

Overwatch® World Cup 2017

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 MAY 9, 2017, OR WHO ARE OVER THE AGE OF THIRTEEN YEARS OF AGE AND HAVE WRITTEN PERMISSION FROM THEIR PARENT OR GUARDIAN; (IV) RESIDE IN ARGENTINA, AUSTRALIA, AUSTRIA, BELARUS, BELGIUM, BENELUX, 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, 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”); AND POSSESS A CURRENT PASSPORT ISSUED BY THE COUNTRY THAT IS BEING REPRESENTED BY THE NATIONAL TEAM ON WHICH PLAYER IS COMPETING THAT WILL ALLOW THE PLAYER TO TRAVEL TO SHANGHAI, CHINA; ANAHEIM, CA USA; SYDNEY, AUSTRALIA; AND KATOWICE, POLAND. 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 2017

Commencement Date: May 9, 2017

Playoffs: November 3rd, 2017 through November 4th, 2017, 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, to determine if the Player would be interested in competing on his /her country’s National Team in the Tournament. If a Player responds to Blizzard that he/she is interested in competing on the Player’s National Team in the Tournament. If a Player confirms to Blizzard that he/she is interested in participating on the National Team in the Tournament, Blizzard shall identify the person 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 which Players that the Overwatch community would recommend that Blizzard invite to the Tournament to represent that particular country’s National Team. The three (3) Players who receive the most votes will then be able to suggest the six (6) Players to be considered for their National Team. Thereafter, Blizzard 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 Group Stage.

3.1.1 Teams will be assigned to one of eight (8) groups of four (4) National Teams, with the groups to be determined by Blizzard in its sole discretion.

3.1.2 Each match is defined as a competitive meeting of two teams for four games (“Maps”) plus an optional “sudden death” fifth game if the score is tied after four games. Each game

("Map") will provide 1 point to the winner for a victory or a tie and 0 points for a defeat. The team with the greater overall score at the end of 4 maps will be the victor of the match. If there is a tie after 4 maps, a 5th "sudden death" map will be played. This map will be decided by Blizzard and communicated to both teams prior to the start of the match.

3.1.3 Teams in a group will be ranked based on match wins. If there is a tie in match wins between two or more teams, those teams that are tied will be further ranked based on game wins. In the event a tie still exists between two or more teams, those teams will play an additional "tiebreaker" game in a round-robin format for all tied teams, until there is no longer a tie.

3.1.4 The top two (2) teams from each group will advance to the sixteen (16) team single-elimination playoffs. Teams in the single-elimination playoffs will be matched by Blizzard at its discretion where teams that advance 1st from their group will be matched against a team that advances 2nd from a different group. The playoffs will take place at the same venue as the Group Stage where the team participated.

3.2 Tournament Finals. The National Teams that advance to the Round of eight (8), will compete in a single-elimination bracket to compete to determine the First place, Second place, and Third place finishers of the Tournament. The Tournament Finals will take place at BlizzCon in Anaheim, CA.

3.2.1 Each match is defined as a competitive meeting of two teams for a best-of-five (5) through the playoff matches until the final which will be a best-of-seven (7). Each game ("Map") will provide 1 point to the winner for a victory or a tie and 0 points for a defeat. for a defeat. At the conclusion of the match, the team with the greatest point total will be the victors of the match. In the event of a tie, Tournament Administration will determine at their sole discretion how to proceed to determine a winner.

4. Tournament Operations.

4.1 Map pool and map type order for all groups and matches will be decided by Blizzard.

4.2 Competition will take place on a server environment defined by Blizzard, using accounts provided by Blizzard.

4.3 National Team seeding and groupings will be determined by Blizzard in its sole discretion.

4.4 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.

4.5 Tournament Administration should be notified of any issue and they will determine a resolution at their discretion.

4.6 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 Organizer's Tournament officials immediately of the issue. Any disputes will be handled at the discretion of Organizer.

4.7 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.)

4.8 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 twenty (20) minutes before Scheduled start time. At the end of the warm-up period a National Team must have the minimum of six (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 Eligible Participant's responsibility to know and understand the rules as they exist during the Tournament period. Any form of cheating will not be tolerated. If the Blizzard determines that an Eligible Participant is cheating or otherwise interfering with the Tournament, the Eligible Participant 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 maliciously intentionally alter, or attempt to alter, the results of any match, including losing a match to advance one Team or another Team's position in the Tournament. If Blizzard determines that an Eligible Participant is colluding or match fixing, the Eligible Participant 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 Eligible Participant'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 an Eligible Participant's Battle.net account in any 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.

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

7.3 Unsportsmanlike Behavior. Should Blizzard determine that an Eligible Participant commits, or threatens to commit, violent acts against any other Eligible Participant in the Tournament, a Blizzard representative, or any spectator of the Tournament, or engages in any unsportsmanlike behavior, the Eligible Participant 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.

8.0 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."

9.0 Rule Violations. Any violation of the Tournament rules by one or more members of a National Team will result in immediate disqualification of that National Team from the Tournament, and removal from event where the Tournament is taking place, and the forfeiture of any prize that the players on that National Team may otherwise have won. All decisions of Organizer regarding rule violations, or any other issues regarding the Tournament, are final.

10.0 Tournament Prizing.

10.1 Group Stage Prizing.

10.1.1 Each of the players who are members of a National Team that has qualified for the Group Stage of the Tournament will each win: (i) round trip coach air fare from the regional airport nearest the Team Member's residence to the site of the Group Stage of the Tournament (Blizzard may substitute ground transportation for airfare, in its sole discretion, if the winner(s) are within driving distance to such site); and (ii) up to five (5) nights lodging (double occupancy) at a hotel of Blizzard's choice, meals and ground transportation, as determined by Blizzard, in its sole discretion. The approximate retail price of this prize package is estimated at \$2,500.00 U.S.D., depending upon the cost of travel for the Eligible Participant to attend the Tournament Finals. All travel must take place on the dates and times as specified by Blizzard. Eligible Participants who qualify to compete in the Tournament 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 Tournament 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.

10.1.2 Additionally, each of the players who travel to the Group Stage of the Tournament, compete in their National Team's matches by Blizzard at Group Stage of the Tournament shall receive \$1,500 USD.

10.2 Tournament Finals Prizing.

10.2.1 Each of the players who are members of a National Team that has qualified for the Finals of the Tournament will each win: (i) round trip coach air fare from the regional airport nearest the Team Member's residence to the site of the Group Stage of the Tournament (Blizzard may substitute ground transportation for airfare, in its sole discretion, if the winner(s) are within driving distance to such site); and (ii) up to five (5) nights lodging (double occupancy) at a hotel of Blizzard's choice, meals and ground transportation, as determined by Blizzard, in its sole discretion. The approximate retail price of this prize package is estimated at \$2,500.00 U.S.D., depending upon the cost of travel for the Eligible Participant to attend the Tournament Finals. All travel must take place on the dates and times as specified by Blizzard. Eligible Participants who qualify to compete in

the Tournament 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 Tournament 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.

10.2.2 Additionally, each of the players who travel to the Tournament Finals and compete in their National Team’s matches at the Finals of the Tournament shall receive \$1,500 USD.

10.3 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 Organizer an IRS form W-8 or W-9 and bank account by December 10, 2017 to receive their cash prize. Should a Winner experience any issues providing the required documentation by December 10, 2017, 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.

11.0 Affidavit & Release. As a condition of being awarded any prize, potential winners may be required to execute and deliver to Blizzard within a specified time period an Affidavit of Eligibility, Release of Liability and, unless prohibited by law, Publicity. Failure to do so within the time period specified or noncompliance with these Official Rules will result in disqualification and Blizzard may, at its discretion, award the prize to an alternate winner.

12.0 General Release. As a condition to being allowed to participate in the Tournament and to the greatest extent permitted by the applicable laws and regulations, entrants agree to release and hold harmless 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 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.

13.0 Miscellaneous. Entrants agree to be bound by these Official Rules and by the decisions of Blizzard and Organizer, 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,” 1 Blizzard Way, Irvine, CA 92618, or to tourneyinfo@blizzard.com.