

Overwatch® World Cup Invitational – BlizzCon 2016

1. Blizzard; Eligibility. BLIZZARD ENTERTAINMENT, INC. (“BLIZZARD”) IS THE BLIZZARD OF THIS OVERWATCH WORLD CUP INVITATIONAL TOURNAMENT (“TOURNAMENT”). THE TOURNAMENT IS OPEN ONLY TO PLAYERS WHO: (I) HAVE BEEN INVITED BY BLIZZARD TO COMPETE ON A TEAM OF OTHER ELIGIBLE PARTICIPANTS WHO RESIDE IN THE SAME COUNTRY OF RESIDENCE IN THE TOURNAMENT (“NATIONAL TEAMS”); (II) HAVE AN ACTIVE BATTLE.NET ACCOUNT THAT IS IN GOOD STANDING; (III) WHO ARE OVER THE AGE OF MAJORITY IN THEIR COUNTRY OF CITIZENSHIP AS OF AUGUST 11, 2016.; AND (IV) RESIDE IN ARGENTINA, AUSTRALIA, AUSTRIA, BELARUS, BELGIUM, BRAZIL, BULGARIA, CANADA, CHILE, CHINA, COLOMBIA, COSTA RICA, CROATIA, THE CZECH REPUBLIC, DENMARK, ESTONIA, FINLAND, FRANCE, GERMANY, GREECE, HONG KONG, HUNGARY, ICELAND, INDONESIA, IRELAND, ISRAEL, ITALY, JAPAN, LATVIA, LITHUANIA, LUXEMBOURG, KAZAKHSTAN, MALYASIA, MEXICO, THE NETHERLANDS, NEW ZEALAND, NORWAY, PERU, THE PHILIPPINES, POLAND, PORTUGAL, ROMANIA, RUSSIA, SERBIA, SINGAPORE, SLOVAKIA, SOUTH AFRICA, SOUTH KOREA, SPAIN, SWEDEN, SWITZERLAND, TAIWAN, THAILAND, TURKEY, UKRAINE, THE UNITED KINGDOM, THE UNITED STATES, OR VIETNAM (“ELIGIBLE COUNTRIES”). Blizzard directors, officers and employees of Blizzard, its respective parents, affiliate companies, subsidiaries, agents, professional advisors, advertising and promotional agencies (collectively, “Released Parties”), and immediate families (spouse, parent, child, sibling and their respective spouses, regardless of where they reside) and household members, whether or not related, of each are not eligible to enter or win any prizes in this Tournament. All applicable laws and regulations apply. An individual entrant may only win one prize during the Tournament.

2. Tournament Information

Tournament: Overwatch® World Cup Invitational

Commencement Date: August 11, 2016

Finals: October 29th, 2016 through November 5th, 2016, at the Anaheim Convention Center, 800 West Katella Avenue, Anaheim, CA 92802

3. Eligibility. Blizzard shall, in its discretion, attempt to contact up to twenty-five (25) Overwatch Players (“Players”) from each of the countries whose residents are eligible to participate in this Tournament (“Players”), to determine if the Player would be interested in competing on his /her country’s National Team in the Tournament. If a Player confirms to Blizzard that he/she is interested in competing on the Player’s National Team in the Tournament, Blizzard shall identify the Player as a potential national Tournament player to the other Overwatch Players who reside in the Player’s country of residence, who shall then vote on the Players on which Players that the Overwatch community would recommend that Blizzard invite to the Tournament to represent that particular country’s National Team. One Player will be selected by Blizzard as the Captain of his/her National team and can suggest two additional Players for Blizzard’s consideration for his/her National Team. Thereafter, Blizzard then may invite six (6) Players at its discretion to form a team to represent that particular Eligible Country to compete in the Tournament (“National Team”). Blizzard shall also designate the captain of each National Team from the players that Blizzard selects to compete on a National Team.

3.0 Tournament Structure.

3.1 Automatic Entries. The National Teams from Brazil, Canada, China, South Korea, and The United States of America shall automatically qualify for the Finals. Additionally, the team that comprises the Players chosen from Australia and New Zealand to form the “ANZ” team will also automatically qualify for the Finals

3.2 Regional Qualifiers. Teams that do not receive automatic entries will compete in one of three Regional Qualifier tournaments to determine which National Teams will advance to the Finals. The Regional Qualifiers will take place between September 4th to September 19th, 2016 at Blizzard’s discretion. There will be three Regional Qualifiers, as follows:

3.2.1 Americas. For the Americas Qualifier, National Teams from the Americas will be assigned to one of two (2) groups comprised of three (3) National Teams, with the groups to be determined by Blizzard in its sole discretion. The National Teams will then compete

in ‘best of three,’ round-robin matches against the other National Teams in their group. The National Team with the best wins/loss record from each group will advance to the Americas final qualification round. These National Teams will play a best-of-5, “Knockout,” match, and the winner of this Knockout match will advance to the Tournament finals at BlizzCon 2016. The top National Team in each group will be determined by ranking teams in order using overall match victories, followed by the number of total round victories in the group minus number of total round losses in the group. Finally, if teams are still tied, a series of best-of-1 round robin matches will take place between all teams that are tied until a clear winning nation is determined.

3.2.2 Europe. National Teams from the European region will be assigned to one of six (6) groups, with each group comprised of five (5) National Teams, with Players from Belarus, Lithuania, Estonia, Latvia, Kazakhstan competing together as the “Baltic & Caspian Sea,” National Team, and Players from Belgium, the Netherlands, and Luxembourg competing together as the “Benelux,” National Team. The groups will be determined by Blizzard in its sole discretion. The National Teams will then compete in ‘best of three,’ round-robin matches against the other National Teams in their group. The National Teams that advance from their group as the 1st ranked team will be randomly seeded by Blizzard against a 2nd ranked National Team from a different group. These National Teams will play a best-of-5, “Knockout,” match, and the winner of this Knockout match will advance to the Tournament finals at BlizzCon 2016. The winning National Team from each Knockout match will advance to Finals. The top two National Teams in each group will be determined by ranking teams in order using overall match victories, followed by the number of total round victories in the group minus number of total round losses in the group. Finally, if the National Teams are still tied, a series of best-of-1 round robin matches will take place between all National Teams that are tied until the top two National Teams from each group can be clearly determined.

3.2.3 Asia – Pacific. Teams will be assigned to one of three (3) groups with each group comprised of three (3) National Teams from the Asia – Pacific region, with the groups to be determined by Blizzard in its sole discretion. The National Teams will then compete in ‘best of three,’ round-robin matches against the other National Teams in their group to determine the top team in each group who will advance to the Tournament finals at BlizzCon 2016. The top National Team in each group will be determined by ranking teams in order using overall match victories, followed by the number of total round victories in the group minus number of total round losses in the group. Finally, if teams are still tied, a series of best-of-1 round robin matches will take place between all teams that are tied until a clear winning nation is determined.

3.3 The Finals. The Finals will take place at BlizzCon 2016, and will feature the sixteen (16) National Teams competing in a group stage to determine the final eight (8) National Teams that will compete in the Final Round of the Tournament.

3.3.1 Group Stage. The Teams that qualified for the Finals will be assigned to one of four (4) groups of four (4) National Teams that will compete in ‘best of three,’ round-robin matches against the other National Teams in their group to determine the top two (2) National Teams from each group. The top two (2) National Teams from each group will then compete in the Final Round of the Tournament at BlizzCon 2016. The Group Stage competition will take place starting on October 29th, 2016, through October 31st, 2016, at a location of Blizzard’s choosing in Southern California. National Team seeding and groupings in the Group Stage will be determined by Blizzard in its sole discretion.

3.3.2 Final Round. Teams that advance from their group as the 1st ranked team will be randomly seeded by Blizzard to compete against a 2nd ranked team from a different group, who will then compete in a best-of-3 single-elimination bracket for the Quarter-Finals and Semi-Finals to determine the top two (2) National Teams in the Tournament, who will play a final best-of-7 match to determine the overall winner of the Tournament.

4. Tournament Operations.

4.1 Match Preparation. Prior to each Match, there will be a preparation period. After the preparation period is over, Players will begin the match. Teams will be given time to set up at their station prior to each match. The length of time for the Preparation Period varies depending upon whether the Match is a Regional Qualifier Match, or a Finals Match, as follows.

4.1.1 Regional Qualifiers. All six (6) members of a National Team must be present in the Overwatch and Battle.net thirty (30) minutes prior to when a Match is scheduled to begin. If any member of a National Team is not present in Overwatch or Battle.net fifteen (15) minutes prior to the scheduled start time for a Match, that National Team will receive a default loss for the first map of the Match. If any player is still missing at match start time, the team receives a default loss for the entire match. If neither National Team is present at the time of a scheduled match, the match will be recorded as a Double Loss. If there are any questions about scheduling or when a National Team needs to be present to their match, consult a tournament administrator.

4.1.2 Finals. All six (6) members of a National Team must be present in the Overwatch and Battle.net ten (10) minutes prior to when a Match is scheduled to begin. If fewer than Six (6) Players on a National Team's roster are present ten minutes after the scheduled Match time, that National Team must play with any present players or forfeit the Match.

4.2 Unless otherwise stated herein, Tournament matches will utilize a "best of 3" match format. The first, second, and third maps played in a Match will be designated by Blizzard. Each successful offensive push is recorded as a Round Win for the offensive team and a Round Loss for the defending team.

4.3 Should a Tournament server or network crash prior to the completion of a round, the round may be re-started at Blizzard's Tournament officials' discretion. Players should inform an admin immediately if a crash occurs.

4.4 Should a client system crash prior to the completion of a round, the round may be re-started at Blizzard's Tournament officials' discretion. Players should inform an admin immediately if a crash occurs.

4.5 If Players believe an opponent has violated a rule during a match, the match should continue as normal. At the end of the match, the player shall notify one of Blizzard's Tournament officials immediately of the issue. Any disputes will be handled at the discretion of Blizzard.

4.6 Players **must** use a character name that is similar to their name submitted for the show brochure and tournament broadcast. (i.e., if your known handle is "Voice", your name must be something that starts with "Voice" for the entire duration of the event, such as "Voicey," "Voicemonger," "Voicez," or "Voicebeast." You will not be permitted to change handles during any portion of the event.)

4.7 No automated scripts or any add-ons are allowed for the duration of the Tournament.

5.0 Equipment. Blizzard will provide all Players with standard hardware to use in the tournament. Should there be an issue with the hardware, Players are to notify one of Blizzard's Tournament Officials immediately for a replacement.

5.1 Players may bring their personal keyboard and mouse to use in the tournament. All personal equipment must be approved before use.

5.2 Additional software for personal equipment besides the standard operating drivers will not be allowed at the tournament.

6.0 Schedules. All National Teams/Players must be in the Tournament Area 30 minutes before Scheduled start time. At the end of the warm-up period a National Team must have the minimum of 6 Players situated and ready to compete or a forfeit will be awarded.

7.0 Cheating

7.1 Players must compete to the best of their ability at all times. It is each Player'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 is cheating or otherwise interfering with the Tournament, the Player 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:

7.1.1 Actions to 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. If Blizzard determines that a Player is colluding or match fixing, the Player will be immediately disqualified and removed from the Tournament and may be restricted from participating in future events and have all of his or her licenses to all Blizzard games revoked; and

7.1.2 Attempts to interfere with another Player's connection to the Game service through Distributed Denial of Service (DDoS) or any other means; and

7.1.3 Any incidence of Players allowing individuals who are not the Players to play on a Player's Battle.net account in any of Blizzard games.

ALL PLAYERS MUST BE VERIFIED BY BLIZZARD TO ENSURE THEIR ELIGIBILITY PRIOR TO BEING DECLARED A WINNER (AS DEFINED BELOW) AND/OR RECEIVING ANY PRIZE. DISPLAY OF STATISTICS IN THE GAME (E.G. ON A LEADERBOARD) DURING THE TOURNAMENT PERIOD DOES NOT ENTITLE ANY ELIGIBLE PARTICIPANT TO A PRIZE.

8.0 Gambling. Players are not allowed to place or attempt to place wagers on any matches or actions in, or around, any Blizzard title.

9.0 Unsportsmanlike Behavior. Should Blizzard determine that a Player commits, or threatens to commit, violent acts against any other Player in the Tournament, a Blizzard representative, or any spectator of the Tournament, or engages in any unsportsmanlike behavior, the Player may be disqualified from the Tournament. Blizzard reserves the right at its sole discretion to disqualify any individual suspected of tampering with the entry process or the operation of the Tournament; or to be acting in any manner deemed by Blizzard to be in violation of the Official Rules; or to be acting in any manner deemed by Blizzard to be unsportsmanlike or disruptive, or with intent to annoy, abuse, threaten or harass any other person. **CAUTION: ANY ATTEMPT BY A USER OR ELIGIBLE PARTICIPANT OR ANY OTHER INDIVIDUAL TO DELIBERATELY DAMAGE ANY WEBSITE RELATED TO THE TOURNAMENT OR UNDERMINE THE LEGITIMATE OPERATION OF THE TOURNAMENT IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, BLIZZARD RESERVES THE RIGHT TO SEEK DAMAGES AND COSTS (INCLUDING WITHOUT LIMITATION, ATTORNEYS' FEES) FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW.**

10.0 Event Conduct. All competitors and spectators are required to act in a respectful sportsmanlike manner at all times. It is always required that Players have their Battle.net accounts set to "Do Not Disturb."

11.0 Rule Violations. Any violation of the Tournament rules by one or more members of a National Team may, as Blizzard's discretion, result in immediate disqualification of that National Team from the Tournament, removal from the Tournament Arena, and the forfeiture of any prize that the Players on that National Team may otherwise have won. All decisions of Blizzard regarding rule violations, or any other issues regarding the Tournament, are final.

12.0 Tournament Prizing.

12.1 Each of the Players who are members of a National Team that has qualified for the Finals will each win: (i) a trip to the Finals that includes round trip coach air fare from the regional airport nearest the Team Member's residence to the site of the Finals at BlizzCon 2016 (Blizzard may

substitute ground transportation for airfare, in its sole discretion, if the winner(s) are within driving distance to such site), and up to ten (10) nights lodging (double occupancy) at a hotel of Blizzard's choice, meals and ground transportation, as determined by Blizzard, in its sole discretion; and (ii) an appearance fee of \$3,000.00 USD. The approximate retail price of this prize package is estimated at \$5,500.00 U.S.D., depending upon the cost of travel for the Player to attend the Finals. All travel must take place on the dates and times as specified by Blizzard. If one or more Player(s) who are part of a National Team cannot attend the Finals, such National Team will still participate without such Team Member(s) as long as the National Team has at least five (5) Team Members. Players who qualify to compete in the Finals shall be responsible, at their own cost and expense, for obtaining all the necessary visas, passports, or other travel documents issued by the government of their country of citizenship so that they have the legal capacity to travel to the United States of America. Winners are responsible for any and all other costs and expenses associated with their prize that are not specifically set forth herein. In the event that an Eligible Team Member from an National Team that qualifies for the Finals is a "minor" in their country of residence, that Team Member must be accompanied by a parent or legal guardian, traveling on the same itinerary, and who shall be responsible for all of their own travel and accommodation costs including, without limitation, transportation and accommodation costs and any cost or expense associated with obtaining all the necessary visas, passports, or other travel documents issued by the government of their country of citizenship so that they have the legal capacity to travel to the United States of America..

12.2 Prizes are not transferable. No substitutions or exchanges (including for cash) of any prizes will be permitted, except that Blizzard reserves the right to substitute a prize of equal or greater value for any prize. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including, without limitation, any implied warranty of merchantability or fitness for a particular purpose). STATE, LOCAL TAXES, INCLUDING 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 Blizzard an IRS form W-8 or W-9 and bank account by December 10, 2016 to receive their cash prize. Should a Winner experience any issues providing the required documentation by December 10, 2016, the Winner should contact Blizzard immediately to arrange for additional time. Whether additional time is provided for a Winner to provide the required documentation will be at the discretion of Blizzard.

12.3 All travel must take place on the dates and times as specified by Blizzard. Players who qualify for prizes hereunder shall be responsible, at their own cost and expense, for obtaining all the necessary visas, passports, or other travel documents issued by the government of their country of citizenship so that they have the legal capacity to travel to the United States of America, and are responsible for any and all other costs and expenses associated with their prize that are not specifically set forth herein. Should a Players who qualify for prizes hereunder be a "minor" in their country of residence, a parent or legal guardian shall travel on the same itinerary with the Players, and shall be responsible for all of their own travel and accommodation costs including, without limitation, transportation and accommodation costs and any cost or expense associated with obtaining all the necessary visas, passports, or other travel documents issued by the government of their country of citizenship so that they have the legal capacity to travel to the United States of America.

13.0 Player information. Blizzard collected the information necessary to operate the Tournament at the time that you registered your Battle.net Account, and without limiting Blizzard's rights under its Online Privacy Policies, Blizzard will use such information to contact you for matters and events related to the operation of the Tournament. Blizzard will collect, store, and use information collected in connection with the Tournament and Tournament Events (including information collected at live events) in accordance with Blizzard's Online Privacy Policies, available at www.battle.net. By accepting these Official Rules, you are also agreeing to the terms of the Blizzard Online Privacy appropriate for your country of residence.

- 14.0 Blizzard's Use of Entries.** You hereby agree that in consideration of your being allowed the opportunity to compete in the Tournament, Blizzard, its parent, subsidiaries and affiliates, shall have the perpetual, non-exclusive, worldwide license and right to utilize your name, character, likeness, and a biography of you. Blizzard shall have the right to use, modify, reproduce, publish, perform, display, distribute, make derivative works of and otherwise commercially and non-commercially exploit your name, character, likeness, and a biography of you in perpetuity and throughout the universe, in any manner or medium now existing or hereafter developed, without separate compensation to you or any other person or entity. You agree to take, at Blizzard's expense, any further action (including, without limitation, execution of affidavits and other documents) reasonably requested by Blizzard to effect, perfect or confirm Blizzard's rights as set forth above in this Section 14.
- 15.0 General Release.** By entering the Tournament, you release Blizzard and any of its parent companies, subsidiaries, affiliates, directors, officers, employees, representatives, agents and agencies (collectively, the "Released Parties") 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 the Tournament (including, without limitation, participation in the Tournament) 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. Some jurisdictions do not allow (i) the exclusion of implied warranties on applicable statutory rights, so the above exclusions and limitations may not apply in some cases.
- 16.0 License Agreement.** Players are at all times subject to the terms of Blizzard's Battle.net End User License Agreement, available at www.battle.net. Should any Player be found in violation of the Battle.net End User License Agreement, such Player will not be eligible and will be automatically disqualified from the competition and Blizzard reserves all rights to claim any equitable or legal remedies for loss, and remedies under breach of contract, due to the violation of the Terms of Use License Agreement.
- 17.0 Publicity Release.** Blizzard shall have the right to utilize your name, bio and likeness in advertising for the Tournament as well as in historical promotion of the Tournament. Blizzard also shall have the right to have the Tournament broadcast or re-broadcast (including via Internet transmission and wireless networks) by itself and/or the broadcast partner(s) without further payment to you in this Tournament Rules.
- 18.0 Affidavit & Release.** As a condition of being awarded any prize, winners will be required to execute and deliver to Blizzard a signed affidavit of eligibility and acceptance of these Official Rules and release of liability. In the event that a winner is under the age of majority in his or her country of residence, winner's parent or legal guardian will be required to execute and deliver such documents. Failure to return a signed affidavit within seven (7) days may result in forfeiture of prize. Potential winners are responsible for ensuring return of all required materials; proof of sending will not be considered proof of receipt by Blizzard.
- 19.0 Winners List; Rules Request.** A list of winners will be posted at <https://playoverwatch.com/worldcup> no later than November 30, 2016 and will remain available until March 31, 2017. For a copy of the winners list, send a stamped, self-addressed, #10 business-size envelope (4 1/8" x 9 1/2") after November 30, 2016, and before March 31, 2017 to Blizzard at, "Overwatch® World Cup Arena Global Invitational - Winners List, c/o Blizzard Entertainment, P.O. Box 18979, Irvine, CA 92612." To obtain a copy of these rules, send a stamped, self-addressed business-size envelope to Blizzard at the address listed below, "Overwatch® World Cup Arena Global Invitational - Rules Request, c/o Blizzard Entertainment, P.O. Box 18979, Irvine, CA 92612." Canadian residents may omit return postage.
- 20.0 Copyright Notice.** The Tournament and all accompanying materials are copyright © 2016 Blizzard Entertainment, Inc., and its respective licensors. All rights are reserved.
- 21.0 Miscellaneous.** Entrants agree to be bound by these Official Rules and by the decisions of Blizzard and Blizzard, which are final and binding in all respects. Blizzard reserves the right to change these Official Rules at any time, in its sole discretion, and to suspend or cancel the Tournament or any entrant's

participation in the Tournament should viruses, bugs, unauthorized human intervention or other causes affect the administration, security or proper play of the Tournament or Blizzard otherwise becomes (as determined in its sole discretion) incapable of running the Tournament as planned. If terminated, Blizzard may, at its discretion, select make up dates to run a “make up” tournament. Entrants who violate these Official Rules, tamper with the operation of the Tournament or engage in any conduct that is detrimental or unfair to Blizzard, the Tournaments or any other entrant (in each case as determined in Blizzard's sole discretion) are subject to disqualification from entry into the Tournament. Blizzard reserves the right to lock out persons whose eligibility is in question or who have been disqualified or are otherwise ineligible to enter the Tournament. If you have any questions about these Official Rules or the Tournament, please e-mail them to or send written questions to “Overwatch® World Cup Arena Global Invitational,” - Information Request,” 16215 Alton Parkway, Irvine, CA 92618, or to tourneyinfo@blizzard.com.

22.0 Tournament Sponsor. The sponsor of the Tournament is Blizzard Entertainment, Inc., c/o 2016 Overwatch® World Cup Arena Global Invitational, P.O Box 18979, Irvine, CA 92623.