



OVERWATCH
LEAGUE

**SUMMARY OF OFFICIAL RULES AND CODE OF
CONDUCT**

2020 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 Conference and Pacific Conference), 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 15, 2020 to be eligible to compete in the Overwatch League 2020 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 reasonably 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,

Mid-Season Tournament, post-season, All-Star and Grand Finals match days. All Teams are provided with an Overwatch League Playbook 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 may 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 Conferences and Divisions.** Teams competing in the League will be divided into two conferences and four divisions. The two conferences are Pacific Conference and Atlantic Conference. The Pacific Conference will consist of the East and West Divisions, while the Atlantic Conference will consist of the North, and South Divisions:
 - (a) **East Division:** Chengdu Hunters, Guangzhou Charge, Hangzhou Spark, Seoul Dynasty, and Shanghai Dragons.

- (b) **West Division:** Dallas Fuel, Los Angeles Gladiators, Los Angeles Valiant, San Francisco Shock, and Vancouver Titans.
 - (c) **South Division:** Atlanta Reign, Florida Mayhem, Houston Outlaws, Philadelphia Fusion, and Washington Justice.
 - (d) **North Division:** Boston Uprising, London Spitfire, New York Excelsior, Paris Eternal, and Toronto Defiant
- 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 27 weeks of competition.
 - (b) During each week of the Regular Season, matches will typically be played on Saturdays and Sundays but may be played on any day of the week.
 - (c) 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.
 - (d) Each Team will have 28 matches during the Regular Season, not including Playoffs or the Mid-Season Tournament.
 - (e) Teams will play against all other teams within their conference twice, and all teams in the other conference once.
 - (f) Matches will be played at a venue pre-determined by the League Office. Teams will be notified by the League Office in writing of these locations.
- 5.4. Match Structure.** Each match will consist of at least three competitive maps selected by the League Office. The winner of each match will be the Team that is the first to win three maps. In the event of a draw on any given map, neither Team will be rewarded a win. The win/loss differential of each match will count toward the end-of-season rankings of Teams in the event of ties.
- (a) For all Regular Season matches, after each map is played, the losing Team will select whether they attack or defend at the start of the next map, if applicable.
- 5.5. Map Selection.** The League Office will determine the available maps for all Preseason, Regular Season, Mid-Season Tournament, Playoff, and Grand Finals matches. The League Office will determine the specific maps played for all Regular Season matches. The Regular Season will include different map pools 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 and game modes that will be played 2 weeks in advance.
- 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 game mode.
- (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. Mid-Season Tournament. During the season, there will be a four team, three-match bracket consisting of the top team from each conference, and the next best two teams overall based on the results from each team’s first nine matches of the season.

- (a) Four teams will compete in a single elimination bracket.
- (b) In each subsequent Match, the higher seeded team will select the first map of the match from a predetermined map pool.
- (c) In each match, the loser of each map will pick the next map, and the winner will select whether to attack or defend.
- (d) No map may be played twice in any match.
- (e) In the event of a draw, neither team will be awarded a win.
- (f) The team with the best record in each Conference based on the first nine matches of the Regular Season will be awarded seeds one and two. The remaining teams, regardless of Conference, will receive seeds three and four according to their records.
- (g) *Semi-Finals.* The First seeded team will play any qualifying team of their choice for Semi-Final 1. The two remaining teams will play against each other in Semi-Final 2. The winner of each match will advance to the Finals, while the loser will be eliminated. In the Semi-Final Round, the winner will be the first Team to win three maps (i.e. “**First-to-3**”).
- (h) *Finals.* The Finals will be a single, First-to-4 match between the winners of the Semi-Final 1 and Semi-Final 2.
- (i) Winners of the Mid-Season Tournament will earn performance bonuses as follows:
 - (i) Mid-Season Tournament Winner: \$500,000
 - (ii) 2nd Place: \$250,000
 - (iii) 3rd Place: \$150,000
 - (iv) 4th Place: \$150,000

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-3” 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 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 Conference winners, four wild card Teams with the best Regular Season records regardless of Conference, and the top two Teams from the Play-in Tournament. Playoffs will be structured as follows:
- (i) Each match is First-to-3 maps, except for Winners Bracket, Round 2, Loser’s Bracket, Final, and Grand Finals, which will be a “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 designated 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 Conference winners will be awarded seeds one and two, the Teams that finished third through sixth during the Regular Season (regardless of Conference) 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 Winners Bracket, Round 2. 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 4th 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 3rd 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 2020 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: \$1,500,000
 - (2) Runner Up: \$800,000
 - (3) 3rd Place: \$500,000
 - (4) 4th Place: \$300,000
 - (5) 5th Place: \$200,000
 - (6) 6th Place: \$200,000
 - (7) 7th Place: \$100,000
 - (8) 8th Place: \$100,000
- (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 the first nine matches of the season (for determination of the Mid-Season Tournament seeding) or the end of the Regular Season (for determination of Playoff seeding, Play-in seeding and Performance Bonuses), such ties will be broken as follows (in order):

- (a) For the Mid-Season Tournament, the Team that has the better overall map differential (i.e., maps won less maps lost) over the course of the first nine matches will prevail.
- (b) For Playoffs, the Team that has the better overall map differential (i.e., maps won less maps lost) over the course of the entire Regular Season (not including the Mid-Season Tournament) will prevail.
- (c) Second, the head-to-head map differential records of the Teams will be compared. The Team that has won the most maps against the other will prevail.
- (d) Third, 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.
- (e) Fourth, the head-to-head full match win/loss records of the Teams vs the top-seeded team in their conference will be compared. The Team that has won the most matches against the top-seeded team in their conference will prevail.
- (f) Fifth, the head to head map differential records of the Teams vs the top-seeded team in their conference will be compared. The Team that has won the most maps against the top-seeded team in their conference will prevail.
- (g) Sixth, if a tie exists for the first seed in a conference, the head-to-head full match win/loss records of the Teams vs the top-seeded team in the other conference will be compared. The Team that has won the most matches against the top-seeded team in the other conference will prevail.
- (h) Seventh, if a tie exists for the first seed in a conference, the head-to-head map differential records of the Teams vs the top-seeded team in the other conference will be compared. The Team that has won the most maps against the top-seeded team in the other conference will prevail.
- (i) Eighth, 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 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) Noise-cancelling headset with microphone
 - (iv) Competition “desk”
 - (v) Chair
- (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. 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) *Branding on Player-Provided Equipment.* Player-provided equipment permitted by the League Office for use in competition may display only the customary manufacturer branding that exists on such items in the marketplace.
- (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 2020 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 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, short sleeve or long sleeve), the League-sanctioned Team hat, the League-sanctioned Team joggers, the League-sanctioned Team jacket, and the League-sanctioned compression sleeve (collectively, the "**Uniform**").
- (b) *Mandatory Elements During Competition.* The League-sanctioned jersey and joggers 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 during gameplay. 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 joggers, 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 and/or Hosting Team will provide Teams with a detailed description of Team obligations on each match day in which the Team competes.
- 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 un-pause the Game themselves. If a pause is needed, Players must request a pause via typing "p" in chat.
 - (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, Mid-Season Tournament, or other related event 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 minimum of eight (8) players must be available per team at each match day. 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 November 15, 2019, 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 game breaks. 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 of the replaced Player and swap in the SSD of the new Player during the break between the maps. Players may swap approved peripherals in/out for the new Player at this time as well.

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 7th, 2019 and close at 5:00 p.m. Pacific Standard Time on June 15th, 2020.

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 5.18. 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.

6. LEAGUE FORMAT AND SCHEDULE

6.1. 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.

- (e) The League is a place for players from around the world, from different cultures, and from different backgrounds, to come together to compete and share their passion for our game. Participants in our competitions should be focused on bringing the world together through epic entertainment, celebrating our game, players, and fans, and building diverse and inclusive communities. Players, Team Managers, and Owners must refrain from disruptive or divisive behavior, commentary, or other forms of expression during official League and Team events (including without limitation any Official Game) or on any official League or Team channels (e.g., match broadcasts, League or Team shows, and official League and Team-branded websites and social media channels). Throughout the period on match day that a Player, Team Manager, or Owner is visible to the League's and/or Team's live and camera audience(s), they may not wear, display or otherwise convey personal messages without express League Office approval, which approval shall not be granted for political messages.

6.2. 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.

6.3. 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.

6.4. 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.

6.5. 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.

6.6. 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.

6.7. 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.

6.8. 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.

6.9. 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.

6.10. Reporting.

- (a) Upon becoming aware of any conduct prohibited by this Section, 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.