



# **OVERWATCH** **LEAGUE**

## **SUMMARY OF OFFICIAL RULES** **2019 SEASON**

# 1. INTRODUCTION

- 1.1. **Purpose.** These Overwatch League Official Rules, Terms and Conditions, including any updates, amendments or supplements thereto (“**League Rules**”), have been adopted by the League Office in order to codify the rules and standards of conduct that will apply as a condition to participation in the League, including in all pre-season, regular-season, and post-season games, matches and tournaments and all other League Office-organized exhibition matches, promotional events, marketing events, streaming sessions, sponsor events, photo shoots, press conferences and interviews, charitable events, webcasts and chats, media events, opening and closing ceremonies, awards ceremonies and other calendar items in the League Schedule (“**League Events**”). These League Rules have been designed by the League Office to ensure fair play of the Game, to preserve the integrity of all League Events, to protect the image and reputation of the League and to create a consistent and high-quality experience for members of the public that attend League Events.
- 1.2. **Applicability.** These League Rules govern the conduct of the players, including without limitation players who have executed a Player Agreement with a Team (as defined below), unsigned players who have previously executed a Player Agreement who have not notified the League Office of their retirement, and any prospective players (each, a “**Player**”), head coach, general manager and other full-time coaches, managers, trainers, and other employees, staff and contractors (“**Team Managers**”) of each team that has been admitted to play in the League (“**Team**”). In addition to Players and Team Managers (collectively, “**Team Members**”), these League Rules also govern the conduct of all direct and indirect owners of entities that own Teams admitted to play in the League (each, an “**Owner**”). By following these League Rules, Team Members and Owners will help to promote long-term fan interest and loyalty, which benefits all participants in the League.
- 1.3. **Acceptance and Agreement.** Each Team Member must, as a condition of participation as a Player or Team Manager of a Team in the League, agree to comply at all times with the Official Rules. The League Office reserves the right to require each Player and Team Manager of a Team to complete and sign a Team Member Certificate and Acceptance Form in a form to be provided by the League Office (“**Acceptance Certificate**”). The initial form of Acceptance Certificate is attached to these League Rules as Attachment A. Each Owner must, as a condition of his/her/its ownership of a Team, agree to comply at all times with the Official Rules.
- 1.4. **Amendments, Supplements and Official Communications.** The field of professional esports competitions is still relatively new and changing rapidly, and these League Rules will evolve in real time to keep pace with those changes. Accordingly, in its sole discretion, the League Office (a) may update, amend or supplement these League Rules from time to time; and (b) may interpret or apply these League Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Owners and Team Members.

## **2. ROLE OF THE LEAGUE OFFICE**

- 2.1. General Role of the League Office.** The League Office will be responsible for organizing and managing the League and interpreting, applying and enforcing the Official Rules.
- 2.2. Powers and Responsibilities of League Office.** The powers and responsibilities of the League Office will include the following:
- (a) Supervising general League operations and deciding on the League format, including global/regional divisional and/or conference allocations (e.g., Atlantic division and Pacific division), if any, controlling the number of Teams in each division and/or conference, and determining playoff eligibility and structure;
  - (b) Approving the dates and formats for any player combine, tryouts or any similar event or process selected or subsequently established by the League Office, weeks of season play, dates for pre-season, regular-season and post-season games, and any all-star game or similar event, sponsor events and other calendar items for the League;
  - (c) Approving the procedures used to select which Players will attend and be eligible to participate in League games and other events and in any combine, tryouts or any similar event or Player selection process implemented by the League Office from time to time;
  - (d) Setting the League Schedule for pre-season, regular-season and post-season Game play, and selecting event locations, including the locations for the Playoffs and the Grand Finals, and entering into arrangements with respect thereto;
  - (e) Selecting and appointing tournament officials, referees and administrators;
  - (f) Judging tournament/match protests; and
  - (g) Creating, amending, modifying, interpreting, and/or applying all or any of the Official Rules.

## **3. PLAYER ELIGIBILITY REQUIREMENTS**

- 3.1. Age.** Each Player must be at least eighteen (18) years old on or before June 1, 2019 to be eligible to compete in the Overwatch League 2019 Season. If a Player is under eighteen (18) at the date of signing the Player Agreement, a legal guardian for such Player must sign on the Player's behalf and the Player must reaffirm the Player Agreement after turning eighteen (18). Minors must complete and execute the Minor Addendum to their Overwatch League agreement. No Player will be permitted to compete in a Regular Season match unless such Player is eighteen (18) on or before such match and the Player has reaffirmed the Player Agreement and these Official Rules; however, once the aforementioned conditions are met such Player shall be considered eligible to participate in all Overwatch League matches. The League Office reserves the right to modify this provision to reflect international standards applicable to international Players competing in the U.S. and/or to all Players competing or appearing in international events.
- 3.2. Media Obligations.** Each Player must make him/herself available as reasonable requested by the League Office for media and promotional appearances during the Player Selection Process, as well as complying with the Media Obligations provided in Section 5. The League Office requires Teams and Players to fully participate in certain match-day media obligations, as well as other media obligations ancillary to regular season,

post-season, All-Star and Grand Finals match days. All Teams are provided with a Match Day Guide which lays out mandatory Team and Player media obligations in detail.

- 3.3. **Acceptance of Official Rules.** Each Player must accept the Official Rules, as well as remain in compliance with the Official Rules.
- 3.4. **Player Agreement.** Each Player must enter into a Player Agreement with their Team, which must be approved by the League Office prior to being deemed eligible to compete. The Player must further agree to abide by the rules governing Player transfers in such Player's Player Agreement.
- 3.5. **Ineligible Players.** No Player or Team Manager may be a director, officer or employee of the Blizzard Group or the League Office, unless the League Office has been notified of and has expressly authorized such relationship in writing. A Player whose Player Agreement is terminated for cause shall not be eligible to participate in any League Events for a period of time to be determined by the League Office.
- 3.6. **Maintaining Eligibility.** In order to be eligible to compete in Overwatch League events, each Player must (a) be in good standing with the League Office and Blizzard Group, including by remaining in compliance with the Official Rules, Player Streaming Policy, and by maintaining at all times in good standing any Battle.net account associated with the Player in compliance with all applicable terms and conditions of the Blizzard End User License Agreement; and (b) be in good standing with the Team of which he or she is a member, including by remaining in compliance with his or her Player Agreement.

## 4. PLAYER SUMMIT AND ONGOING EDUCATION

- 4.1. **Purpose.** The League Office will host one or more training and education events for the benefit of Players, which may include a Player Summit and certain ongoing training and education events during the course of each season. The purpose of these events is to inform Players of the rules and regulations applicable to them as participants in the League, as well as to train and educate Players in areas that will be helpful to Players, Teams and the League.
- 4.2. **Attendance.** Attendance at the Player Summit, if applicable, and any education or training events hosted by the League Office during each season is mandatory for each Player. The League Office will provide each Player with advance notice of the dates and times of the Player Summit and any ongoing training.

## 5. LEAGUE FORMAT AND SCHEDULE

- 5.1. **League Divisions.** Teams competing in the League will be divided into two divisions:
  - (a) **Pacific Division:** Chengdu Hunters, Dallas Fuel, Guangzhou Charge, Hangzhou Spark, Los Angeles Gladiators, Los Angeles Valiant, San Francisco Shock, Seoul Dynasty, Shanghai Dragons and Vancouver Titans.
  - (b) **Atlantic Division:** Atlanta Reign, Boston Uprising, Florida Mayhem, Houston Outlaws, London Spitfire, New York Excelsior, Paris Eternal, Philadelphia Fusion, Toronto Defiant and Washington Justice.

- 5.2. Preseason.** The League Office may designate certain preseason events and may require Team participation (the “**Preseason**”). There will be no performance bonus associated with the Preseason. Preseason results will not impact Regular Season scheduling or Playoff eligibility.
- 5.3. Regular Season.**
- (a) The regular season of Overwatch League competition (the “**Regular Season**”) will consist of four distinct competition segments (each a “**Stage**”).
  - (b) Each Stage will consist of five weeks of competition; Stages 1, 2 and 3 will be followed by Stage Playoffs.
  - (c) During each week of each Stage, matches will be played on Thursday, Friday, Saturday and/or Sunday.
  - (d) The League Office will determine all match pairings, home and away Teams, days, start times, and other scheduling details. The League Office will communicate these scheduling details to Teams in writing. The League Office reserves the right to adjust match scheduling at any time before or during the season.
  - (e) Each Team will have 14 home matches and 14 away matches during the Regular Season, not including Stage Playoffs.
  - (f) The majority of all Regular Season home and away matches will be played in the Blizzard Arena, with certain matches being played at Team venues in Dallas, Atlanta and Los Angeles. Teams who will be required to travel and play at these Team venues will be notified by the League Office in writing.
- 5.4. Match Structure.** Each match will consist of four competitive maps selected by the League Office. The winner of each match will be the Team that has won more maps than the other Team. In the event of a draw on any given map, neither Team will be rewarded a win. All four maps will be played, regardless of the outcome of the first three maps. The win/loss differential of each match will count toward the end-of-season rankings of Teams in the event of ties.
- (a) In the event that neither Team has won more maps than the other at the conclusion of the fourth map (e.g., a 2-2 tie or 1-1-2 tie), a tiebreaker will be played on a Control map. This tiebreaker map will count towards the end-of-season rankings of Teams in the event of ties.
  - (b) For all Regular Season matches (excluding Stage Playoffs), after each map is played, the losing Team will select whether they attack or defend at the start of the next map.
- 5.5. Map Selection.** The League Office will determine the available maps for all Preseason, Regular Season, Playoff, and Grand Finals matches. The League Office will determine the specific maps played for all Regular Season matches (excluding Stage Playoffs). Each Stage of the Regular Season may include different maps and/or a different order of game modes that Teams compete on in each individual match. The League Office will notify all Teams (and the general public) of the maps that will be played in advance of each Stage as follows:
- (a) Two weeks before the first Regular Season match for all matches played during the first Stage of the Regular Season;
  - (b) On or before the last day of Stage 1 for all matches played in Stage 2; on or before the last day of Stage 2 for all matches played in Stage 3; and on or before the last day of Stage 3 for all matches played in Stage 4;

- (c) On or before the last day of Stage 4 for all matches played during the Playoffs and Grand Finals (note that all matches in the Stage Playoff will take place on the maps selected for the Stage such Stage Playoffs are related to);
  - (d) The League Office reserves the right to alter these notice periods.
- 5.6. Game Settings.** During each League match the Game settings for Overwatch will conform to the following standards:
- (a) Matches will be played on the “Competitive” ruleset with Killcam off.
  - (b) Matches will enforce limited roles with two of each role per team. Roles include two damage, two tank, two support.
    - (i) Players are required to sit in a specific order on each side of the stage in the following order (from left to right when looking at the stage from the audience): two damage, two tank, two support.
    - (ii) Teams must submit their roster to include the appropriate seating order on stage per role.
    - (iii) During the substitution process, teams must maintain the required seating order for any new players competing on stage.
    - (iv) Players may switch roles, but only during the substitution process between maps. Teams may not swap roles during a map or between rounds.
    - (v) Players must lock in their roles in-game before the “Assembling Heroes” phase of each round within a map.
  - (c) The League Office will designate each Team either the “Home” or “Away” Team.
  - (d) Each Team will compete in its respective “Home” or “Away” skins in each match.
  - (e) Every match will begin with a Control map type.
  - (f) During the course of the season Overwatch may receive any number of patches or other changes that affect gameplay. The League Office will determine when to update the version of Overwatch used in official Overwatch League competition to take account of any such patches or other changes.
- 5.7. Stage Playoffs**
- (a) Stages 1, 2 and 3 will each be followed by a seven-match playoff among the eight Teams with the most match wins during the preceding Stage (each a “**Stage Playoff**”).
  - (b) Each Stage Playoff will follow the following format and schedule:
    - (i) Stage Playoffs will take place on Thursday through Sunday of the sixth week of Stages 1 through 3.
    - (ii) Eight Teams will compete in a single-elimination bracket.
    - (iii) In each match the higher seeded Team will select the first map of the match from the Stage’s respective map pool.
    - (iv) In each match the loser of each map will pick the next map and the winner will select whether to attack or defend.
    - (v) No map may be played twice in any match.
    - (vi) In the event of a draw on any given map, neither Team will be rewarded a win.
    - (vii) Division winners of each Stage will be awarded seeds one and two and the remaining Teams (regardless of Division) will receive seeds three through eight according to their Stage records.

- (viii) *First Round.* The first seeded Team will play the eighth seeded Team (Match 1), the second seeded Team will play the seventh seeded Team (Match 2), the third seeded Team will play the sixth seeded team (Match 3), and the fourth seeded Team will play the fifth seeded Team (Match 4). The winner of each match will advance to the Semi-Finals, while the loser will be eliminated. In the First Round the winner will be the first Team to win three maps.
- (ix) *Semi-Finals.* The bracket will be reseeded heading into the Semi-Finals round. The highest seeded winning Team from the First Round will play the lowest seeded winning Team from the First Round (Match 5), and the second highest winning Team from the first round will play the third highest winning Team from the First Round (Match 6). The winner of each match will advance to the Finals, while the loser will be eliminated. In the Semi-Final Round and the Finals, the winner will be the first Team to win four maps (i.e. “**First-to-4**”).
- (x) *Finals.* The Finals will be a single, First-to-4 match between the winner of Match 5 and the winner of Match 6.
- (xi) Winners of Stage Playoffs will earn performance bonuses as follows:
  - (1) Stage Playoff Winner: \$200,000
  - (2) Runner Up: \$100,000
  - (3) 3<sup>rd</sup> Place: \$50,000
  - (4) 4<sup>th</sup> Place: \$50,000
  - (5) 5<sup>th</sup> Place: \$25,000
  - (6) 6<sup>th</sup> Place: \$25,000
  - (7) 7<sup>th</sup> Place: \$25,000
  - (8) 8<sup>th</sup> Place: \$25,000

(c) Stage Playoffs results will not count toward Playoff seeding or tiebreakers.

## 5.8. Season Playoffs.

- (a) **Play-in Tournament.** At the end of the season the six Teams that place seventh through twelfth during the Regular Season will compete in a Play-In Tournament which will determine the seventh and eighth Playoffs seeds. The Play-in Tournament will be structured as follows:
  - (i) The tournament is single-elimination.
  - (ii) Each match is “First-to-4” maps. In the event of a draw on any given map, neither Team will be rewarded a win.
  - (iii) In each match the higher seeded Team will select the first map of the match from the Stage’s respective map pool.
  - (iv) In each match the loser of each map will pick the next map and the winner will select whether to attack or defend.
  - (v) No map may be played twice in any match.
  - (vi) *First Round.* In the first round the ninth seed will play the twelfth seed and the tenth seed will play the eleventh seed.
  - (vii) *Semi-Finals.* The bracket will be reseeded heading into the Semi-Finals round with the lower seeded winner of either first round match competing against the seventh seed, and the higher seeded winner of either first round match competing against the eighth seed.

- (viii) *Finals*. The winning Teams from the Semi-Final round will advance to the Playoffs and will be seeded according to their Regular Season records.
- (b) **Playoffs**. Eight Teams will participate in a double-elimination bracket comprised of two Division winners, four wild card Teams with the best Regular Season records regardless of Division, and the top two Teams from the Play-in Tournament. Playoffs will be structured as follows:
  - (i) Each match is “First-to-4” maps. In the event of a draw on any given map, neither Team will be rewarded a win.
  - (ii) In each match the higher seeded Team will select the first map of the match from the 4<sup>th</sup> Stage map pool.
  - (iii) The loser of each map will pick the next map and the winner will select whether to attack or defend.
  - (iv) No map may be played twice in any match.
  - (v) *Initial Seeding*. Regular Season Division winners will be awarded seeds one and two, the Teams that finished third through sixth during the Regular Season (regardless of Division) will receive seeds three through six according to win/loss records, and the Teams that advanced through the Play-in Tournament will receive seeds seven and eight as determined by their Regular Season records.
  - (vi) *First Round*. The first seeded Team will play the eighth seeded Team (Match 1), the fourth seeded Team will play the fifth seeded Team (Match 2), the second seeded Team will play the seventh seeded Team (Match 3), and the third seeded Team will play the sixth seeded team (Match 4). The winner of each match will advance to the Winners Bracket, Round 1; the loser of each match will advance to the Losers Bracket, Round 1.
  - (vii) *Winners Bracket, Round 1*. In the Winners Bracket, the winner of Match 1 will play the winner of Match 2 (Match 5), and the winner of Match 3 will play the winner of Match 4 (Match 6). The winners of Match 5 and Match 6 will advance to the Semi-Finals. The losers of Match 5 and match 6 will advance to the Losers Bracket.
  - (viii) *Losers Bracket, Round 1*. In Round 1 of the Losers Bracket, the loser of Match 1 will play the loser of Match 2 (Match 7), and the loser of Match 3 will play the loser of Match 4 (Match 8). The winners of Match 7 and Match 8 will advance to Round 2 of the Losers Bracket. The losers of Match 7 and Match 8 are eliminated.
  - (ix) *Losers Bracket, Round 2*. In Round 2 of the Losers Bracket, the loser of Match 6 will play the winner of Match 7 (Match 9), and the loser of Match 5 will play the winner of Match 8 (Match 10). The winners of Match 9 and Match 10 advance to Round 3 of the Losers Bracket. The losers of Match 9 and Match 10 are eliminated.
  - (x) *Losers Bracket, Round 3*. In Round 3 of the Losers Bracket, the winner of Match 9 will play the winner of Match 10 (Match 11). The winner of Match 11 advances to the Losers Bracket Final. The loser of Match 11 is eliminated and considered to be the 4<sup>th</sup> place finisher.
  - (xi) *Winners Bracket, Round 2*. In Round 2 of the Winners Bracket, the winner of Match 5 will play the winner of Match 6 (Match 12). The winner of



Match 12 will advance to the Grand Finals. The loser of Match 12 will advance to the Losers Bracket Final.

(xii) *Losers Bracket, Final.* In the Losers Bracket Final, the loser of Match 12 will play the winner of Match 11 (Match 13). The winner of Match 13 will advance to the Grand Finals. The loser of Match 13 is eliminated and considered to be the 3<sup>rd</sup> place finisher.

(xiii) *Grand Finals.* In the Grand Finals the winner of Match 12 will play the winner of Match 13 in a single elimination, First-to-4 match. The winning Team will be crowned the Overwatch League 2019 World Champion while the losing Team will be the Runner Up.

(xiv) Participants in the Playoffs will earn performance bonuses as follows:

- (1) World Champion: \$1,100,000
- (2) Runner Up: \$600,000
- (3) 3<sup>rd</sup> Place: \$450,000
- (4) 4<sup>th</sup> Place: \$350,000
- (5) 5<sup>th</sup> Place: \$300,000
- (6) 6<sup>th</sup> Place: \$300,000
- (7) 7<sup>th</sup> Place: \$200,000
- (8) 8<sup>th</sup> Place: \$200,000

(c) The League Office will determine home and away Teams, days, start times, and other scheduling details of the Play-in Tournament and the Playoffs. The League Office will communicate these scheduling details to Teams in writing. The League Office reserves the right to adjust match scheduling and format at any time before or during the season.

**5.9. Breaking Ties.** In the event two or more Teams are tied in the overall standings at the end of a Stage (for determination of the Stage Playoffs seeding) or the Regular Season (for determination of Playoff seeding or Play-in seeding), such ties will be broken as follows (in order):

**(a) Stage Playoffs**

- (i) The Team with the better overall map differential (i.e., maps won less maps lost) over the course of the entire Stage will prevail.
- (ii) Second, the head-to-head full match (not map) win/loss records of the Teams during the Stage will be compared. The Team that has won the most matches against the other will prevail.
- (iii) Third, the head-to-head map differential records of the Teams during the Stage will be compared. The Team that has won the most maps against the other will prevail.
- (iv) If a tie between two or more Teams remains for the eighth and final seed into the Stage Playoffs, the Teams will play a tie-breaking match pursuant to the Regular Season match rules, with all format and scheduling details to be determined by the League Office. If a tie for seeding remains between two or more teams that are all definitively qualified into the Stage Playoffs, tiebreakers four through seven shall be applied before a match would be required to break the tie.

- (v) Fourth, the head-to-head full match (not map) win/loss records of the Teams across all Stages will be compared. The Team that has won the most matches against the other will prevail.
  - (vi) Fifth, the head-to-head map differential records of the Teams across all Stages will be compared. The Team that has won the most maps against the other will prevail.
  - (vii) Sixth, the Teams' strength of schedule in the Stage will be compared (i.e. the total win/loss record of each team's opponents during that Stage). The Team that has the stronger strength of schedule will prevail.
  - (viii) Seventh, the Teams' record in matches against common opponents in the Stage will be compared (i.e. the total win/loss record against specific opponents that have been played an equal amount of times that Stage). The Team that has the better record in those common matches will prevail.
  - (ix) 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 format and scheduling details to be determined by the League Office.
- (b) End of Regular Season**
- (i) The Team with the better overall map differential (i.e., maps won less maps lost) over the course of the entire Season will prevail.
  - (ii) Second, the head-to-head full match (not map) win/loss records of the Teams will be compared across the entire Season. The Team that has won the most matches against the other will prevail.
  - (iii) Third, the head-to-head map differential records of the Teams will be compared across the entire Season. The Team that has won the most maps against the other will prevail.
  - (iv) If a tie between two or more Teams remains for the sixth and final seed into the Playoffs or for the twelfth and final seed into the Play-in Tournament, the Teams will play a tie-breaking match pursuant to the Regular Season match rules, with all format and scheduling details to be determined by the League Office. If a tie for seeding remains between two or more teams that are all definitively qualified into the Playoffs or the Play-in Tournament, tiebreakers four and five shall be applied before a match would be required to break the tie.
  - (v) Fourth, the Teams' strength of schedule across the entire Season will be compared (i.e. the total win/loss record of each team's opponents). The Team that has the better record against the other will prevail.
  - (vi) Fifth, the Teams' record in matches against common opponents across the entire Season will be compared (i.e. the total win/loss record against specific opponents that have been played an equal amount of times). The Team that has the better record in those common matches will prevail.
  - (vii) If a tie between two or more Teams remains, the Teams will play a tie-breaking match pursuant to Regular Season match rules, with all format and scheduling details to be determined by the League Office.

**5.10. Equipment Rules.** All Teams and Players must comply with the following equipment rules for each League match:

- (a) *League-Provided Equipment.* The League Office will provide the following hardware for each Player for each match:
  - (i) Gaming PC
  - (ii) Monitor
  - (iii) Keyboard
  - (iv) Mouse
  - (v) Noise-cancelling headset with microphone
  - (vi) Competition “desk”
  - (vii) Chair
  - (viii) Mousepad
- (b) *Player-Provided Equipment.* Players have the option of using their own keyboard, mouse, mousepad and mouse bungee (the “**Peripherals**”) during each match. Players may request the use of additional personalized equipment under special circumstances only. The League Office will decide any such requests on a case-by-case basis. Player-owned equipment must be compatible with League Office-provided competition equipment. The League Office is not responsible for ensuring Player-owned equipment is in working condition. The League Office reserves the right to inspect all Player-Owned equipment to ensure compliance with these League Rules.
- (c) *Delivery and Installation of Player-Provided Equipment.* It is Team management’s responsibility to deliver to the League Officer their Players’ peripherals. All keyboards and mice used must be delivered directly to the League Office’s designated personnel and must arrive new and in their original, unopened packaging. The League Office will not accept hand delivered peripherals from Teams. Teams must provide at least two of each Peripheral for each Player. Players who wish to utilize Peripherals that have not been delivered to the League Office in accordance with the above provisions in the Practice Facility may do so at their option, but such Peripherals will not be able to be used in League Events. The League Office will be responsible for installing electronic Player-owned equipment on the Field of Play prior to each match.
- (d) *External Hard Drives for Player Settings.* Each Player will compete using a League Office-owned and managed removable solid state drive, or “SSD”. This SSD will be copied from the Player’s League Office-provided Field of Play hardware and will contain critical competition elements such as the Overwatch game client and peripheral drivers, and settings as configured by the Player.
- (e) *Installation and Use of External Hard Drives.* The League Office will provide additional detail on installation and use of Player SSDs prior to the start of the 2019 Regular Season, which rules and guidance the League Office may update from time to time. The League Office reserves the right to call for drive updates as needed throughout each Stage at any time, and to require random inspection or auditing of cloned drives.

#### **5.11. Player Apparel.**

- (a) *Uniform.* The Player uniform consists of the League-sanctioned Team jersey (home and away), the League-sanctioned Team hat, the League-sanctioned Team warm-ups, and the League-sanctioned Team jacket (collectively, the “**Uniform**”).

- (b) *Mandatory Elements During Competition.* The League-sanctioned jersey and warm-up pants must be worn by all Players competing in live competition. The jersey must be fully visible, front and back, during competition. The jersey may not be covered by another element of the Uniform or otherwise obscured in any way. Players must wear the League-sanctioned “home” jersey during live competition when competing as the Home Team, and the League-sanctioned “away” jersey during live competition when competing as the Away Team.
  - (c) *Optional Elements During Competition.* In addition to the League-sanctioned jersey and warm-up pants, Players appearing on the Field of Play may also wear (i) a League-sanctioned, Team-branded hat (including sponsor logo if approved by the League for competition), (ii) an undershirt that matches the Team color scheme (as set forth in the Team Style Guide) or is black, white or grey, so long as such undershirt does not obscure the jersey, (iii) a reasonable amount (as determined by the League Office) of jewelry, rings, bracelets and necklaces, and (iv) a watch of any brand, selected by the Player (smart watches prohibited). All players must wear close-toed shoes (of any brand). Under no circumstances may Players wear hats, undershirts, or other articles of clothing or accessories that display sponsor logos or other visible words, characters, or other images or messages, other than as expressly permitted by the League Office. Players are also prohibited from wearing smart devices, fitness devices, or other devices with computing capabilities of any kind other than a digital watch. Players must remove their warm-up tops and/or jackets prior to the start of live competition and remove them from the Field of Play. Players may not wear headphones/headsets (other than the headset provided by the League Office for competition), sunglasses or non-prescription glasses, or other branded items on the Field of Play. Players may request the use of additional apparel under special circumstances only. The League Office will approve or decline any Team or Player request for additional apparel on a case-by-case basis.
- 5.12. Match Day Logistics.** The League Office will provide Teams with a detailed description of Team obligations on each match day in which the Team competes (the “**Match Day Guide**”).
- 5.13. Referees.** Each match will be regulated by referees selected by the League Office. Referees are League officials responsible for making judgments on every match or game-related issue, question and/or situation which occurs before, during and immediately following a game or match. Their oversight includes, but is not limited to:
- (a) Checking the Team’s Starting Roster before a match;
  - (b) Checking and monitoring Player-owned equipment and the Field of Play;
  - (c) Escalating penalties in response to rule violations during the match;
- 5.14. Game Admin.** Each match will be administered by a Game Admin. The Game Admin oversees the creation of Game lobbies and the start of each match, and is responsible for the following:
- (a) Creating the Game lobby with the designated settings for each match. Once all Players are in the lobby and ready to begin, the Game Admin will start the game. The Game Admin will also inform players that the game is about to start by communicating through the all-chat function in the lobby.
  - (b) In the event of a bug, PC malfunction, server crash or other disturbances escalated by the referees, the Game Admin will pause the game immediately until the issue

is resolved. In the event of a full Game crash, the Game will pause automatically. Players will not be able to pause or unpaue the Game themselves.

- (c) The Game Admin will communicate with referees on the Field of Play to confirm various aspects of each match such as correct player seating and player readiness.

**5.15. Promotional Activities and Events.** The League Office may require Teams, Players, and/or Team Managers to participate in certain League-related promotional and fan-appreciation events, including without limitation those listed below. For each such event, the League Office may provide a separate set of guidelines and rules for participation which will apply in addition to the following:

- (a) Each Team will permit any Player on its roster or otherwise under contract with such Team to participate in any All-Star Game held by the League Office.
- (b) Each Team will permit any Player on its roster or Team Manager employed by the Team to participate in any “World Cup” events hosted by Blizzard prior to and during the annual community appreciation event known as “Blizzcon”.

**5.16. Team Composition.** A Team's roster for any competition may only contain the Players listed on a roster submitted by the Team pursuant to the following regulations:

- (a) *Roster.* Teams must have six (6) starting Players (the “**Starting Roster**”) and may carry no more than six (6) substitute Players (the “**Reserve Roster**”) (individually or collectively, as the case may require, such Starting and Reserve Roster are referred to herein as the “**Roster**”). A Team will be considered ineligible if it does not have six (6) Players ready to participate at the start of any competition.
- (b) *Player Agreements.* In order to be eligible to participate in the League, each Player must be retained as an employee of his or her respective Team by entering into a Player Agreement. No Player Agreement shall become valid or binding unless it complies with the Official Rules and has been submitted to the League Office for review and for which the League Office has not exercised its right of rejection. No compensation or benefits may be directly or indirectly provided by or on behalf of a Team or any Owner to any Player other than as specified in the applicable Player Agreement.
- (c) *Minimum Player Requirement.* On December 1<sup>st</sup>, 2018, the Team must have entered a minimum of eight (8) binding Player Agreements. The League Office retains a final right of approval over the Roster submitted by each Team and may reject any Roster that does not comply with these League Rules.
- (d) *Roster Circumvention.* A Team may not circumvent the Roster limit or player eligibility rules by signing a prospective player to an employment or other services agreement.
- (e) *Pre-Match Roster Submission.* Teams must submit their Starting Roster (including seating order) for each match no later than two (2) hours prior to the start of the first match of the day. Changes to the Starting Roster after that time are subject to rejection by the League Office.
- (f) *Substitutions Generally.* Teams may make substitutions from their Reserve Roster during a match only between maps and at Halftime. Players who have been substituted out of a match may be substituted back in to the match at a later time, subject to this Section 5.16.
- (g) *Substitution Notice.* Teams wishing to make a substitution must notify the League-Office-designated on-site Player Relations Coordinator (the “**PRC**”) no later than

the end of a given map for the substitution to take effect for the next map. For example, the Team must notify its PRC of a desired substitution for the second map by the end of the first map.

- (h) *Substitution Process*. When a Team has notified its PRC of a desired substitution in a timely manner as set forth above, the League Office will swap out the SSD and Peripherals of the replaced Player and swap in the SSD and Peripherals of the new Player during the break between the maps.

**5.17. Transfer Window.**

- (a) The “**Transfer Window**” is defined as the period of time in which Teams can complete trades involving other Teams and/or sign new Players to a Player Agreement. The Transfer Window is the only time in which these changes can occur during the season.
- (b) The Transfer Window will open for free agent signings on October 8<sup>th</sup> 2018 and close at 5:00 p.m. Pacific Standard Time on the last day of Stage 3.

**5.18. Tampering**

- (a) The League Office will maintain and share with Teams a list of Rosters for all Teams in the Overwatch League. The League Office will update this list as Teams make approved changes to their Rosters.
- (b) Teams may not contact or otherwise tamper with Players, Head Coaches and/or General Managers that have fixed-term contracts and are therefore listed on the Roster of another Team.
- (c) For purposes of these League Rules, “tamper” means any interference by a Team or its Representative(s) with the employer-employee relationship between a Player (or Head Coach or General Manager, if applicable) and another Team. The purpose of this policy is to protect each Team’s contract rights and, at the same time, to allow the intra-League competitive systems devised for the acquisition and retention of talent (e.g., the player selection process, Transfer Window) to operate efficiently.
- (d) Unless a Team has received written permission directly from a Player (or Head Coach or General Manager, if applicable) employer Team, entering into discussions with a Player (or Head Coach or General Manager, if applicable) or his/her Representative concerning the new Team’s interest in acquiring the Player (or Head Coach or General Manager, if applicable) during the Transfer Window or otherwise would constitute a violation of this Section. Under no circumstances should a new Team rely upon any representation by a Player (or Head Coach or General Manager, if applicable) or his/her Representative(s) that such individual has received permission to enter into discussions for a trade or contract negotiations. Permission must be received in writing directly from the new Team in order to protect the interests of all parties.
- (e) Any public or private statements of interest in a Player, Head Coach or General Manager under contract with another Team, to such individual, a Player, an agent, any Representative, or to a member of the media or general public is a violation of this Section.