



OVERWATCH **LEAGUE**

Summary of Code of Conduct **2019 SEASON**

CODE OF CONDUCT

1.1. Behavior.

- (a) All Team Members and Owners must at all times observe the highest standards of personal integrity and good sportsmanship and act in a manner consistent with the best interests of the League. Team Members and Owners are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, League officials, and members of the League Office, the media, sponsors and fans.
- (b) Team Members and Owners may not use obscene or offensive gestures or profanity in their tags, player handles, game chat, live play communications, lobby chat, shoulder content, interviews, or other public-facing communications of any kind. This rule applies to English and all other languages and includes abbreviations and/or obscure references.
- (c) Team Members and Owners are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at any time or place, or against any person including competitors, fans, referees and officials.
- (d) The obligation to behave in a professional and sportsmanlike manner includes an obligation on the part of Players and Team Managers to arrive on time and ready to complete for all games, matches and tournaments in the League Schedule. It also prohibits forfeiting a game or match without reasonable cause. For the avoidance of doubt, arriving on time includes arriving in sufficient time to receive the media and League obligations for that match day, check in with League Office personnel, and to ensure there is enough time to provide starting rosters, receive Player Peripherals, and all other tasks necessary to keep the match day on schedule.

1.2. Cheating and Game Integrity.

- (a) Players must compete to the best of their skill and ability at all times. Any form of cheating by any Players, Team Managers or Owners will not be tolerated. All Players, Team Managers and Owners are prohibited from influencing or manipulating any Game match (whether a League match or otherwise) with the intent that any aspect of the match is determined by anything other than the competitive merits. Examples of cheating or behavior impacting game integrity are not exhaustive, and include without limitation:
 - (i) Collusion, match fixing or any other action to intentionally alter, or attempt to alter, the results of any game, match or tournament (or any components thereof);
 - (ii) Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means;
 - (iii) Allowing an individual who is not the registered owner of a Battle.net Account to play on that Battle.net Account in a Game and/or playing in a Game while logged in to a Battle.net Account registered to someone else;
 - (iv) Bot use, spot timing (e.g., not throwing the game, just timing a shot so bettors win), wintrading, drophacking, queue sniping and soft play on the ladder, ghosting (i.e., a game spectator illegally provides information about an opponent's positions and/or movements), inducing another Player to lose

- a match, and receiving leaked scrim footage and/or confidential or proprietary information of another Team;
 - (v) Misuse or hacking of game servers;
 - (vi) Violent, threatening or harassing behavior in any Game or League setting, including Team housing;
 - (vii) Possession of a weapon at League or team facilities or any other League setting;
 - (viii) Inappropriate use of League equipment; and
 - (ix) Any other actions or conduct that threatens to undermine the integrity of the League and its Teams.
- (b) Players must at all times follow the Blizzard End User License Agreement, whether during a League match or otherwise. Players, Team Managers, and Owners are prohibited from violating the Blizzard End User License Agreement for personal or reputational gain, monetary gain, or for any other reason. Players, Team Managers and Owners are not permitted to access the accounts of other individuals in order to artificially raise the “SR” or skill rating of any account that does not belong to such Player, Team Manager or Owner. Violations of this Section, whether during the course of a League season, during the League off-season, or prior to such Player’s, Team Manager’s or Owner’s entrance into the League may result in discipline.

1.3. Illegal and/or Detrimental Conduct.

- (a) Players, Team Managers and Owners are required to comply with all Applicable Laws at all times.
- (b) A Player, Team Manager or Owner may not engage in any activity or practice which (i) brings him or her into public disrepute, scandal or ridicule, or shocks or offends a portion or group of the public, or derogates from his or her public image, or (ii) is, or could reasonably be expected to be, detrimental to the image or reputation of, or result in public criticism of or reflect badly on, the Blizzard Group, the League Office, or any of their respective Representatives, the League, the other Teams or their respective sponsors or members, the Game or any other product or service of the Blizzard Group. A non-exhaustive list of such types of misconduct are as follows:
- (i) Actual or threatened violence toward a person, including domestic violence, partner violence, dating violence and child abuse;
 - (ii) Sexual assault and other types of sexual offenses;
 - (iii) Illegal possession or distribution of a weapon;
 - (iv) Possession, use or distribution of performance-enhancing substances;
 - (v) Conduct that poses a danger to the safety of another person;
 - (vi) Animal cruelty;
 - (vii) Theft and other property crimes; and
 - (viii) Crimes involving dishonesty.
- (c) Each Team Member and each Owner acknowledges that the League Office and Team Entities may have an obligation under Applicable Law to report illegal activities to local law enforcement authorities or respond to formal inquiries from law enforcement or judicial authorities in jurisdictions where suspected violations of law have taken place.

1.4. Anti-Harassment.

- (a) The League Office is committed to providing a competitive Game environment that is free of harassment and discrimination.
- (b) In furtherance of this commitment, Players, Team Managers and Owners are prohibited from engaging in any form of harassment or discrimination (either in-Game or outside the Game), including without limitation that which is based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity, or any other class or characteristic.

1.5. Gambling.

- (a) Gambling on the outcome of Game games, matches or tournaments (including any components thereof) can pose a serious threat to the integrity of, and public confidence in the League. Players, Team Managers and Owners as well as employees of the League Office or Blizzard Group are not allowed to (i) place, or attempt to place, bets on any games, matches or tournaments (or any components thereof) involving the Game, (ii) associate with high volume gamblers, or deliver information to others that might influence their bets, or (iii) offer or accept any gift or reward to or from anyone for services promised, rendered, or to be rendered in connection with any Game match, including services related to defeating or attempting to defeat a competing Team or services designed to throw, fix or otherwise influence the outcome of any Game match, League Event or otherwise.
- (b) This rule also prohibits Players, Team Managers and Owners from participating in anyone else's betting activities, asking anyone to place bets involving the Game (including without limitation League games, matches or tournaments, or any components thereof) on a Player's, Team Manager's or Owner's behalf, or encouraging anyone else to bet involving the Game (including without limitation League games, matches or tournaments, or any components thereof).
- (c) Players, Team Managers, and Owners likewise are prohibited from engaging in any fantasy esports leagues or games involving the Game in which the participant pays any form of entry fee in exchange for an opportunity to win a cash prize or other thing of value.

1.6. Alcohol and Drugs.

- (a) The use, possession, distribution or sale of illegal drugs is strictly prohibited. Team Members are prohibited from being under the influence of any substance of abuse, including alcohol or marijuana, while the Team Member is engaged in League Events or on premises that are owned by or leased to the Team or League Office.
- (b) The unauthorized use or possession of prescription drugs by a Player is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a game, match or tournament.

1.7. Non-Disparagement.

- (a) Teams, Team Members and Owners have the right to express their opinions in a professional and sportsmanlike manner.
- (b) Teams, Team Members, and Owners may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, or slanderous remarks, comments or statements concerning any member

of the Blizzard Group, the League Office, any of their respective Representatives, the League, the other Teams or their respective sponsors or members, the Game or any other product or service of the Blizzard Group.

- (c) This Section does not, in any way, restrict or impede a Team, Player, Team Manager or Owner from complying with any Applicable Law or a valid order of a court of competent jurisdiction or an authorized government agency.

1.8. Software and Hardware.

- (a) Any intentional use, or attempted use, by a Player of any bugs or exploits in the Game is strictly prohibited. The League Office will determine the bugs and exploits prohibited by this rule and whether a Player has taken advantage of a bug or exploit in violation of this rule.
- (b) Players must consult with the League Office before bringing electronic storage devices to any League Event and are not allowed to use any mobile or external communication equipment during a match, including mobile phones.
- (c) Players are prohibited from installing third-party software of any kind on any competition hardware or machines.

1.9. Confidentiality.

- (a) Team Members must keep confidential and not disclose to any third party confidential and proprietary information concerning the Game, League, League Office, Blizzard Group or any Team Entity.
- (b) This Section does not, in any way, restrict or impede a Team, Player, Team Manager or Owner from complying with any Applicable Law or a valid order of a court of competent jurisdiction or an authorized government agency.

1.10. Reporting.

- (a) Upon becoming aware of any conduct prohibited by this Section 6, Players, Team Managers and Owners are required to immediately report the details to the League Office. Failure to comply with this requirement is an independent violation of these League Rules.