



2018 OVERWATCH CONTENDERS OFFICIAL RULES

Version 1.0

INTRODUCTION

Blizzard Entertainment, Inc. (“**Blizzard**”) created Overwatch® Contenders (“**Contenders**”) to serve as the premier Overwatch® competition platform outside of the Overwatch League™. Overwatch Contenders will provide a cohesive global competitive Overwatch ecosystem as a platform to showcase the best competitive Overwatch players in the world.

These 2018 Overwatch Contenders Official Rules, including any updates, amendments or supplements thereto (“**Official Rules**”) codify the rules and standards of conduct that will apply as a condition to participation in Contenders. These Official Rules apply to all Teams, Team Owners, Team Managers, Team Staff, and Players (“**Participants**”) who are actively participating in Contenders or any event related to Contenders. These Official Rules have been designed to ensure the integrity of all Contenders competition, to protect the image and reputation of Contenders and to create a consistent and high-quality experience for members of the public that view Contenders events.

These Official Rules form a contract between Participants, on the one hand, and Blizzard and its affiliates who are engaged in operating Contenders, on the other hand. These Official Rules establish the general rules of tournament play, including rules governing player eligibility, tournament structure, points structure, prize awards, and player conduct. These Official Rules also contain limitations of liability, license grants, and other legally binding contractual terms. Each Participant is required to read, understand, and agree to these Official Rules before participating in Contenders.

THESE OFFICIAL RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN CONTENDERS ARE GOVERNED BY A BINDING ARBITRATION CLAUSE IN SECTION 14 AND A WAIVER OF

CLASS ACTION RIGHTS. THAT CLAUSE AFFECTS YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW IT CAREFULLY BEFORE ACCEPTING THESE OFFICIAL RULES.

Blizzard will designate certain employees, agents, or other representatives to serve as “**Tournament Administration**” to operate Contenders, implement these Official Rules, and serve as the point of contact for Teams and Team Owners.

If a provision of these Official Rules is or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of these Official Rules or the validity or enforceability in other jurisdictions of any other provision of these Official Rules.

1. ACCEPTANCE OF OFFICIAL RULES

1.1 **Acceptance.** Each Participant must agree to these Official Rules to participate in Contenders. You may accept these Official Rules by any one of the following methods:

- Registering to participate in Contenders;
- Signing a Contenders Participation Form either in print or digitally;
- Participating in any match that is part of Contenders.

1.2 **Changes to and Enforcement of these Rules.** The field of professional esports competitions is still relatively new and changing rapidly, and these Official Rules will evolve in real time to keep pace with those changes. Accordingly, in its sole discretion, Blizzard (a) may update, amend or supplement these Official Rules from time to time; and (b) may interpret or apply these Official Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. Blizzard’s authority, responsibility, obligations and consent rights as expressed herein will be exercised in Blizzard’s sole discretion. Any material changes to these Official Rules will be provided to the Participants prior to the next Contenders event in which the changed rules will apply. Participation in Contenders will constitute acceptance of the changed rules. Changes to Section 14 will be governed by the provisions in that section.

2. PLAYERS

2.1 **Eligibility.** To be able to compete as a “Player,” in the 2018 Overwatch Contenders Season One Tournament (“**Season One**”) you must:

- 2.1.1 be in good standing with respect to any Battle.Net accounts registered in your name, with no undisclosed violations of the Blizzard End User License Agreement;
- 2.1.2 be over the age of thirteen as of February 14, 2018;
- 2.1.3 if, as of February 14, 2018 you are under the age of majority in your country of citizenship, you must have written permission from a parent or guardian;
- 2.1.4 reside in the Algeria, Argentina, Australia, Austria, Bahrain, Belarus, Belgium, Belize, Bolivia, Bosnia and Herzegovina, Brazil, Bulgaria, Canada, Chile, Colombia, Costa Rica, Croatia, Cyprus, Cuba, Czech Republic, Denmark, Dominican Republic, Egypt, El Salvador, Ecuador, Estonia, Finland, France, Germany, Georgia, Greece, Guatemala, Haiti, Honduras, Hong Kong, Hungary,

Iceland, India, Indonesia, Ireland, Israel, Italy, Jamaica, Japan, Kazakhstan, Latvia, Lithuania, Luxembourg, Macau, Malaysia, Malta, Macedonia, Mexico, Morocco, Netherlands, New Zealand, Nicaragua, Norway, Paraguay, Peoples Republic of China, Peru, Philippines, Poland, Portugal, Puerto Rico, Qatar, Republic of Moldova, Romania, Russian Federation, Serbia, Singapore, Slovakia, Slovenia, South Africa, South Korea, Spain, Sweden, Switzerland, Taiwan, Thailand, Tunisia, Turkey, Ukraine, United Kingdom, United States, Uruguay, Venezuela, Vietnam (“ELIGIBLE COUNTRIES”).

2.1.5 not be a director, officer, or employee of Blizzard, or any entity which controls, is controlled by, or is under common control with Blizzard;

2.1.6 not be on the Roster of more than one Contenders Team at the same time; and

2.1.7 agree to be bound by these Official Rules.

2.2 **Player names.** Players must use an acceptable name in Contenders competition. Players may use Battle Tags or handles during Contenders. If a Player does not use his or her legal name, Tournament Administration reserves the right to restrict or change a Player’s tag, handle, or other name. Tournament Administration reserves the right to revoke the eligibility of any Player whose Battletag is offensive, toxic, or incorporates any Blizzard or third party intellectual property.

2.2.1 Player names may not include a sponsor name.

2.2.2 Player names may not include a product name or description.

2.2.3 Player names may not include any words that are purely commercial.

2.2.4 Player names must comply with these Rules.

3. TEAMS

3.1 **Team License.** Each Team Owner will receive a license to operate a Team for the duration of the Contenders Season (a “**Team License**”), subject to the Team and Team Owner’s compliance with these Official Rules. Each Team Owner may hold only one Team License per Region. Each Team Owner must agree in writing to be bound by these Official Rules.

3.2 **Overwatch Contenders Season One Teams.** A “**Team**” will consist of up to nine (9) Players and a Team Manager (who may be one of the Players on a Team).

3.3 **Team Owners.** A “**Team Owner**” must be a legal entity formed under the laws of a country in the Region in which the Team will compete. A Team License may not be held directly by a Player. In the event a Player-owned organization advances from the Open Division to Contenders Trials, Tournament Administration will coordinate with the Team Owner to determine the necessary steps to transfer ownership to an approved legal entity.

3.4 **Team Manager.** Each Team will have a single individual designated as Team Manager. The Team Manager may be one of the Team’s Players. The Team Manager will be responsible for communicating with Tournament Administration on behalf of the Team.

3.5 **Team Management.** The Team Manger will act as a Team’s primary contact for all roster changes, rule disputes, and other communication between each Team and Tournament Administration.

3.5.1 **Single Channel Inquiries.** Only the Team Manager should contact Tournament Administration regarding Team-related issues.

- 3.5.2 **Designation.** Team Managers must be designated before the initial Roster Lock. In the event of a Team Manager change, Tournament Administration must be informed by the Team Owner.
- 3.5.3 **Final Decisions.** Team Managers maintain active control over the team as outlined in this document, but in the case of a dispute the final decision-making power lies with the Owner of a Team.
- 3.5.4 **Transfer of Ownership.** A Team License is non-transferable unless the transfer is approved in writing by Tournament Administration. Tournament Administration reserves the right to disapprove any proposed Team License transfer for any reason or no reason.
- 3.5.5 **Team Replacement.** In the event that a Team Owner violates these Official Rules, Blizzard may, at its option, disqualify the Team from competition and replace the Team with another Team.

3.6 Team Branding

- 3.6.1 Each Team must have an original name and logo and consistent team colors (the “**Team Branding**”). By agreeing to these Official Rules, the Team Owner represents and warrants that the Team Owner owns or has obtained all the necessary rights, licenses and permissions to use the Team Branding in connection with the Team and Contenders and to grant to Blizzard the licenses set forth in Section 13.
- 3.6.2 All Team apparel must be submitted to Tournament Administration at least 2 weeks before it is intended to be shown on broadcast or appear at a live event. Teams and players are required to have their own physical branding in the event that the team is to play in an on-site event. Teams will be required to source this branding on their own.

3.7 Roster Requirements.

- 3.7.1 **Starters.** Each Team must designate six (6) starting Players.
- 3.7.2 **Substitutes.** Each Team may designate up to 3 substitute Players. These Players may replace starters during the Season. Teams may utilize any available substitute who is present on their Roster. Substitutes may change teams between Weeks.
- 3.7.3 **Roster Declaration.** Players present in the game lobby during the first map selection are declared players for the first map of a match. Roster substitutions may be declared from this point on.
- 3.7.4 **Roster Changes.** All roster changes must be communicated to and approved by Tournament Administration. Roster change requests must be made by the Team Manager, and must be submitted before Roster Lock for that week.
- 3.7.5 **Roster Locking.** Throughout *Season One*, Rosters will have Roster Locking periods, where rosters will be unable to be altered prior to upcoming matches. After a Roster Lock begins, rosters will not be available for alteration. Tournament Administration may overrule this due to unforeseen circumstances.
 - 3.7.5.1 **Roster Submissions.** Rosters for each week of *Season One* must be submitted to contendersupport@blizzard.com prior to Roster Lock.
 - 3.7.5.2 **Substitute additions.** Substitutes must also be added or removed prior to these Roster Lock periods to be eligible for use during play.

- 3.7.5.3 **Initial Season Roster Lock, Week 1.** Rosters for Week 1 must be submitted by January 15, 2018; except that Teams qualifying out of Contenders Trials must submit their rosters within 24 hours of after the conclusion of Trials play.
- 3.7.5.4 **Week 2 - Week 5** Rosters will lock **72 hours** prior to each team's match of that week's play.
- 3.7.5.5 **Playoffs and Trials.** Rosters will be locked to the Week 5 Roster for the weeks of the Playoffs, and the weeks of Trials.
- 3.7.5.6 Rosters will not be available for changes following a Roster Lock for **any reason**. Teams may not start matches or subsequent maps without a full six (6) man roster, and will not have the ability to add substitutes following a Roster Lock.

3.8 Adding players to a Roster. The following outlines the process for submitting a roster addition (and subsequent roster changes) to Administration.

- 3.8.1 **Required Information.** The following is a list of required information for Players. This will need to be provided for every roster submission and change.
 - 3.8.1.1 **Full Name.**
 - 3.8.1.2 **Player Battle Tag** – Example: Krusher99#9999 (This is case sensitive). If a Player makes a change to his or her Battletag, the change must be done prior to a Roster Lock. Team Captains or Managers must inform Tournament Administration of any Players on the Roster that have changed their Battletag.
 - 3.8.1.3 **Player Twitter**
 - 3.8.1.4 **Role (DPS, Tank, Off-Tank, Support, Flex)**
 - 3.8.1.5 **3 Main Heroes Played**
- 3.8.2 **Player Photos.** Initial roster submission will require a Player photo. For roster changes following Week 1, Player photos will need to be submitted no later than 5 days following the roster change. Player photos will need to be taken with the following guidelines in mind:
 - 3.8.2.1 Waist up framing
 - 3.8.2.2 Arms should either be folded in front or resting at the side
 - 3.8.2.3 Face the camera (including square shoulders/body)
 - 3.8.2.4 Daylight preferred (or other well lit area)
 - 3.8.2.5 Make sure there are no harsh shadows on the face
 - 3.8.2.6 Wear Team Jersey or other non-branded color coordinated shirt
 - 3.8.2.7 No hats or covering of the face, including sunglasses
 - 3.8.2.8 Background
 - 3.8.2.8.1 Solid Color
 - 3.8.2.8.2 Green screen preferred or other bright solid color
 - 3.8.2.8.3 Stand around 6 feet away from the background preferred.

3.9 **Player Restrictions.** There are several restrictions that may apply to Overwatch Contenders *Season One* Players throughout the course of the tournament.

3.9.1 **Week 1 – Week 4 Player Restrictions.** During the first four (4) weeks of the season, Players are restricted to playing for **one Region** at any given time. Players may also only be present on the roster of a **single team** at any given time, including Open Division teams and Contenders teams.

3.9.2 **Week 5 – Conclusion of Tournament.** Starting Week 5 of Overwatch Contenders *Season One*, any Player who plays at any point during a match will be locked to their Team roster for the remainder of *Season One*, regardless of Region. For clarity, Players that are substitutes on a Team Roster will not be affected by this restriction until they play in a match in or after Week 5.

3.10 **Player Contracts.**

3.10.1 Team Owners may enter into services agreements with Players in connection with Player participation on the Team. Any such contracts must comply with applicable laws.

3.10.2 Any services agreement between a Team Owner and a Player must permit the Player to:

3.10.2.1 negotiate with Overwatch League teams regarding service as a player in the Overwatch League; and

3.10.2.2 terminate the Player's agreement with the Team Owner in the event the Player accepts a written offer to join the Overwatch League.

3.10.3 In the event a Player is signed to an Overwatch League player contract, the Overwatch League team will pay to the Team Owner a one-time fee equal to 25% of the Player's total annual Overwatch League salary and signing bonus during the Overwatch League season in which the Player is signed (a "**Transfer Fee**"). The Transfer Fee must be paid from the Overwatch League Team to the Team Owner within 30 days of the Player's execution of an Overwatch League player contract.

3.10.3.1 For example, and without limitation, in the event a Player is signed to an Overwatch League contract during the Transfer Window of Overwatch League Season 1 which provides for a total annual salary of \$50,000 with a \$10,000 signing bonus, the Overwatch League Team would owe a total Transfer Fee of \$15,000.

4. SEASON ONE STRUCTURE AND SCHEDULE

4.1 **Regions.** Contenders Season One will operate in seven regions worldwide (each, a "**Region**"):

4.1.1 **Australia**

4.1.2 **China**

4.1.3 **Europe**

4.1.4 **Korea**

4.1.5 **North America**

4.1.6 **Pacific**

4.1.7 **South America**

- 4.2 **Contenders Trials.** Blizzard will invite 8 Teams per Region to participate in Contenders Trials. The top Teams will advance to participate in Contenders, subject to slot availability and as determined by Tournament Administration. At the beginning of each Contenders Season, as defined by the start of Contenders Trials, Blizzard will invite 16 Teams per Region to compete; eight (8) teams will enter Contenders directly via the previous Contenders Season and eight (8) teams will compete for the remaining Contenders spots.
- 4.3 **Regular Season.** Each Region will consist of a total of 12 Teams. Each Region will feature a **single round robin** group stage, with each Region containing two groups of 6 teams. All Teams will play a total of five (5) matches throughout *Season One* (excluding playoffs matches). These matches will be against every other Team in a Team's respective group.
- 4.4 **Matches and Standings. Match Structure.** Each match will consist of four competitive maps selected by the Tournament Administration. The winner of each match will be the Team that has won more maps than the other Team. All four maps will be played, regardless of the outcome of the first three maps. The win/loss differential of all four maps will count toward the end-of-season rankings of Teams in the event of ties.
- 4.4.1 **Ties.** Tiebreaker matches will be played at the conclusion of a Four Game Set that ends in a tie. As a result, teams will play a **Best of 3** on **Oasis** to break the tie and award the Match Win. Match Tiebreakers will not be included in total map win counts for standings.
- 4.4.2 **Standings.** Standings will be represented by win and loss totals. In the event that two or more teams are tied in the standings at the end of the Regular Season, the first tiebreaker will be total Maps Wins (the team with the higher number of Map Wins during the Regular Season will break the tie). If total Maps Wins is tied between the two (2) teams, then the head to head record between the two teams in question will be evaluated where the winning team will advance.
- 4.5 **Playoffs.** Each Region will feature a single elimination bracket style playoffs consisting of the Top 4 teams from each Season One Regular Season group. The First Seed (1st) will play the Fourth Seed (4th) from the opposite group and the Second Seed (2nd) will play the Third Seed (3rd) from the opposite group in the Best of Five (5) Quarterfinals of each region. The winners of the Quarterfinal matches will play in the Best of Five (5) Semifinal matches. The winners of the Semifinal matches will play in a Best of Seven (7) Grand Final match to determine First and Second place in each region. Map pools for playoffs will be communicated to Teams prior to tournament play.
- 4.6 **Season One Regional Schedule Documents.** Unique scheduling documents will be provided to Teams prior to the event. This document will include all scheduled matches over the duration of Overwatch Contenders *Season One*. The following is a general overview of the dates for *Season One*.

CN/EU/NA

Week 1 – Week of March 5th

Week 2 – Week of March 12th

Week 3 – Week of March 19th

Week 4 – Week of March 26th

Week 5 – Week of April 2nd

(Playoffs) Week 6 – Week of April 16th

(Playoffs) Week 7 – Week of May 7th

AUS/SA

Week 1 – Week of March 5th

Week 2 – Week of March 12th

Week 3 – Week of March 19th

Week 4 – Week of March 26th

Week 5 – Week of April 2nd

(Playoffs) Week 6 – Week of April 16th

(Playoffs) Week 7 – Week of April 30th

KR

Week 1 – Week of March 5th

Week 2 – Week of March 12th

Week 3 – Week of March 19th

Week 4 – Week of March 26th

Week 5 – Week of April 2nd

(Playoffs) Week 6 – Week of April 16th

(Playoffs) Week 7 – Week of April 23rd

(Playoffs) Week 8 – Week of April 30th

PAC

Week 1 – Week of March 5th

Week 2 – Week of March 12th

Week 3 – Week of March 19th

Week 4 – Week of March 26th

Week 5 – Week of April 2nd

(Playoffs) Week 6 – Week of April 30th

(Playoffs) Week 7 – Week of May 7th

(Playoffs) Week 8 – Week of May 14th

- 4.7 **Contenders Trials Schedule.** All Contenders Trials will take place over three weeks. Teams will be assigned two (2) matches on Week 1, three (3) matches on Week 2, and their two (2) remaining matches on Week 3.
- 4.8 **Scheduling Changes.** Tournament Administration reserves the right to reorder schedule of matches within a given day and/or change the date of the match to a different date, or otherwise modify the schedule of matches. In the event that the schedule is modified, Tournament Administration will inform all Teams at the earliest convenience.
- 4.9 **Rescheduling.** Rescheduling matches will not be an option for Teams for the duration of *Season One*. Teams are responsible for any of their own technical issues, including hardware, software, or internet issues. Matches are to be continued once Pause Time expires, utilizing substitute Players present on a Team roster when necessary.
- 4.10 **Participant Availability.** Although the match schedule is produced prior to the event, Teams must be available to play at any time on a day that their match is scheduled. For example, if a Team is scheduled to play at 1:00 PM PDT on January 7th, they must be available on January 7th to play their match earlier or later that day, as necessary and directed by Tournament Administration.
- 4.11 **Season Two Contenders Trials.** At the conclusion of Season One regular season play, the bottom four (4) Teams from each Region (the bottom two (2) teams from each of the two (2) groups per Region) will be placed into the Contenders Trials, to be held before 2018 Contenders Season Two starts. The four (4) teams from Contenders will meet against four (4) of the top Teams from the Open Division who are invited into the Trials. These eight (8) Teams will play a single round robin to determine which four (4) Teams will receive invites into 2018 Contenders Season Two.

5. MATCH DETAILS

- 5.1 **Map Rotation.** The Map Pool will be predetermined for Overwatch Contenders *Season One*. Tournament Administration reserves the right to change the Map Pool at any time. The Map Rotation is as follows:
- 5.1.1 **4 Game Set: Control, Hybrid, Assault, Escort**
- 5.1.2 **Contenders Map Pool.** To be announced in advance of the Regular Season.
- 5.1.3 **Contenders Trials Map Pool.** To be announced in advance of Trials.
- 5.2 **Match Settings.** Matches will be played on the "Competitive" Ruleset, with Skins and Kill Cam disabled.
- 5.2.1 Sprays, Emotes, and Golden Guns are allowed.
- 5.2.2 Control maps will be set to "Score to Win: 2".
- 5.3 **Matchup Map/Side Selection.** Teams will be provided with a web form prior to each matchup. Team Managers will be responsible for completing this form for each matchup, which will reflect the team's Map Choice (and Side Choice for all applicable maps) of each round in a Match. This form will be used to expedite the Map Selection and Side Selection process during matches.
- 5.4 **Initial Map Choice.** Map 1 for each Match will be selected by Tournament Administration.
- 5.5 **Maps by Game.** Each game in a Regular Season match will follow the order below:
- 5.5.1 **Game 1:** Control
- 5.5.2 **Game 2:** Escort
- 5.5.3 **Game 3:** Assault
- 5.5.4 **Game 4:** Hybrid

- 5.6 **Side Decisions.** The Team who does not choose the map, chooses side for that map.
- 5.7 **Next Map Choice.** Loser of a map selects the next map from the appropriate map pool depending per game, while the winner chooses side.
- 5.7.1 In the case of Control Point Maps, there is no side selection. In the case of a Map Draw, the Team that selected the previous map selects the next map.
- 5.8 **Pause Time.** Pauses are only available to teams in extreme circumstances, such as technical or network issues. Tournament Administration should be notified of reasons for the pause and will determine the proper actions forward to resolve paused matches.
- 5.8.1 If a full six (6) man roster is unable to be maintained throughout a map due to disconnect or other technical issue, the map will eventually be forced to continue as normal, with Teams playing without members that fail to connect.
- 5.8.2 **Maximum Pause Time.** Tournament Administration will allow a maximum of 10 minutes of pause time and 3 pauses per Map. Teams must resolve the issue within that time. Failure to resolve the issue will result in the continuation of the map as normal.
- 5.8.3 **Playing "Man-Down".** Maps may continue with a Team playing "Man-Down" (where a player fails to reconnect or solve technical issues, and cannot participate in the remainder of the map). Maps may not *begin* with a team playing "Man-Down". In the event that a Team is unable to field six (6) Players prior to map, utilizing any combination of Roster Starters and/or Substitutes, the Team will forfeit the map, and the Maximum Pause Time will be reset.
- 5.9 **Substitutions.** Teams may utilize any available substitute who is present on the roster following Roster Lock.
- 5.9.1 Substitutes may only be utilized in between maps during a match, and the substitution must be made without any delay of the match itself.
- 5.9.2 Substitution requests must be sent to the Tournament Administration staff before the start of a second round of a map.
- 5.9.2.1 For clarity, this means substitute requests must be sent in after the first point has reached 100% on Control or the point in a map where Teams switch sides and before the next map lobby has been created.
- 5.10 **Match Continuation.** Teams will be required to be prepared to immediately begin the next map once a match has begun (i.e. the next map may begin immediately following the conclusion of the previous map).
- 5.10.1 If a Team requests time to resolve technical issues, this must be communicated to Tournament Administration.
- 5.10.2 Teams may not request the delay of the next map due to personal breaks.
- 5.10.3 **Halftime.** Following the conclusion of the second Map in a Four-Game-Set, there will be approximately five minutes of break time for Halftime. Teams may utilize this break as needed, but must be ready to play Map 3 and 4 directly following the conclusion of Halftime.

6. MATCH RULES

- 6.1 **Map Restarts.** The decision of what circumstances merit a map restart are solely at the discretion of Tournament Administration. Restart protocol will be decided by Tournament Administration and communicated to Team Managers before being executed.
- 6.1.1 **Restart Instances.** Maps may be restarted in the event that **Game of Record** has not been established. Maps may need a restart in the following examples:

- 6.1.1.1 Incorrect map is selected and loaded.
 - 6.1.1.2 Game Settings are not correct.
 - 6.1.1.3 The lobby needs to be remade (in situations where Players have trouble connecting to the map from lobby start).
- 6.2 **Game of Record.** Game of Record is established as a method to track when a map has progressed past the ability to remake.
 - 6.2.1 **Parameters.** Game of Record occurs when the "Setup" in-game timer reaches 0. At this time, Teams exit spawn rooms (such as in the case of attacking or assaulting).
 - 6.2.2 **No Return.** Once Game of Record has been established, Teams may no longer remake the map. As issues arise, Pause Time applies to that map. This includes the time in which a Team will be forced to play "Man-Down".
- 6.3 **Post-Match Process.**
 - 6.3.1 **Results.** Tournament Administration will be responsible for confirming and recording all map and match results in real time.
 - 6.3.2 **Break Time.** In cases where breaks or delays between matches and maps are necessary, Tournament Administration will inform the appropriate Team Managers as soon as feasible. Updates will also be provided to Teams as soon as available.
- 6.4 **Technical Issues.** Teams are responsible for any of their own technical issues, including hardware, software, or internet issues.
- 6.5 **Streaming.** Players will be allowed to stream their matches during Overwatch Contenders Season One only on the platform(s) designated by Tournament Administration. Players must stream with at least a **3-minute delay**.
- 6.6 **Server Location.** All matches will be played on a server in the applicable Region. For clarity, and by way of example, all North American Region matches will be played on servers located in North America.
- 6.7 **Reservation of Rights.** Tournament Administration reserves the right to cancel, suspend and/or modify Contenders competition, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of Tournament Administration's control impairs the integrity or proper functioning of the Contenders competition, as determined by Tournament Administration. If Contenders competition is so terminated, Tournament Administration reserves the right to determine the winners of said competition from among all non-suspect, eligible Participants.

7. COMMUNICATION

- 7.1 **Lobby Creation.** Participating Teams will be invited to match lobbies by Tournament Administration prior to their match start time. Teams will be notified of the official tournament accounts that will be setting up lobbies.
 - 7.1.1 **Lobby Communication.** Map and side picks will be communicated to Tournament Administration in lobby.
 - 7.1.2 **Pauses.** Pause requests will be communicated in match chat during an ongoing match. The details of why a pause is requested *must be communicated* to Tournament Administration.
- 7.2 **Announcements.** Large announcements, general information, ruleset, and bracket can be found at overwatchcontenders.com. This website will serve as an information hub for both teams and spectators.

7.3 **Email.** Players may **email contenderssupport@blizzard.com** for any issues that they experience, or to provide feedback as necessary. This method will often receive slower responses than reaching out to administrators via the Contenders Discord channel.

8.SPONSOR RESTRICTIONS.

8.1 Teams and Players may acquire sponsorships. Tournament Administration reserves the right to restrict sponsor involvement in Contenders activities, and all sponsorships used in connection with Contenders activities are subject to approval. Teams and Players may inquire as to whether a sponsor is permissible by contacting Tournament Administration at contenderssupport@blizzard.com.

8.2 Blizzard reserves the right to have Contenders-wide exclusive sponsorships. Blizzard may designate certain product or service categories as "reserved." Teams and Players will not be permitted to feature sponsorships in these "reserved" categories in connection with their participation in Contenders.

8.3 **The following sponsor categories will not be allowed to be featured, displayed, or otherwise promoted by any Participant in connection with the 2018 Contenders Season One and/or Qualifier Events:**

8.3.1 Any person or entity that offers products or services that Blizzard determines are detrimental to the business of Blizzard or any of its affiliates (including without limitation Overwatch or Overwatch Contenders) or that give one player an unfair advantage over another player, including hacking, gold selling services, account sellers and key sellers.

8.3.2 Games or other products or services from entities that compete directly with Blizzard or any of its affiliates

8.3.3 Account selling, sharing or trading websites

8.3.4 Alcohol

8.3.5 Drugs (whether legal or illegal) and any products used to consume drugs

8.3.6 Tobacco and vaping products

8.3.7 Pornography, sexual or adult oriented products or services

8.3.8 Gambling / casinos (whether legal or illegal)

8.3.9 Firearms / weapons, or related products or services

8.3.10 Political candidates or ballot initiatives

9.CONDUCT

9.1 **Sportsmanship and Professionalism.** All Participants are required to act in a respectful sportsmanlike manner at all times.

9.1.1 Participants may not use language or engage in conduct that is deemed by Tournament Administration to be obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, or otherwise offensive or objectionable. Likewise, Players may not promote or incite hatred or discriminatory conduct. Participants may not use this type of language in connection with Contenders competition, on social media, or in any public events such as streaming.

9.1.2 Participants shall treat all individuals watching or participating in a Contenders event with respect. Participants may not take any action or perform any gesture directed at another Participant, Contenders official, fan, or any other party or incite others to do the same which

is abusive, insulting, mocking, or disruptive. Players may not use obscene gestures or profanity in their BattleTags, player handles, game chat, lobby chat or live interviews. This includes abbreviations and/or obscure references.

- 9.1.3 Participants may not offend the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion, financial status, birth or any other status, sexual orientation, or any other reason.
- 9.1.4 Participants are expected to behave in a professional manner as determined by Tournament Administration. This includes being on time for all scheduled matches and ready to play. Participants must respond to requests from Tournament Administration in a timely manner.
- 9.1.5 Participants are prohibited from being under the influence of drugs or alcohol while participating in any Contenders match or related event.

9.2 **Competitive Integrity.** Teams are expected to play at their best at all points during any match and will maintain behaviors consistent with the principles of good sportsmanship, honesty, and fair play. Tournament Administration maintains the sole right in judgement for violations of these rules and standards of integrity for competitive play. Unfair conduct includes but is not limited to the following conduct:

- 9.2.1 **Best Ability.** Participants must compete to the best of their ability at all times.
- 9.2.2 **Betting and Gambling.** Participants may not, directly or indirectly, conduct, promote or benefit from any act of betting or gambling on or in connection with any game of Blizzard or its affiliates, including without limitation any Contenders matches, Overwatch League matches, or any other Overwatch game play.
- 9.2.3 **Collusion.** Participants shall not conduct or promote any act of collusion. Collusion is any agreement among two or more Participants to disadvantage opposing Participants.
- 9.2.4 **Match Fixing.** Participants shall not offer, conspire or attempt to influence the outcome of a match by any means other than competitive play.
- 9.2.5 **Hacking.** Participants shall not conduct or promote any act of hacking or modifying the Overwatch game.
- 9.2.6 **Cheating.** Cheating will not be tolerated. It is each 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 Blizzard determines that a Player, Team Manager or Team Owner or any of their agents or other representatives is cheating or otherwise interfering with the Tournament, that individual 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:
 - 9.2.6.1 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;
 - 9.2.6.2 Attempts to interfere with another person's connection to the Game service through Distributed Denial of Service (DDoS) or any other means; and
 - 9.2.6.3 Playing or allowing another person to play on a Battle.net account registered in someone else's name.

9.3 **Communications.** Team Members always have the right to express their opinions in a professional and sportsmanlike manner. Disputes or player violation reports must be reviewed by the organizer and Blizzard before any information is released publicly.

9.3.1 Participants may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, slanderous or disparaging remarks, comments or statements concerning Blizzard, its parent and any of their respective affiliate companies and subsidiaries or Overwatch or any other title of Blizzard or its affiliates. Participants may not make public statements questioning the integrity or competence of Tournament Administration.

9.3.2 This Section does not, in any way, restrict or impede a Participant from complying with any applicable law or a valid order of a court of competent jurisdiction or an authorized government agency, provided that such compliance does not exceed that required by the law or order.

9.3.3 Participants must participate in official interviews and media days as directed by Tournament Administration.

9.4 Confidentiality. Tournament Administration may disclose certain confidential information to Participants in connection with their participation in Contenders. Tournament Administration will mark information as "Confidential" or inform (verbally or in writing) Participants that they are providing confidential information subject to this Section. Participants may not disclose any confidential information of Blizzard or its affiliates, by any means or methods.

9.5 **Non-Compliance.** No Team Member (Players, Team Managers, or Team Owners) may refuse or fail to apply the reasonable instructions or decisions of Tournament Administration.

Suspension(s)

Disqualification(s)

10. TOURNAMENT PRIZING

10.1 **Defining Payments.** The following prizes will be fulfilled by Blizzard by disbursing checks to each of the Players on the winning team equal to value of the prize divided by the number of Players on the Team. If each Player on a Team agrees in writing to permit the Team Owner to fulfill prizing directly, then Blizzard may elect to pay the total amount of Team prizing directly to the Team Owner. Team Owners and Players may agree to an alternative distribution of prizing in any applicable services agreement that is entered between a Player and Team Owner. Coaches and Managers may only be paid if the team elects to do so and informs Blizzard before the end of the tournament. Substitutes must play in a match in order to be eligible for payment. The payment process will not begin until after the 2018 Overwatch Contenders Playoffs have concluded.

10.2 **Contenders Trials and Regular Season Play.** Players who play in Contenders trials and regular season matches will earn prizing on a per game basis for games in which they play. Matches consist of four (4) games. The amounts set forth in the table below are the total amounts earned per Team. Each Player who participates in a game will earn an equal share of this total amount, unless otherwise agreed upon between or among the Team Owner and Player(s).

10.3 **Playoff Play.** Players will earn prizing on the basis of the Team's final standings. The amounts set forth in the table below are the total amounts earned per Team. Each player who participates in a game during the playoffs will earn an equal share of this total amount, unless otherwise agreed upon between or among the Team Owner and Player(s).

10.4 **Payment Schedules.** The table below sets forth the amounts that will be earned by Players during regular season play.

Regular Season	
North America, Europe, Korea, China Game Win	\$587
North America, Europe, Korea, China Game Loss	\$330
Playoffs	
North America, Europe, Korea, China 1st Place	\$30,000
North America, Europe, Korea, China 2ndPlace	\$12,450
North America, Europe, Korea, China 3rdPlace	\$7,575
North America, Europe, Korea, China 4th Place	\$7,575
North America, Europe, Korea, China 5th Place	\$4,350
North America, Europe, Korea, China 6th Place	\$4,350
North America, Europe, Korea, China 7th Place	\$4,350
North America, Europe, Korea, China 8th Place	\$4,350
Trials	
North America, Europe, Korea, China Game Win	\$86
North America, Europe, Korea, China Game Loss	\$48

Regular Season	
Pacific Game Win	\$440
Pacific Game Loss	\$248
Playoffs	
Pacific 1st Place	\$22,500
Pacific 2ndPlace	\$9,338
Pacific 3rdPlace	\$5,680
Pacific 4th Place	\$5,680
Pacific 5th Place	\$3,263
Pacific 6th Place	\$3,263
Pacific 7th Place	\$3,263
Pacific 8th Place	\$3,263
Trials	
Pacific Win	\$64
Pacific Loss	\$36

Regular Season	
South America, Australia Game Win	\$147
South America, Australia Game Loss	\$83
Playoffs	
South America, Australia 1st Place	\$7,500
South America, Australia 2nd Place	\$3,110
South America, Australia 3rd Place	\$1,894
South America, Australia 4th Place	\$1,894
South America, Australia 5th Place	\$1,088
South America, Australia 6th Place	\$1,088
South America, Australia 7th Place	\$1,088
South America, Australia 8th Place	\$1,088
Trials	
South America, Australia Game Win	\$21
South America, Australia Game Loss	\$12

10.5 **Prizes are not transferable.** All prizes are awarded “as is” and without warranty of any kind, express or implied. ALL 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 Tournament Administration an IRS form W-8 or W-9 and bank account and routing information to receive their cash prize.

11. DISCIPLINARY ACTION

11.1 **Investigation of and Right to Monitor Compliance.** To preserve the integrity of Contenders competition, Tournament Administration will have the right to monitor compliance with these Official Rules, investigate possible breaches of these Official Rules and impose sanctions for violations. Participants agree to cooperate with Tournament Administration in any such investigation. The failure by a Participant to cooperate with any internal or external investigation conducted by Tournament Administration or its designee relating to a violation of these Official Rules is itself a violation of these Official Rules, including without limitation being untruthful or withholding, tampering with or destroying evidence.

11.2 **Subjection to Penalty.** Any violation of the Official Rules by one or more members of a Team will be subject to penalty. The nature and extent of penalties imposed will be determined by Tournament Administration. All decisions of Tournament Administration regarding rules violations or other issues regarding the Tournament, are final.

11.3 **Penalties.** Penalties for rule violations will be assessed by Tournament Administration. These penalties will vary in range between loss of side or map selection, to disqualification, in direct relation to the severity of the offense and the number of offenses committed previously by the same team. The following is a list of penalties that may be enforced at the discretion of the Tournament Administration:

Verbal Warning(s)

Loss of Side Selection for Current or Future Game(s)

Ban for Current or Future Game(s)

Prize Forfeiture(s)
Game Forfeiture(s)
Match Forfeiture(s)
Tournament Disqualification

12. LIMITATIONS OF LIABILITY AND GENERAL RELEASE

- 12.1 As a condition to being allowed to participate in Contenders and to the greatest extent permitted by the applicable laws and regulations, each Participant agrees to release and hold harmless Blizzard and its parents, subsidiaries, and affiliates, and each of their respective officers, directors, employees and other representatives 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 their participation in Contenders 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.
- 12.2 IN NO EVENT WILL BLIZZARD OR ANY OF ITS PARENTS, SUBSIDIARIES, AFFILIATES OR THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES OR OTHER REPRESENTATIVES BE LIABLE UNDER THESE LEAGUE RULES TO ANY PARTICIPANT, OR ANY PERSON OR ENTITY CLAIMING RIGHTS DERIVED FROM ANY PARTICIPANT, FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, EXEMPLARY, SPECIAL OR PUNITIVE DAMAGES, AND/OR DAMAGES FOR LOSS OF DATA, REVENUE, PRIZES OR PROFIT, WHETHER ARISING OUT OF BREACH OF CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, REGARDLESS OF WHETHER SUCH DAMAGES WERE FORESEEABLE AND WHETHER OR NOT THE LEAGUE OFFICE, BLIZZARD OR ANY OF THEIR AFFILIATES OR REPRESENTATIVES WERE ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
- 12.3 To the fullest extent permitted by applicable law, each Participant acknowledges that he/she is aware of the risks, dangers and hazards associated with esports competitions and he/she freely accepts and fully assumes all such risks, dangers and hazards and the possibility of personal injury, death, property damage or loss resulting from his/her participation in such activities.
- 12.4 Participants acknowledge and agree that Blizzard are not insurers of Participants' property or personal safety. If a Participant feels the need for insurance, such Participant should obtain it from a third party.

13. GRANT OF RIGHTS

- 13.1 By agreeing to these Official Rules and participating in Contenders, each Participant hereby grants to Blizzard and its parents, subsidiaries and affiliates a perpetual, royalty-free, fully paid-up, worldwide, right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use the Participant's name, logos, trade or service marks, copyrighted material, nickname, BattleTag (or replacement tags), logo, initials, likeness, image, photograph, animation, avatar, autograph, voice, video or film portrayal, public persona, game play data and statistics, biographical information, backstory and any streams of the Overwatch game or streams of any other Activision Blizzard, Inc. video game in which the Participant participates ("**Participant Materials**"), and create derivative works thereof, in any and all present and future media whether now known or hereafter created, on any and all platforms and via any method of delivery, on or in connection with (a) any Contenders event (whether in full or in part and whether on a live or delayed basis and all or any part of such event) and the broadcast, streaming, webcast or other distribution

of any audio visual, visual and/or audio coverage of any of the foregoing; (b) the marketing and promotion of Contenders and Overwatch in general; (c) (i) the exploitation of media rights, (ii) the creation and sale of in-game or digital merchandise, and (iii) any group licensing or other agreements with third parties that are negotiated by Blizzard; and/or (d) the creation, distribution, promotion and sale of hats, shirts or other apparel, footwear, gaming gear or peripherals, novelties, souvenirs, toys, collectibles and any and all other tangible goods or products, including the sleeves, jackets and packaging for such goods or products, and the other products and services of Blizzard. The products, services, media and materials created by exercise of any of the foregoing licenses or rights in clauses (a) through (d) are referred to herein as the "**Licensed Materials**".

13.2 **Advertising and Commercial Materials.** The grant of rights and licenses in Section 11.1 includes, but is not limited to, the perpetual, royalty-free, fully paid-up, worldwide right and license (but not the obligation) of Blizzard (and its sublicensees) to copy, display, distribute, edit, host, store and otherwise use the Participant Materials and the Licensed Materials, and create derivative works thereof, on or in connection with Blizzard's (or its sublicensees'): (a) websites and applications, together with those of its permitted streaming and broadcast partners; (b) social media postings; (c) print and online advertising and content; (d) newspaper and magazine advertising and content; (e) online advertising and content, including banners, leaderboards and skyscrapers; (f) outdoor and indoor billboards, posters, signs and displays; (g) product catalogues, point-of-sale materials, hang tags, product packaging and instruction manuals; (h) press releases, newsletters and e-alerts; (i) television; and (j) any other advertising or promotional materials developed by or for Blizzard (or its sublicensees) for Contenders or Overwatch from time to time (the foregoing, the "**Advertising and Commercial Materials**").

13.3 **Ownership of Advertising and Commercial Materials, Feedback, Stats and Suggestions.**

13.3.1 As between each Participant and Blizzard, each Participant is the sole owner of Participant Materials, except that Blizzard is the sole owner of all BattleTags (or replacement tags), avatars, game play data and statistics and any intellectual property of Blizzard included in streams of Overwatch or other Activision Blizzard video games.

13.3.2 As between each Participant and Blizzard, Blizzard will be the sole owner of all of the following (collectively, the "**Contenders Materials**"):

13.3.2.1 Licensed Materials and Advertising and Commercial Materials (but not Participant Materials that are incorporated into or used in the Licensed Materials or Advertising and Commercial Materials);

13.3.2.2 All other works of authorship, audio-visual works, artwork, compilations, data and documentation that are created by or for Blizzard and that incorporate or make use of all or any part of Participant Materials (but not Participant Materials that are incorporated or used therein and licensed hereunder);

13.3.2.3 Suggestions, comments and other feedback that a Participant may provide to Blizzard relating in any way to (a) Contenders, Overwatch or the business of Blizzard, and (b) all improvements or enhancements to Contenders, Overwatch, or the business of Blizzard resulting from any such suggestions, comments and feedback;

13.3.2.4 Data and statistics relating to a Participant's play of Overwatch, and all feeds and data streams of such data and statistics; and

13.3.2.5 Intellectual property rights in each of the foregoing existing anywhere in the world.

13.4 **Works for Hire; Assignment.**

13.4.1 If a Participant at any time creates, develops or invents any Contenders Materials, the parties acknowledge and agree that all copyrightable Contenders Materials, and all elements, portions and derivative works thereof, shall be created for Blizzard as "works made for hire" and that all copyrights in and to such Contenders Materials, and in all elements, portions and derivative works thereof, shall vest automatically in, and belong to, Blizzard. If, however, by operation of law or otherwise, such Contenders Materials or

any element, portion and derivative works thereof are not deemed a "work made for hire" or for any reason do not automatically vest in Blizzard and/or if there are any patents, trademarks, know-how or other intellectual property rights in the works that do not automatically accrue to Blizzard under the preceding sentence, the Participant hereby assigns (and agrees at the time of creation to assign) to Blizzard and/or its designee, in each case for no additional consideration, by way of present assignment of future copyright and other intellectual property rights, all worldwide rights, title and interest, including all copyright and other patent, trademark and other intellectual property rights worldwide, in and to all Contenders Materials (and in all elements, portions and derivative works thereof) and agrees to take, at the expense of Blizzard or its designees, any and all such other actions reasonably deemed appropriate by Blizzard or its designee in furtherance of such assignment, including, without limitation, the execution and delivery to Blizzard or its designee of any further instruments of assignment reasonably requested by Blizzard or its designee.

13.5 **Collection of Personal Data**

13.5.1 Blizzard will collect, store and use information collected in connection with Contenders and Contenders events (including information collected at live events) in accordance with Blizzard's online privacy policy (the "**Online Privacy Policy**"). The current versions of the Online Privacy Policy for U.S. and Canadian Battle.net account holders are found at <http://us.blizzard.com/en-us/company/about/privacy.html> and <http://d2y4mhrku00tr3.cloudfront.net/Overwatch+League+Privacy+Policy+enUS+enGB+ANZ.pdf>.

13.5.2 By accepting these Official Rules, each Participant also agrees to the terms of the Online Privacy Policy.

14. RESOLUTION OF DISPUTES

14.1 **Disputes Regarding League Rules.** Blizzard has final, binding authority to decide disputes with respect to the breach, termination, enforcement, or interpretation of Sections 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 and 11 of these Official Rules ("**Rules Dispute**").

14.2 **Binding Arbitration for Arbitration Disputes.** Any dispute, claim or controversy that Blizzard may have against a Participant or that a Participant might have against Blizzard, and any dispute, claim or controversy arising out of or relating to Contenders or these Official Rules or the validity thereof, including the determination of the scope or applicability of these rules to arbitrate, and that is not otherwise subject to Blizzard's final, binding authority (whether under Section 14.1 or under separate written agreements entered into with Blizzard or its affiliates) or otherwise subject to arbitration under separate written agreements entered into with Blizzard ("**Arbitration Dispute**") will be finally settled under the Rules of Arbitration of the International Chamber of Commerce by a single arbitrator appointed in accordance with the said Rules. The place of arbitration will be Los Angeles, California. All matters relating to the arbitration, including any final award, will be considered the confidential information of the parties to the Arbitration Dispute. The parties to any Arbitration Dispute agree that they will only file with the court the portions of the award necessary to enter judgment and enforce the award and that they will make every effort to exclude confidential information from what is to be filed with the court, with any disagreements related thereto to be decided upon by the arbitrator prior to any court filing. The decision of the arbitrator will be final and binding on the parties to the Arbitration Dispute, and any award of the arbitrator may be entered in any court of competent jurisdiction. This Section 14.2 will not preclude a party to a dispute from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction in respect of Arbitration Disputes or preclude Blizzard from seeking and obtaining from any court of competent jurisdiction (without the need for Blizzard to post any bond or other security) temporary and/or preliminary injunctive relief against a Participant for any breach by the Participant of the terms of these Official Rules. Except as otherwise provided by these Official Rules or applicable law, each party to any legal action or proceeding brought against the other party will be responsible for

his/her/its own attorneys' fees, experts' fees, court costs and all other expenses sustained in the course of such litigation (including any appeals).

14.3 **Class Action and PAGA Waivers.**

- 14.3.1 By agreeing to these Official Rules, each Participant agrees that any arbitration will be limited to the Arbitration Dispute between Blizzard and the Participant individually.
- 14.3.2 By agreeing to these Official Rules, each Participant acknowledges and agrees that: (i) a claim by, or on behalf of, other persons, will not be considered in, joined with, or consolidated with, the arbitration proceedings between the Participant and Blizzard; (ii) there is no right or authority for any Rules Dispute or Arbitration Dispute to be arbitrated, adjudicated, or resolved through court proceedings on a class-action, collective action, private attorney general or representative action basis (other than an action brought under the Private Attorneys General Act, California Labor Code sections 2698 et seq. ("PAGA"), separately addressed in Section 14.3(c) below) or to utilize class action, collective action, or non-PAGA private attorney general or representative action procedures; and (iii) the Participant will not have the right to participate as a class representative, collective action representative, or non-PAGA private attorney general, or as a member of any class, collective action, or non-PAGA private attorney general or representative action for any Rules Dispute or Arbitration Dispute. Under no circumstances does any Participant or Blizzard agree to class, collective, non-PAGA private attorney general or representative action procedures in arbitration or court proceedings or the joinder of claims in arbitration or court proceedings. The foregoing provisions of Section 14.3.1 and this Section 14.3.2 are referred to as the "**Class Action Waiver**".
- 14.3.3 By agreeing to these Official Rules, each Participant acknowledges and agrees that: (i) there is no right or authority for any Rules Dispute or Arbitration Dispute to be arbitrated, adjudicated, or resolved through court proceedings on a PAGA basis, or to utilize PAGA procedures; and (ii) the Participant will not have the right to participate as a private attorney general, representative, or as a member or claimant of any PAGA private attorney general or representative action for any Rules Dispute or Arbitration Dispute. Under no circumstances does the Participant or the League Office agree to PAGA private attorney general or representative action procedures in arbitration or court proceedings or the joinder of claims in arbitration or court proceedings. The foregoing provisions of this Section 14.3.3 are referred to as the "**PAGA Waiver**".
- 14.3.4 In any case in which: (i) the Rules Dispute or Arbitration Dispute is filed or pursued as a class action, collective action, or non-PAGA private attorney general or representative action; and (ii) all or part of the Class Action Waiver is found to be unenforceable, the class action, collective action, or non-PAGA private attorney general or representative action to that extent must be litigated in a civil court of a competent jurisdiction within Los Angeles, California, but any individual claims for which the Class Action Waiver is deemed enforceable must be litigated separately in arbitration. The Class Action Waiver will be severable in any case in which the Rules Dispute or Arbitration Dispute is filed or pursued as an individual action and severance is necessary to ensure that the individual action proceeds in arbitration.
- 14.3.5 In any case in which: (i) the Rules Dispute or Arbitration Dispute is filed or pursued as a PAGA private attorney general or representative action; and (ii) the PAGA Waiver is found to be unenforceable, then: (i) the unenforceable provision will be severed from this agreement; (ii) severance of the unenforceable provision will have no impact whatsoever on the arbitration of any remaining claims on an individual basis pursuant to Section 14.3 of this agreement; and (3) any PAGA representative or private attorney general action must be litigated in a civil court of a competent jurisdiction. To the extent there is any Rules Dispute or Arbitration Dispute to be litigated in a civil court of competent jurisdiction on a PAGA private attorney general or representative action basis because the PAGA Waiver is deemed unenforceable with respect to that Rules Dispute or

Arbitration Dispute, then the parties agree that litigation of that Rule Dispute or Arbitration Dispute will be stayed pending the outcome of any individual claims in arbitration. The PAGA Waiver will be severable in any case in which the Rules Dispute or Arbitration Dispute is filed or pursued as an individual action and severance is necessary to ensure that the individual action proceeds in arbitration.

14.4 **Governing Law.**

14.4.1 All Rules Disputes and Arbitration Disputes will be governed by and construed under the laws of the United States of America and the law of the State of New York, without regard to choice of law principles, provided that Blizzard will have the right to disqualify any Participants that are rendered ineligible to participate due to local law. This selection of governing law shall supersede any prior choice of law contained in any prior version of the Official Rules executed by the Participant.

14.4.2 Participants agree to be bound by these Official Rules and by the decisions of Blizzard with respect to the disciplinary actions imposed for their violation, which are final and binding in all respects.

14.4.3 In recognition of Contenders' status as a global league, Blizzard will endeavor to provide official translations of these Official Rules. In the event of any conflict between the English version and any translation of these Official Rules, the English version will control.

14.5 **Changes to this Section.** Tournament Administration will provide 60 days' notice of any changes to this Section 14. Changes will become effective on the 60th day, and will apply prospectively only to any claims arising after the 60th day.



OVERWATCH CONTENDERS PARTICIPANT OFFICIAL RULES ACCEPTANCE FORM

The 2018 Overwatch Contenders Official Rules, including any updates, amendments or supplements thereto (“Official Rules”), govern the conduct all Teams, Team Owners, Team Managers, Team Staff, and Players (“Participants”) who are actively participating in Contenders or any event related to Contenders. For purposes of ensuring fair play, to preserve the integrity of all Contenders events, and to ensure a consistent and high quality experience for members of the public that view Contenders events, you must accept the Official Rules in order to participate in Contenders, and you must abide by the Official Rules in order to remain eligible to participate. You can accept the Official Rules by signing this Overwatch Contenders Official Rules Acceptance Form (“Acceptance Form”).

The Official Rules form a contract between Participants, on the one hand, and Blizzard and its affiliates who are engaged in operating Contenders, on the other hand. The Official Rules contain limitations of liability, license grants, and other legally binding contractual terms. Each Participant is required to read, understand, and agree to the Official Rules before participating in Contenders.

THESE OFFICIAL RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN CONTENDERS ARE GOVERNED BY A BINDING ARBITRATION CLAUSE IN SECTION 14 AND A WAIVER OF CLASS ACTION RIGHTS. THAT CLAUSE AFFECTS YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW IT CAREFULLY BEFORE ACCEPTING THE OFFICIAL RULES.

Personal Information:		
Last Name:	First Name:	
Citizenship / Legal Residence:	Date of Birth:	Age:
Battle Tag(s):		
E-mail Address associated with Battle.Net account(s):		
Acceptance of and Agreement to the League Rules:		
<p>I hereby acknowledge receipt of, or access to, the Official Rules. I understand that my compliance with the Official Rules is a condition of my participation in Contenders. I acknowledge that Blizzard Entertainment, Inc. and its affiliates (“Blizzard”) reserves the right in its sole discretion to impose discipline for any conduct that violates the Official Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. I acknowledge that the Official Rules are necessary to ensure fair play, preserve the integrity of Contenders games, matches and tournaments, and to ensure a consistent and high quality experience for members of the public that view Contenders events. I have carefully read and I understand the Official Rules, and agree to be bound by their terms. I understand and support the standards set forth in the Official Rules, and I will act in accordance with them.</p>		
Name of Participant (Team Owner, Player, etc.):	If Team Owner, name and title of person signing:	
Signature of Participant:	Date Signed:	
X		
Signature of Parent / Guardian (if applicable):	Date Signed:	
X		

