay of the next map due to personal breaks.

5.11.3 **Halftime.** Following the conclusion of the second Map in a Four-Game-Set or Best of 5 series, there will be approximately five minutes of break time for Halftime. Teams may utilize this break as needed, but must be ready to play the remaining maps directly following the conclusion of Halftime. During on-site play, Halftime breaks will occur after the 2nd and 4th maps have been played and will last for 6 minutes. Team Committee members may join Players on stage but Players will not be allowed to leave the stage for any reason. Players require an escort for a restroom break during on-site matches.

6.MATCH RULES

6.1 **Map Restarts.** The decision of what circumstances merit a map restart are solely at the discretion of Tournament Administration. Restart protocol will be decided by Tournament Administration and communicated to Team Managers before being executed.

6.1.1 **Restart Instances.** Maps may be restarted in the event that **Game of Record** has not been established. Maps may need a restart in the following examples:

6.1.1.1 Incorrect map is selected and loaded.

6.1.1.2 Game Settings are not correct.

6.1.1.3 The lobby needs to be remade (in situations where Players have trouble connecting to the map from lobby start).

6.2 **Game of Record.** Game of Record is established as a method to track when a map has progressed past the ability to remake.

6.2.1 **Parameters.** Game of Record occurs when the "Setup" in-game timer reaches 0. At this time, Teams exit spawn rooms (such as in the case of attacking or assaulting).

6.2.2 **No Return.** Once Game of Record has been established, Teams may no longer remake the map. As issues arise, Pause Time applies to that map. This includes the time in which a Team will be forced to play "Man-Down".

6.3 **Post-Match Process.**

6.3.1 **Results.** Tournament Administration will be responsible for confirming and recording all map and match results in real time.

6.3.2 **Break Time.** In cases where breaks or delays between matches and maps are necessary, Tournament Administration will inform the appropriate Team Managers as soon as feasible. Updates will also be provided to Teams as soon as available.

6.4 **Technical Issues.** Teams are responsible for any of their own technical issues, including hardware, software, or internet issues.

6.5 **Forfeitures.** Teams that do not start their game upon instruction from Tournament Administration to do so will be able to use their full 10 minutes of pause time to get the game started. If after 10 minutes the game is still not started, the team causing the delay will forfeit the game. Teams may repeat this process for up to 2 games per Match before forfeiting the Match as a whole. Prizing will not be awarded to teams that cause the forfeiture of games.

6.6 **Streaming.** Players will be allowed to stream their matches during Overwatch Contenders Season Two only on the platform(s) designated by Tournament Administration, subject to the prohibition on third party sponsorships, advertising, or other commercialization set forth in **Section 8.2**. Players must stream with at least a **3-minute delay**.

- 6.7 **Server Location.** All matches will be played on a server in the applicable Region. For clarity, and by way of example, all North American Region matches will be played on servers located in North America.
- 6.7.1 **Server conflicts.** If two teams want to play on different servers within a single Region during the Regular Season, a coin flip will take place with the winner having the choice of server for the first map. After the first map, the server will be picked by the team that lost the previous map. During Playoffs, the team that has the higher seed will have choice of server for the first map (if teams have the same seeding, server pick will be decided through a coin flip).
- 6.8 **Reservation of Rights.** Tournament Administration reserves the right to cancel, suspend and/or modify Contenders competition, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of Tournament Administration's control impairs the integrity or proper functioning of the Contenders competition, as determined by Tournament Administration. If Contenders competition is so terminated, Tournament Administration reserves the right to determine the winners of said competition from among all non-suspect, eligible Participants.

7.COMMUNICATION

- 7.1 **Lobby Creation.** Participating Teams will be invited to match lobbies by Tournament Administration prior to their match start time. Teams will be notified of the official tournament accounts that will be setting up lobbies.
- 7.1.1 **Lobby Communication.** Map and side picks will be communicated to Tournament Administration in lobby.
- 7.1.2 **Pauses (online).** Pause requests will be communicated in match chat during an ongoing match. The details of why a pause is requested *must be communicated* to Tournament Administration.
- 7.1.3 **Pauses (on-site).** Pause requests will be communicated to a Stage Admin during an ongoing match. The details of why a pause is requested *must be communicated* to Tournament Administration. Team Communications will be muted for the duration of the pause.
- 7.2 **Announcements.** Large announcements, general information, ruleset, and bracket can be found at overwatchcontenders.com. This website will serve as an information hub for both teams and spectators.
- 7.3 **Email.** Players may **email contenderssupport@blizzard.com** for any issues that they experience, or to provide feedback as necessary. This method will often receive slower responses than reaching out to administrators via the Contenders Discord channel.

8.SPONSOR RESTRICTIONS.

- 8.1 Teams and Players may acquire individual sponsorships. Teams and Players may not engage in joint negotiations or otherwise cooperate or coordinate with one another in the marketing or negotiation of sponsorships. Tournament Administration reserves the right to restrict sponsor involvement in Contenders activities, and all sponsorships used in connection with Contenders activities are subject to approval. Teams and Players may inquire as to whether a sponsor is permissible by contacting Tournament Administration at contenderssupport@blizzard.com.
- 8.2 Teams and Players are prohibited from using any Overwatch Contenders live or on-demand stream; Contenders match highlights or other footage; Overwatch game images, game-related logos, artwork, animations; or other protected intellectual property owned or controlled by Blizzard or its affiliates (collectively, "**Game Materials**") in connection with any third party sponsorships, advertising, promotions, or marketing.

8.3 Blizzard reserves the right to have Contenders-wide exclusive sponsorships on a global basis or specific to a particular Region. Blizzard may designate certain product or service categories as “reserved.” Teams and Players will not be permitted to feature sponsorships in these “reserved” categories in connection with their participation in Contenders. The categories of goods and services set forth below are reserved for Blizzard for 2018 Contenders. For each of the categories, the description of items that are included and specific brand examples are non-exhaustive. If a Team Owner has questions regarding the scope of a given category the Team Owner should contact Tournament Administration before entering into a potentially conflicting agreement.

- 8.3.1 Video game platforms. This category includes gaming consoles such as Sony PS4 and Microsoft Xbox as well as PC-based gaming platforms such as HP Omen and Alienware Steam Machine and other dedicated video game platforms.
- 8.3.2 Athletic wear / apparel. This category includes athletic wear and apparel such as jerseys, warm-ups and uniforms sold by manufacturers such as Nike, Under Armour, Reebok, Adidas and Jinx.
- 8.3.3 Energy drinks and soft drinks. This category includes beverages such as Coke, Pepsi, Red Bull and Monster.
- 8.3.4 Payment services. This category includes payment services offered by companies such as Visa, Mastercard and American Express, PayPal, Alipay and others.
- 8.3.5 Beer, wine, cider, and other malt beverages. This category includes alcoholic beverages sold by beverage brands such as Anheuser Busch, Coors and Gallo.
- 8.3.6 Computer monitors, CPUs, and graphics cards. This category includes monitors, CPUs, and graphics cards sold by hardware companies such as HP, Intel, IBM, Samsung, Asus and Nvidia.
- 8.3.7 The manufacturers, publishers, or distributors of any of the foregoing products or services.

8.4 The following sponsor categories will not be allowed to be featured, displayed, or otherwise promoted by any Participant in connection with the 2018 Contenders Season Two and/or Qualifier Events:

- 8.4.1 Any person or entity that offers products or services that Blizzard determines are detrimental to the business of Blizzard or any of its affiliates (including without limitation Overwatch or Overwatch Contenders) or that give one player an unfair advantage over another player, including hacking, gold selling services, account sellers and key sellers.
- 8.4.2 Games or other products or services from entities that compete directly with Blizzard or any of its affiliates
- 8.4.3 Account selling, sharing or trading websites
- 8.4.4 Alcohol
- 8.4.5 Drugs (whether legal or illegal) and any products used to consume drugs
- 8.4.6 Tobacco and vaping products
- 8.4.7 Pornography, sexual or adult oriented products or services
- 8.4.8 Gambling / casinos (whether legal or illegal)
- 8.4.9 Firearms / weapons, or related products or services
- 8.4.10 Political candidates or ballot initiatives

9.CONDUCT

9.1 **Sportsmanship and Professionalism.** All Participants are required to observe the highest standards of personal integrity and good sportsmanship and act in a manner consistent with the best interests of the League at all times, in each case as determined by Tournament Administration.

- 9.1.1 Participants may not use language or engage in conduct that is deemed by Tournament Administration to be obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, or otherwise offensive or objectionable. Likewise, Players may not promote or incite hatred or discriminatory conduct. Participants may not use this type of language in connection with Contenders competition, on social media, or in any public events such as streaming.
- 9.1.2 Participants shall treat all individuals watching or participating in a Contenders event with respect. Participants may not take any action or perform any gesture directed at another Participant, Contenders official, fan, or any other party or incite others to do the same which is abusive, insulting, mocking, or disruptive. Players may not use obscene gestures or profanity in their BattleTags, player handles, game chat, lobby chat or live interviews. This includes abbreviations and/or obscure references.
- 9.1.3 Participants may not offend the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion, financial status, birth or any other status, sexual orientation, or any other reason.
- 9.1.4 Participants are expected to behave in a professional manner as determined by Tournament Administration. This includes being on time for all scheduled matches and ready to play. Participants must respond to requests from Tournament Administration in a timely manner.
- 9.1.5 Participants are prohibited from being under the influence of drugs or alcohol while participating in any Contenders match or related event.

9.2 **Competitive Integrity.** Teams are expected to play at their best at all points during any match and will maintain behaviors consistent with the principles of good sportsmanship, honesty, and fair play. Tournament Administration maintains the sole right in judgement for violations of these rules and standards of integrity for competitive play. Unfair conduct includes but is not limited to the following conduct:

- 9.2.1 **Best Ability.** Participants must compete to the best of their ability at all times.
- 9.2.2 **Betting and Gambling.** Participants may not, directly or indirectly, conduct, promote or benefit from any act of betting or gambling on or in connection with any game of Blizzard or its affiliates, including without limitation any Contenders matches, Overwatch League matches, or any other Overwatch game play.
- 9.2.3 **Collusion.** Participants shall not conduct or promote any act of collusion. Collusion is any agreement among two or more Participants to disadvantage opposing Participants.
- 9.2.4 **Match Fixing.** Participants shall not offer, conspire or attempt to influence the outcome of a match by any means other than competitive play.
- 9.2.5 **Hacking.** Participants shall not conduct or promote any act of hacking or modifying the Overwatch game.
- 9.2.6 **Cheating.** Cheating will not be tolerated. It is each Participant's responsibility to know and understand the rules as they exist during the Tournament period. Any form of cheating will not be tolerated. If Blizzard determines that a Player, Team Manager or Team Owner or any

of their agents or other representatives is cheating or otherwise interfering with the Tournament, that individual will be immediately disqualified and removed from the Tournament and may be restricted from participating in any events in the future, and have all of their licenses to all Blizzard Entertainment games revoked. Players may be requested to install software on their computers for the duration of the Tournament which is specially designed to detect cheating. Examples of cheating would include, without limitation:

- 9.2.6.1 Actions to maliciously intentionally alter, or attempt to alter, the results of any match, including losing a match to advance one Team or another Team's position in the Tournament;
- 9.2.6.2 Attempts to interfere with another person's connection to the Game service through Distributed Denial of Service (DDoS) or any other means; and
- 9.2.6.3 Playing or allowing another person to play on a Battle.net account registered in someone else's name.

9.3 Communications. Team Members always have the right to express their opinions in a professional and sportsmanlike manner. Disputes or player violation reports must be reviewed by the organizer and Blizzard before any information is released publicly.

- 9.3.1 Participants may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, slanderous or disparaging remarks, comments or statements concerning Blizzard, its parent and any of their respective affiliate companies and subsidiaries or Overwatch or any other title of Blizzard or its affiliates. Participants may not make public statements questioning the integrity or competence of Tournament Administration.
- 9.3.2 This Section does not, in any way, restrict or impede a Participant from complying with any applicable law or a valid order of a court of competent jurisdiction or an authorized government agency, provided that such compliance does not exceed that required by the law or order.
- 9.3.3 Participants must participate in official interviews and media days as directed by Tournament Administration.

9.4 Confidentiality. Tournament Administration may disclose certain confidential information to Participants in connection with their participation in Contenders. Tournament Administration will mark information as "Confidential" or inform (verbally or in writing) Participants that they are providing confidential information subject to this Section. Participants may not disclose any confidential information of Blizzard or its affiliates, by any means or methods.

9.5 Non-Compliance. No Team Member (Players, Team Managers, or Team Owners) may refuse or fail to apply the reasonable instructions or decisions of Tournament Administration.

Suspension(s)

Disqualification(s)

10. TOURNAMENT PRIZING

10.1 Defining Payments. The following prizes will be fulfilled by Blizzard by disbursing checks to each of the Players on the winning team equal to value of the prize divided by the number of Players on the Team. If each Player on a Team agrees in writing to permit the Team Owner to fulfill prizing directly, then Blizzard may elect to pay the total amount of Team prizing directly to the Team Owner. Team Owners and Players may agree to an alternative distribution of prizing in any applicable services agreement that is entered between a Player and Team Owner. Coaches and Managers may only be paid if the team elects to do so and informs Blizzard before the end of the tournament.

Substitutes must play in a match in order to be eligible for payment. The payment process will not begin until after the 2018 Overwatch Contenders Playoffs have concluded.

- 10.2 **Contenders Trials and Regular Season Play.** Players who play in Contenders trials and regular season matches will earn prizing on a per game basis for games in which they play. Matches consist of four (4) games. The amounts set forth in the table below are the total amounts earned per Team. Each Player who participates in a game will earn an equal share of this total amount, unless otherwise agreed upon between or among the Team Owner and Player(s).
- 10.3 **Playoff Play.** Players will earn prizing on the basis of the Team's final standings. The amounts set forth in the table below are the total amounts earned per Team. Each player who participates in a game during the playoffs will earn an equal share of this total amount, unless otherwise agreed upon between or among the Team Owner and Player(s).
- 10.4 **Payment Schedules.** The table below sets forth the amounts that will be earned by Players during regular season play.

Regular Season	
North America, Europe, Korea, China Game Win	\$587
North America, Europe, Korea, China Game Loss	\$330
Playoffs	
North America, Europe, Korea, China 1st Place	\$30,000
North America, Europe, Korea, China 2ndPlace	\$12,450
North America, Europe, Korea, China 3rdPlace	\$7,575
North America, Europe, Korea, China 4th Place	\$7,575
North America, Europe, Korea, China 5th Place	\$4,350
North America, Europe, Korea, China 6th Place	\$4,350
North America, Europe, Korea, China 7th Place	\$4,350
North America, Europe, Korea, China 8th Place	\$4,350
Trials	
North America, Europe, Korea, China Game Win	\$86
North America, Europe, Korea, China Game Loss	\$48

Regular Season	
Pacific Game Win	\$440
Pacific Game Loss	\$248
Playoffs	
Pacific 1st Place	\$22,500
Pacific 2ndPlace	\$9,338
Pacific 3rdPlace	\$5,680
Pacific 4th Place	\$5,680
Pacific 5th Place	\$3,263
Pacific 6th Place	\$3,263
Pacific 7th Place	\$3,263
Pacific 8th Place	\$3,263
Trials	
Pacific Win	\$64
Pacific Loss	\$36

Regular Season	
South America, Australia Game Win	\$147
South America, AustraliaGame Loss	\$83
Playoffs	
South America, Australia 1st Place	\$7,500
South America, Australia 2ndPlace	\$3,110
South America, Australia 3rdPlace	\$1,894
South America, Australia 4th Place	\$1,894
South America, Australia 5th Place	\$1,088
South America, Australia 6th Place	\$1,088
South America, Australia 7th Place	\$1,088
South America, Australia 8th Place	\$1,088
Trials	
South America, Australia Game Win	\$21
South America, Australia Game Loss	\$12

- 10.5 **Prizes are not transferable.** All prizes are awarded “as is” and without warranty of any kind, express or implied. ALL 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 U.S. currency, and can take the form of a check or direct deposit, as determined by Blizzard. Winners will be required to complete and submit to Tournament Administration an IRS form W-8 or W-9 and bank account and routing information to receive their cash prize.

11. DISCIPLINARY ACTION

- 11.1 **Investigation of and Right to Monitor Compliance.** To preserve the integrity of Contenders competition, Tournament Administration will have the right to monitor compliance with these Official

Rules, investigate possible breaches of these Official Rules and impose sanctions for violations. Participants agree to cooperate with Tournament Administration in any such investigation. The failure by a Participant to cooperate with any internal or external investigation conducted by Tournament Administration or its designee relating to a violation of these Official Rules is itself a violation of these Official Rules, including without limitation being untruthful or withholding, tampering with or destroying evidence.

11.2 **Subjection to Penalty.** Any violation of the Official Rules by one or more members of a Team will be subject to penalty. The nature and extent of penalties imposed will be determined by Tournament Administration. All decisions of Tournament Administration regarding rules violations or other issues regarding the Tournament, are final.

11.3 **Penalties.** Penalties for rule violations will be assessed by Tournament Administration. These penalties will vary in range between loss of side or map selection, to disqualification, in direct relation to the severity of the offense and the number of offenses committed previously by the same team. The following is a list of penalties that may be enforced at the discretion of the Tournament Administration:

Verbal Warning(s)

Written Warning(s)

Suspension(s)

Loss of Side Selection for Current or Future Game(s)

Ban for Current or Future Game(s)

Prize Forfeiture(s)

Game Forfeiture(s)

Match Forfeiture(s)

Tournament Disqualification

12. LIMITATIONS OF LIABILITY AND GENERAL RELEASE

12.1 **As a condition to being allowed to participate in Contenders and to the greatest extent permitted by the applicable laws and regulations, each Participant agrees to release and hold harmless Blizzard and its parents, subsidiaries, and affiliates, and each of their respective officers, directors, employees and other representatives from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with their participation in Contenders or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other theory.**

12.2 **IN NO EVENT WILL BLIZZARD OR ANY OF ITS PARENTS, SUBSIDIARIES, AFFILIATES OR THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES OR OTHER REPRESENTATIVES BE LIABLE UNDER THESE LEAGUE RULES TO ANY PARTICIPANT, OR ANY PERSON OR ENTITY CLAIMING RIGHTS DERIVED FROM ANY PARTICIPANT, FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, EXEMPLARY, SPECIAL OR PUNITIVE DAMAGES, AND/OR DAMAGES FOR LOSS OF DATA, REVENUE, PRIZES OR PROFIT,**

WHETHER ARISING OUT OF BREACH OF CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, REGARDLESS OF WHETHER SUCH DAMAGES WERE FORESEEABLE AND WHETHER OR NOT THE LEAGUE OFFICE, BLIZZARD OR ANY OF THEIR AFFILIATES OR REPRESENTATIVES WERE ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

- 12.3 To the fullest extent permitted by applicable law, each Participant acknowledges that he/she is aware of the risks, dangers and hazards associated with esports competitions and he/she freely accepts and fully assumes all such risks, dangers and hazards and the possibility of personal injury, death, property damage or loss resulting from his/her participation in such activities.
- 12.4 Participants acknowledge and agree that Blizzard are not insurers of Participants' property or personal safety. If a Participant feels the need for insurance, such Participant should obtain it from a third party.

13. GRANT OF RIGHTS

- 13.1 By agreeing to these Official Rules and participating in Contenders, each Participant hereby grants to Blizzard and its parents, subsidiaries and affiliates a perpetual, royalty-free, fully paid-up, worldwide, right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use the Participant's name, logos, trade or service marks, copyrighted material, nickname, BattleTag (or replacement tags), logo, initials, likeness, image, photograph, animation, avatar, autograph, voice, video or film portrayal, public persona, game play data and statistics, biographical information, backstory and any streams of the Overwatch game or streams of any other Activision Blizzard, Inc. video game in which the Participant participates ("**Participant Materials**"), and create derivative works thereof, in any and all present and future media whether now known or hereafter created, on any and all platforms and via any method of delivery, on or in connection with (a) any Contenders event (whether in full or in part and whether on a live or delayed basis and all or any part of such event) and the broadcast, streaming, webcast or other distribution of any audio visual, visual and/or audio coverage of any of the foregoing; (b) the marketing and promotion of Contenders and Overwatch in general; (c) (i) the exploitation of media rights, (ii) the creation and sale of in-game or digital merchandise, and (iii) any group licensing or other agreements with third parties that are negotiated by Blizzard; and/or (d) the creation, distribution, promotion and sale of hats, shirts or other apparel, footwear, gaming gear or peripherals, novelties, souvenirs, toys, collectibles and any and all other tangible goods or products, including the sleeves, jackets and packaging for such goods or products, and the other products and services of Blizzard. The products, services, media and materials created by exercise of any of the foregoing licenses or rights in clauses (a) through (d) are referred to herein as the "**Licensed Materials**".
- 13.2 **Advertising and Commercial Materials.** The grant of rights and licenses in Section 13.1 includes, but is not limited to, the perpetual, royalty-free, fully paid-up, worldwide right and license (but not the obligation) of Blizzard (and its sublicensees) to copy, display, distribute, edit, host, store and otherwise use the Participant Materials and the Licensed Materials, and create derivative works thereof, on or in connection with Blizzard's (or its sublicensees'): (a) websites and applications, together with those of its permitted streaming and broadcast partners; (b) social media postings; (c) print and online advertising and content; (d) newspaper and magazine advertising and content; (e) online advertising and content, including banners, leaderboards and skyscrapers; (f) outdoor and indoor billboards, posters, signs and displays; (g) product catalogues, point-of-sale materials, hang tags, product packaging and instruction manuals; (h) press releases, newsletters and e-alerts; (i) television; and (j) any other advertising or promotional materials developed by or for Blizzard (or its sublicensees) for Contenders or Overwatch from time to time (the foregoing, the "**Advertising and Commercial Materials**").
- 13.3 **Ownership of Advertising and Commercial Materials, Feedback, Stats and Suggestions.**
- 13.3.1 As between each Participant and Blizzard, each Participant is the sole owner of Participant Materials, except that Blizzard is the sole owner of all BattleTags (or

replacement tags), avatars, game play data and statistics and any intellectual property of Blizzard included in streams of Overwatch or other Activision Blizzard video games.

- 13.3.2 As between each Participant and Blizzard, Blizzard will be the sole owner of all of the following (collectively, the "**Contenders Materials**"):

- 13.3.2.1 Licensed Materials and Advertising and Commercial Materials (but not Participant Materials that are incorporated into or used in the Licensed Materials or Advertising and Commercial Materials);
- 13.3.2.2 All other works of authorship, audio-visual works, artwork, compilations, data and documentation that are created by or for Blizzard and that incorporate or make use of all or any part of Participant Materials (but not Participant Materials that are incorporated or used therein and licensed hereunder);
- 13.3.2.3 Suggestions, comments and other feedback that a Participant may provide to Blizzard relating in any way to (a) Contenders, Overwatch or the business of Blizzard, and (b) all improvements or enhancements to Contenders, Overwatch, or the business of Blizzard resulting from any such suggestions, comments and feedback;
- 13.3.2.4 Data and statistics relating to a Participant's play of Overwatch, and all feeds and data streams of such data and statistics; and
- 13.3.2.5 Intellectual property rights in each of the foregoing existing anywhere in the world.

13.4 **Works for Hire; Assignment.**

- 13.4.1 If a Participant at any time creates, develops or invents any Contenders Materials, the parties acknowledge and agree that all copyrightable Contenders Materials, and all elements, portions and derivative works thereof, shall be created for Blizzard as "works made for hire" and that all copyrights in and to such Contenders Materials, and in all elements, portions and derivative works thereof, shall vest automatically in, and belong to, Blizzard. If, however, by operation of law or otherwise, such Contenders Materials or any element, portion and derivative works thereof are not deemed a "work made for hire" or for any reason do not automatically vest in Blizzard and/or if there are any patents, trademarks, know-how or other intellectual property rights in the works that do not automatically accrue to Blizzard under the preceding sentence, the Participant hereby assigns (and agrees at the time of creation to assign) to Blizzard and/or its designee, in each case for no additional consideration, by way of present assignment of future copyright and other intellectual property rights, all worldwide rights, title and interest, including all copyright and other patent, trademark and other intellectual property rights worldwide, in and to all Contenders Materials (and in all elements, portions and derivative works thereof) and agrees to take, at the expense of Blizzard or its designees, any and all such other actions reasonably deemed appropriate by Blizzard or its designee in furtherance of such assignment, including, without limitation, the execution and delivery to Blizzard or its designee of any further instruments of assignment reasonably requested by Blizzard or its designee.

13.5 **Waivers**

- 13.5.1 By agreeing to these Official Rules, each Participant hereby waives, and agrees not to assert, any (a) rights of prior review and/or approval of any of the Licensed Materials or Advertising or Commercial Materials, and (b) moral or other equivalent rights (if any) to which he/she is or may become entitled under Applicable Law in relation to the Licensed Materials, Advertising and Commercial Materials, or to his/her participation in Contenders or Blizzard events. Nothing in these Official Rules requires Blizzard to make use of any of the rights or licenses granted herein.

13.6 **Collection of Personal Data**

- 13.6.1 Blizzard will collect, store and use information collected in connection with Contenders and Contenders events (including information collected at live events) in accordance with

Blizzard's online privacy policy (the "**Blizzard Online Privacy Policy**") for the applicable region below. By accepting these Official Rules, each Participant also agrees to the terms of the Blizzard Online Privacy Policy.

<http://us.blizzard.com/en-us/company/about/privacy.html>

<http://us.blizzard.com/es-mx/company/about/>

<http://us.blizzard.com/pt-br/company/about/>

<http://eu.blizzard.com/en-gb/company/about/>

<http://eu.blizzard.com/de-de/company/about/>

<http://eu.blizzard.com/fr-fr/company/about/>

<http://eu.blizzard.com/it-it/company/about/>

<http://eu.blizzard.com/pl-pl/company/about/>

<http://eu.blizzard.com/es-es/company/about/>

<http://eu.blizzard.com/ru-ru/company/about/>

<http://kr.blizzard.com/ko-kr/company/about/>

<http://tw.blizzard.com/zh-tw/company/about/>

<http://us.blizzard.com/en-sg/company/about/>

<https://www.blizzardgames.cn/zh/legal-cn/privacy>

14. RESOLUTION OF DISPUTES

14.1 **Disputes Regarding League Rules.** Blizzard has final, binding authority to decide disputes with respect to the breach, termination, enforcement, or interpretation of Sections 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 and 11 of these Official Rules ("**Rules Dispute**").

14.2 **Binding Arbitration for Arbitration Disputes.** Any dispute, claim or controversy that Blizzard may have against a Participant or that a Participant might have against Blizzard, and any dispute, claim or controversy arising out of or relating to Contenders or these Official Rules or the validity thereof, including the determination of the scope or applicability of these rules to arbitrate, and that is not otherwise subject to Blizzard's final, binding authority (whether under Section 14.1 or under separate written agreements entered into with Blizzard or its affiliates) or otherwise subject to arbitration under separate written agreements entered into with Blizzard ("**Arbitration Dispute**") will be finally settled under the Rules of Arbitration of the International Chamber of Commerce by a single arbitrator appointed in accordance with the said Rules. The place of arbitration will be Los Angeles, California. All matters relating to the arbitration, including any final award, will be considered the confidential information of the parties to the Arbitration Dispute. The parties to any Arbitration Dispute agree that they will only file with the court the portions of the award necessary to enter judgment and enforce the award and that they will make every effort to exclude confidential information from what is to be filed with the court, with any disagreements related thereto to be decided upon by the arbitrator prior to any court filing. The decision of the arbitrator will be final and binding on the parties to the Arbitration Dispute, and any award of the arbitrator may be entered in any court of competent jurisdiction. This Section 14.2 will not preclude a party to a dispute from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction in respect of Arbitration Disputes or preclude Blizzard from seeking and obtaining from any court of competent jurisdiction (without the need for Blizzard to post any bond or other security) temporary and/or preliminary injunctive relief against a Participant for any breach by the Participant of the terms of these Official Rules. Except as otherwise provided by these Official Rules or applicable law, each party to any legal action or proceeding brought against the other party will be responsible for his/her/its own attorneys' fees, experts' fees, court costs and all other expenses sustained in the course of such litigation (including any appeals).

14.3 **Class Action and PAGA Waivers.**

- 14.3.1 By agreeing to these Official Rules, each Participant agrees that any arbitration will be limited to the Arbitration Dispute between Blizzard and the Participant individually.
- 14.3.2 By agreeing to these Official Rules, each Participant acknowledges and agrees that: (i) a claim by, or on behalf of, other persons, will not be considered in, joined with, or consolidated with, the arbitration proceedings between the Participant and Blizzard; (ii) there is no right or authority for any Rules Dispute or Arbitration Dispute to be arbitrated, adjudicated, or resolved through court proceedings on a class-action, collective action, private attorney general or representative action basis (other than an action brought under the Private Attorneys General Act, California Labor Code sections 2698 et seq. ("PAGA"), separately addressed in Section 14.3(c) below) or to utilize class action, collective action, or non-PAGA private attorney general or representative action procedures; and (iii) the Participant will not have the right to participate as a class representative, collective action representative, or non-PAGA private attorney general, or as a member of any class, collective action, or non-PAGA private attorney general or representative action for any Rules Dispute or Arbitration Dispute. Under no circumstances does any Participant or Blizzard agree to class, collective, non-PAGA private attorney general or representative action procedures in arbitration or court proceedings or the joinder of claims in arbitration or court proceedings. The foregoing provisions of Section 14.3.1 and this Section 14.3.2 are referred to as the **"Class Action Waiver"**.
- 14.3.3 By agreeing to these Official Rules, each Participant acknowledges and agrees that: (i) there is no right or authority for any Rules Dispute or Arbitration Dispute to be arbitrated, adjudicated, or resolved through court proceedings on a PAGA basis, or to utilize PAGA procedures; and (ii) the Participant will not have the right to participate as a private attorney general, representative, or as a member or claimant of any PAGA private attorney general or representative action for any Rules Dispute or Arbitration Dispute. Under no circumstances does the Participant or the League Office agree to PAGA private attorney general or representative action procedures in arbitration or court proceedings or the joinder of claims in arbitration or court proceedings. The foregoing provisions of this Section 14.3.3 are referred to as the **"PAGA Waiver"**.
- 14.3.4 In any case in which: (i) the Rules Dispute or Arbitration Dispute is filed or pursued as a class action, collective action, or non-PAGA private attorney general or representative action; and (ii) all or part of the Class Action Waiver is found to be unenforceable, the class action, collective action, or non-PAGA private attorney general or representative action to that extent must be litigated in a civil court of a competent jurisdiction within Los Angeles, California, but any individual claims for which the Class Action Waiver is deemed enforceable must be litigated separately in arbitration. The Class Action Waiver will be severable in any case in which the Rules Dispute or Arbitration Dispute is filed or pursued as an individual action and severance is necessary to ensure that the individual action proceeds in arbitration.
- 14.3.5 In any case in which: (i) the Rules Dispute or Arbitration Dispute is filed or pursued as a PAGA private attorney general or representative action; and (ii) the PAGA Waiver is found to be unenforceable, then: (i) the unenforceable provision will be severed from this agreement; (ii) severance of the unenforceable provision will have no impact whatsoever on the arbitration of any remaining claims on an individual basis pursuant to Section 14.3 of this agreement; and (3) any PAGA representative or private attorney general action must be litigated in a civil court of a competent jurisdiction. To the extent there is any Rules Dispute or Arbitration Dispute to be litigated in a civil court of competent jurisdiction on a PAGA private attorney general or representative action basis because the PAGA Waiver is deemed unenforceable with respect to that Rules Dispute or Arbitration Dispute, then the parties agree that litigation of that Rule Dispute or Arbitration Dispute will be stayed pending the outcome of any individual claims in arbitration. The PAGA Waiver will be severable in any case in which the Rules Dispute or

Arbitration Dispute is filed or pursued as an individual action and severance is necessary to ensure that the individual action proceeds in arbitration.

14.4 **Governing Law.**

14.4.1 All Rules Disputes and Arbitration Disputes will be governed by and construed under the laws of the United States of America and the law of the State of New York, without regard to choice of law principles, provided that Blizzard will have the right to disqualify any Participants that are rendered ineligible to participate due to local law. This selection of governing law shall supersede any prior choice of law contained in any prior version of the Official Rules executed by the Participant.

14.4.2 Participants 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.

14.4.3 In recognition of Contenders' status as a global league, Blizzard will endeavor to provide official translations of these Official Rules. In the event of any conflict between the English version and any translation of these Official Rules, the English version will control.

14.5 **Changes to this Section.** Tournament Administration will provide 60 days' notice of any changes to this Section 14. Changes will become effective on the 60th day, and will apply prospectively only to any claims arising after the 60th day.



OVERWATCH CONTENDERS PARTICIPANT OFFICIAL RULES ACCEPTANCE FORM

The 2018 Overwatch Contenders Official Rules, including any updates, amendments or supplements thereto (“**Official Rules**”), govern the conduct all Teams, Team Owners, Team Managers, Team Staff, and Players (“**Participants**”) who are actively participating in Contenders or any event related to Contenders. For purposes of ensuring fair play, to preserve the integrity of all Contenders events, and to ensure a consistent and high-quality experience for members of the public that view Contenders events, you must accept the Official Rules in order to participate in Contenders, and you must abide by the Official Rules in order to remain eligible to participate. You can accept the Official Rules by signing this Overwatch Contenders Official Rules Acceptance Form (“**Acceptance Form**”).

The Official Rules form a contract between Participants, on the one hand, and Blizzard and its affiliates who are engaged in operating Contenders, on the other hand. The Official Rules contain limitations of liability, license grants, and other legally binding contractual terms. Each Participant is required to read, understand, and agree to the Official Rules before participating in Contenders.

THESE OFFICIAL RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN CONTENDERS ARE GOVERNED BY A BINDING ARBITRATION CLAUSE IN SECTION 14 AND A WAIVER OF CLASS ACTION RIGHTS. THAT CLAUSE AFFECTS YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW IT CAREFULLY BEFORE ACCEPTING THE OFFICIAL RULES.

Personal Information:		
Last Name:		First Name:
Citizenship / Legal Residence:	Date of Birth:	Age:
Battle Tag(s):		
E-mail Address associated with Battle.Net account(s):		
Acceptance of and Agreement to the Official Rules:		
I hereby acknowledge receipt of, or access to, the Official Rules. I understand that my compliance with the Official Rules is a condition of my participation in Contenders. I acknowledge that Blizzard Entertainment, Inc. and its affiliates (“ Blizzard ”) reserves the right in its sole discretion to impose discipline for any conduct that violates the Official Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. I acknowledge that the Official Rules are necessary to ensure fair play, preserve the integrity of Contenders games, matches and tournaments, and to ensure a consistent and high-quality experience for members of the public that view Contenders events. I have carefully read and I understand the Official Rules, and agree to be bound by their terms. I acknowledge and agree that, in its sole discretion, Blizzard (a) may update, amend or supplement these Official Rules from time to time; and (b) may interpret or apply these Official Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. Participation in Contenders will constitute acceptance of the changed rules. I understand and support the standards set forth in the Official Rules, and I will act in accordance with them.		
Name of Participant (Team Owner, Player, etc.):		If Team Owner, name and title of person signing:
Signature of Participant:		Date Signed:
X		
Signature of Parent / Guardian (if applicable):		Date Signed:
X		

PLAYER SELECTION PROCESS AUTHORIZATION FORM



Instructions: Thank you for your interest in participating in the player selection process (“**Player Selection Process**”) for the Overwatch League (“**League**”). In order to participate in the Player Selection Process, you must “Accept” the boxes below and sign this Player Selection Process Authorization Form (“**Authorization 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 able to participate in the Player Selection Process. You can request the League Office to access, update or delete your information by contacting scoutingreport@overwatchleague.com.

Player Information:

Last Name:	First Name:
Email Address (used on your Battle.net Account):	Date:

Collecting and Using My Personal Information:

One of the goals of the Player Selection Process is to increase my visibility as a professional player and thereby build my personal brand. Accordingly, I hereby acknowledge and agree that The Overwatch League, LLC and/or its affiliates (collectively, “**League Office**”) will collect and use certain information about me and my game play (“**Personal Information**”) as follows:

- Collecting Party: The Overwatch League, LLC, The Overwatch League B.V. and its affiliates
- Purpose of Collection/Use: To analyze player’s data and to recommend an opportunity to participate as a League player
- Items of Personal Information to be Collected/Used by League: Age, name, date of birth, email address, language proficiency, personal description, social media usage, game play experience and role preference, willingness and preference to move internationally
- Items of Personal Information to be Collected through Blizzard Entertainment and Used by the League Office: BattleTag, Battle.net ID, game play data, accessible data and communications generated by, or occurring in connection with an individual’s registration with Battle.net or play of the game Overwatch or any other Blizzard Group video games (collectively, “**Game**”)
- Period of Retention: until the expiration or termination of (the license agreement between the League Office and Blizzard for the Overwatch game

Any such data collected by the League Office will be treated in accordance with the League Office’s privacy policy (the “Overwatch League Privacy Policy”) for the applicable region below. By signing this Acceptance form and accepting its terms and condition, you also agree to the terms of the Overwatch League Privacy Policy

<https://overwatchleague.com/en-us/legal/privacy-policy>

<https://overwatchleague.com/de-de/legal/privacy-policy>

<https://overwatchleague.com/en-gb/legal/privacy-policy>

<https://overwatchleague.com/es-es/legal/privacy-policy>

<https://overwatchleague.com/es-mx/legal/privacy-policy>

<https://overwatchleague.com/fr-fr/legal/privacy-policy>

<https://overwatchleague.com/it-it/legal/privacy-policy>

<https://overwatchleague.com/pt-br/legal/privacy-policy>

<https://overwatchleague.com/pl-pl/legal/privacy-policy>

<https://overwatchleague.com/ru-ru/legal/privacy-policy>

<https://overwatchleague.com/ko-kr/legal/privacy-policy>

<https://overwatchleague.com/ja-jp/legal/privacy-policy>

<https://overwatchleague.com/zh-tw/legal/privacy-policy>

<https://www.overwatchleague.cn/legal/privacy-policy>

You can request the League Office to access, update; discontinue to collect, process or use; delete; and/or provide a copy of your information by contacting scoutingreport@overwatchleague.com.

※ I hereby acknowledge and agree that I have the right to refuse to give consent to the collection of my Personal Information by the League Office, in which case I will not be able to participate in the Player Selection Process.

☐ **Accept**

☐ **Decline**

Providing My Personal Information to Third Parties:

I hereby acknowledge and agree that my certain information will be provided to 3rd parties as follows:

- Party to which Personal Information is Transferred: Every team in the League as such are identified in the Overwatch League Privacy Policy.
- Items of Personal Information to be Transferred: name, Battle Tag, email address, date of birth, language proficiency, social media usage, game play experience and role preference, willingness and preference to move internationally, game play data, accessible data and communications generated by, or occurring in connection with an individual's registration with Battle.net or play of the game Overwatch or any other Blizzard Group video games
- Purpose of Transfer: To analyze and select potential candidates for each team
- Period of Retention by the Third Parties: until the expiration or termination of (i) the license agreement between the League Office and Blizzard for the Overwatch game or (ii) the third parties' agreement to participate as a team in the League (whichever is earlier).

※ I hereby acknowledge and agree that I have the right to refuse to give or at any time withdraw consent to the transfer of my personal information to third party, in which case I will not able to participate in the Player Selection Process.

☐ **Accept**

☐ **Decline**

License to Use My Name, Likeness, etc.:

I hereby grant to the League Office a royalty-free, fully paid-up, worldwide, perpetual right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use my name, nickname, BattleTag (or replacement tags), Battle.net ID, logo, initials, likeness, image, photograph, animation, avatar, autograph, voice, video or film portrayal, public persona, game play data and statistics, biographical information, backstory and any streams of the Game, and create derivative works thereof, in any and all present and future media, on or in connection with (a) the Player Selection Process, (b) the exploitation of media and other rights relating to the Player Selection Process, the League, and its teams and Game esports in general, and (c) the marketing, sponsorship and promotion of the Player Section Process, the League, any of its teams, the Game, and esports in general.

☐ **Accept**

☐ **Decline**

Limitations on Liability:

I AGREE THAT THE LIABILITY OF ACTIVISION BLIZZARD, INC., BLIZZARD ENTERTAINMENT, INC., THE LEAGUE OFFICE, BLIZZARD ENTERTAINMENT LIMITED, THEIR AFFILIATES AND THEIR RESPECTIVE OFFICERS, DIRECTORS, AGENTS AND EMPLOYEES (THE FOREGOING, COLLECTIVELY, THE "BLIZZARD GROUP") TO ME FOR ANY AND ALL HARM, DAMAGES, INJURY OR LOSS ARISING OUT OF OR IN CONNECTION WITH THE PLAYER SECTION PROCESS OR THE EXPLOITATION OF ANY OF THE RIGHTS GRANTED ABOVE SHALL BE LIMITED TO MY DIRECT DAMAGES NOT TO EXCEED US \$1,500.00, AND THIS SHALL BE MY ONLY REMEDY REGARDLESS OF WHAT LEGAL THEORY IS USED TO DETERMINE THAT ANY MEMBER OF THE BLIZZARD GROUP WAS LIABLE FOR THE HARM, DAMAGES, INJURY OR LOSS. MULTIPLE CLAIMS WILL NOT EXPAND THIS LIMITATION. TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW, I ACKNOWLEDGE THAT I AM AWARE OF THE RISKS, DANGERS AND HAZARDS ASSOCIATED WITH ESPORTS COMPETITIONS AND PLAY OF THE GAME AT THE PROFESSIONAL LEVEL AND I FREELY ACCEPT AND FULLY ASSUME ALL SUCH RISKS, DANGERS AND HAZARDS AND THE POSSIBILITY OF PERSONAL INJURY, DEATH, PROPERTY DAMAGE OR LOSS RESULTING FROM MY PARTICIPATION IN SUCH ACTIVITIES.

☐ **Accept**

☐ **Decline**

Overseas Transfer of My Personal Information (for a resident of the Republic of Korea):

I hereby acknowledge and agree that my Personal Information immediately upon giving my consent will be transferred to overseas entities by electronic transfer of scouting reports as follows:

- Collecting and using Personal Information by overseas entities:

<ul style="list-style-type: none"> ▪ Party which collects and uses Personal Information: The Overwatch League, LLC (located in U.S., privacy@overwatchleague.com), The Overwatch League B.V. (located in Netherlands, privacy@overwatchleague.com) and its affiliates ▪ Purpose of Collection/Use: To analyze player's data and to recommend an opportunity to participate as a League player ▪ Items of Personal Information to be Transferred: Age, name, date of birth, email address, language proficiency, personal description, social media usage, game play experience and role preference, willingness and preference to move internationally, BattleTag, Battle.net ID, game play data, accessible data and communications generated by, or occurring in connection with an individual's registration with Battle.net or play of the Game ▪ Period of Retention: until the expiration or termination of the license agreement between the League Office and Blizzard for the Overwatch game 	
<ul style="list-style-type: none"> • Providing Personal Information to overseas 3rd parties: <ul style="list-style-type: none"> ▪ Party to which Personal Information is Transferred: Every team in the League as such are identified in the Overwatch League Privacy Policy ▪ Items of Personal Information to be Transferred: name, Battle Tag, date of birth, email address, language proficiency, social media usage, game play experience and role preference, willingness and preference to move internationally, game play data, accessible data and communications generated by, or occurring in connection with an individual's registration with Battle.net or play of the Game ▪ Purpose of Transfer: To analyze and select potential candidates for each team ▪ Period of Retention by the Third Parties: until the expiration or termination of (i) the license agreement between the League Office and Blizzard for the Overwatch game or (ii) the third parties' agreement to participate as a team in the League (whichever is earlier). 	
<p>※ I hereby acknowledge and agree that I have the right to refuse to give or at any time withdraw consent to the overseas transfer of my Personal Information, in which case I will not able to participate in the Player Selection Process.</p>	
<input type="checkbox"/> Accept	<input type="checkbox"/> Decline

Other Terms and Conditions:

This Authorization Form shall be governed by the laws of the State of New York, USA, without regard to choice of law principles. This Authorization Form shall be effective and binding on me, my heirs, next of kin, executors, administrators, permitted assigns and representatives. I agree that I may not assign, delegate or otherwise transfer this Authorization Form. If any provision of this Authorization 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 Authorization Form I am not relying on any oral or written statements or representations made by any person or entity with respect to the League. If I am under the age of majority where I reside (for the Republic of Korea, under 19 years old), the parent or legal guardian signing below ("**Guardian**") agrees to the terms and conditions in this Authorization Form. Guardian represents and warrants that he/she has the right to enter into this Authorization Form and has a legal right to sign this Authorization Form on behalf of Minor as the Minor's parent or legal guardian. Guardian shall indemnify and defend the Blizzard Group for any claims related to the use and sharing of Minor's personal and other information and data, the use of Minor's likeness and Guardian's lack of legal authority to sign this Authorization Form on behalf of Minor. Any dispute arising out of or relating to this Authorization Form shall be finally settled by arbitration under the Rules of Arbitration of the International Chamber of Commerce by a single arbitrator appointed in accordance with such Rules. The place of arbitration shall be Los Angeles County, California, USA. The decision of the arbitrator shall be final and binding, and any award of the arbitrator may be entered in any court of competent jurisdiction. This arbitration provision shall not preclude the League Office from seeking and obtaining from any court of competent jurisdiction temporary and permanent injunctive relief. THIS AGREEMENT TO ARBITRATE MEANS THAT I AND/OR THE GUARDIAN IS EXPLICITLY WAIVING THE RIGHT TO FILE A COURT ACTION AND IS GIVING UP ANY RIGHT TO A JURY TRIAL

<p>Signature of Player:</p> <p>X _____</p>	<p>If you are under the age of majority where you reside (for the Republic of Korea, under 19 years old) -- Parent or Guardian Printed Name and Signature:</p> <p>Name: _____</p> <p>Signature: _____</p>
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