

Realm Royale™ Tournament Rules

Last updated on July 18, 2018

IMPORTANT LEGAL NOTICE!

PLEASE READ THE FOLLOWING AGREEMENT CAREFULLY BEFORE ACCEPTING ITS TERMS AND CONDITIONS. THESE REALM ROYALE TOURNAMENT RULES ("GENERAL RULES"), IN ADDITION TO ANY TOURNAMENT-SPECIFIC SUPPLEMENTAL RULES ("SUPPLEMENTAL RULES"; COLLECTIVELY THE GENERAL RULES AND THE CORRESPONDING SUPPLEMENTAL RULES ARE DEFINED HEREIN AS, THE "RULES") ARE BETWEEN YOU AS A PARTICIPANT AND HI-REZ PRODUCTIONS, INC. D/B/A SKILLSHOT MEDIA ("TOURNAMENT OPERATOR").

IF YOU DO NOT AGREE WITH AND ARE NOT AT ALL TIMES IN COMPLIANCE WITH ALL THE TERMS AND CONDITIONS PROVIDED IN THESE RULES, YOU ARE NOT ELIGIBLE TO PARTICIPATE IN THE REALM ROYALE TOURNAMENTS.

I. DEFINITIONS

- a. "Administrator" means an individual or entity authorized to act in a limited capacity on Tournament Operator's behalf regarding the interpretation and enforcement of these Rules. For purposes of clarity, Tournament Operator may substitute itself in as an Administrator as that term is used and understood in these Rules. As of the last amendment date for the Rules (listed at the top of the Rules), the lead Esports Administrator is Steven Cooper.
- b. "Champion" means a Player-controlled character inside the Game.
- c. "Class" means a Champion archetype selected by the Player at the beginning on a playable instance of the Game which determines which abilities and skills are available to the Player during such instance. As of the last amendment date for the Rules, the current available Classes in the Game are Assassin, Engineer, Hunter, Mage, and Warrior.
- d. "Game" means the online, multiplayer video-game owned and operated by Hi-Rez Studios, Inc. and known throughout the world as Realm Royale™ on the applicable platform.
- e. "Item" means selected virtual content which can be obtained by Players during a playable instance of the Game to modify the power, health, armor, or abilities of a Champion.
- f. "Match" means a series of consecutive Tournament Games, the number of which will be set forth by Hi-Rez prior to such Tournament, after which the advancing Team or Tournament winner will be determined in accordance with the scoring method for such Tournament.
- g. "Mount" means the mount which can be summoned and ridden by the Champion during a playable instance of the Game

- h. “Organization” means the registered business with a valid tax identification number that operates a Team, if any. Tournament Operator may permit an individual(s) to operate in the role of an Organization in its sole and absolute discretion (which Tournament Operator expects to permit only in exceptional circumstances).
- i. “Representative” means the authorized representative of the Team who will represent the best interests of the Team to Tournament Operator and who will be responsible for communications with Tournament Operator on behalf of the Players on such Team and/or such Team itself related to the Tournament. A Representative must also be a Player.
- j. “Participants” means all Organizations, Teams, and Players participating or intending to participate in the Tournament, collectively. For the avoidance of doubt, a “Participant” means the foregoing in the singular and applies to any individual Organization, Team, or Player participating or intending to participate in the Tournament.
- k. “Player” means the individual participating or intending to participate in the Tournament as a member of a Team, subject to compliance with these Rules. For clarification purposes, “Players” refers to the foregoing in the plural.
- l. “Skin” means virtual content that can be equipped by a Champion to change the appearance of the Character, Mount, or other assets inside the Game.
- m. “Team” means a competitive organized group, consisting of 1, 2, or 4 Players, as determined by Tournament Operator with respect to each Tournament, that meet the eligibility requirements under these Rules, that is participating or intends to participate in the Tournament as a competitor, subject to compliance with these Rules. A Team may be operated by an Organization subject to such Organization meeting any eligibility requirements set forth in these Rules.
- n. “Tournament” means a Game competition operated by Tournament Operator.
- o. “Tournament Game” means a single, playable instance of the Game where all participating Teams compete until all participating Teams but one have been eliminated or disqualified.

II. PARTICIPATION

2.1 PLAYER ELIGIBILITY.

- a. Player Eligibility. In order to be eligible to participate in a Tournament, a Player must:
 - i. be an individual at least thirteen (13) years of age or older.
 - ii. read, sign, comply with and agree to be bound by the Realm Royale™ Esports Production Series Competitor Eligibility, Consent, and Release Participation Agreement and complete all necessary tax documents, and other documents or agreements, as required by Tournament Operator;

iii. read and comply with all policies, terms, and conditions that apply to the individual Player, including those found on the Tournament Operator legal website, currently located at <<http://www.hirezstudios.com/legal>>, or as otherwise made available by Tournament Operator, and these Rules; and

iv. remain in lawful possession of an active Game account in good standing.

b. Additional Requirement. In order to be eligible to receive or distribute any prizes or appearance fees, in addition to meeting the preceding requirements, a Player must also either:

i. be an individual at least eighteen (18) years of age or older at the time of receipt or distribution; or

ii. have an authorized legal guardian or parent receive or distribute such prizes and appearance fees on the Player's behalf.

2.2 ORGANIZATION AND TEAM ELIGIBILITY

a. Team Eligibility. In order to be eligible to participate in a Tournament, a Team must:

i. consist of at least the minimum number of Players necessary to participate in such Tournament, all of which are in compliance with these Rules, with 1 Player being designated as the Representative;

ii. read and comply with all policies, terms, and conditions that may apply to the Team, including those found on the Hi-Rez legal website, located at <<http://hirezstudios.com/legal>> or as otherwise made available by Tournament Operator, and these Rules; and

iii. read, complete, sign, and comply with all necessary tax documents, and other documents or agreements (which may include, without limitation, an eligibility, consent, and release participation agreement), as required by Tournament Operator.

b. Organization Eligibility. If a Team is operated by an Organization, the following will also apply. In order to be eligible to participate in a Tournament, an Organization must:

i. read, sign, and comply with the Realm Royale™ Esports Production Series Organization Eligibility, Consent, and Release Participation Agreement and complete all necessary tax documents, and other documents or agreements, as required by Tournament Operator;

ii. comply with all policies, terms, and conditions that may apply to the registered business, including those found on the Tournament Operator legal website, at <<http://www.hirezstudios.com/legal>>, and these Rules;

iii. employ the minimum number of Players necessary to participate in such Tournament, all eligible to participate under these Rules and to be on the Team, one of which must be designated as the Representative;

iv. employ or contract at least one individual who is duly authorized to act as a Representative on behalf of the Team and its Players (it being agreed that the Representative must also be a Player); and

v. register or be registered as a valid business entity (e.g., Corporation, LLC, LLP, etc.) in good standing and in a legitimate jurisdiction approved by Tournament Operator, provided that Tournament Operator and/or an Administrator may, in their sole and absolute discretion, waive this requirement (which they expect to waive only under exceptional circumstances).

c. Organization Participation. For the avoidance of doubt, an Organization will not be deemed to be operating a Team where such Organization's involvement is limited to sponsorship of a Player.

2.3 PARTICIPATION RESTRICTIONS.

These restrictions will apply at all times:

a. Server Region. During a Tournament, or any phase thereof, which takes place online, Participants may participate in the Tournament only via the Game server region as directed by Tournament Operator.

b. Non-Tournament Events. Participants are not subject to restrictions from participating in other leagues, tournaments, and other competitions outside a Tournament (collectively, "Non-Tournament Events") unless otherwise set forth by Hi-Rez in these Rules.

c. Sponsorships. Participants' sponsors are subject to Tournament Operator's discretionary review and prior approval. Tournament Operator reserves the right to deny its approval of any proposed sponsorship and exclude it from the Tournament and all Tournament Operator content. As an initial matter, Tournament Operator will exercise its rights and disapprove of any sponsorships with businesses or individuals involved in gambling activity in any way related to the Tournament or the Game, narcotics, pornography, firearms, prescription medication, alcohol, tobacco or illegal activity.

2.4 REPLACEMENTS AND TRANSFERS.

a. General. Players may be suspended, prohibited, disqualified or removed from the Tournament by the Tournament Operator in accordance with these Rules. In the event of an Infraction (as defined below), the Tournament Operator will consult with the Representative (or, if such Team is operated by an Organization, the Organization) on whose Team such Player is a player. A Player may be suspended, prohibited, disqualified or removed from the Tournament by Tournament Operator for violating these Rules or applicable law, a pattern of inappropriate behavior, extreme inappropriate behavior (in Tournament Operator's sole discretion), failure to promptly report inappropriate behavior, and/or participation in conduct that is detrimental to the Tournament (each, an "Infraction").

b. Effect of Replacement. If a Player is suspended, prohibited, disqualified, or removed from a Tournament and (i) the Player's Team is unable to provide an appropriate substitute Player in a timely manner upon request by the Administrator; or (ii) the Tournament has already concluded, the Player or Team may be disqualified from the Tournament and/or required to forfeit any winning placements or

prizing. Any Participant elected by an Administrator to replace another shall begin with a new record, and shall receive no credit for the accomplishments of the prior Participant.

c. No Additions or Transfers. Unless otherwise expressly permitted in the Supplemental Rules or in prior writing by Tournament Operator, Players may not be added or transferred to Teams during a Tournament. Any Players participating on a Team, including any alternates or coaches if permitted, must be set forth in the Team roster submitted prior to each Tournament.

2.5 COMPENSATION.

a. General. Players and/or Organizations may receive appearance fees, prizing, or other compensation based on participation in the Tournament. All compensation is provided "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). Compensation is subject to verification of eligibility, compliance with the Rules, and any other applicable terms as determined by Tournament Operator in its sole discretion.

b. Prizing Eligibility. Participants will only be eligible to receive prizing for events in which Participant participates. Participant understands and agrees that Participant shall not receive compensation for any Tournament where any Player on the Team forfeits a Tournament Game. Participant further understands and agrees that Participant shall not receive compensation if Participant fails to submit any forms related to Participant's compensation within the established timeline.

c. Taxation. ALL TAXES ASSOCIATED WITH PARTICIPANT'S RECEIPT OR USE OF ANY COMPENSATION ARE PARTICIPANT'S SOLE RESPONSIBILITY.

III. PARTICIPANT CONDUCT & ROLES

3.1 PARTICIPANT CONDUCT.

a. Participant Conduct. Participants must adhere to the following rules of conduct for as long as they are, intend to remain, or intend to become a Participant:

i. Participant will follow the Game's End User License Agreement, Tournament Operator's Terms of Use and Service, and any applicable Tournament Eligibility, Consent, and Release Participation Agreement (for either Players or Organizations) with Tournament Operator, all of which are incorporated herein. For example, but not by way of limitation, Participant will comply with Section 12 (Online Rules of Conduct) in Tournament Operator's Terms of Use and Service.

ii. Participant will use Participant's best efforts to display superior integrity and well-mannered behavior during each Tournament and for so long as Participant is or intends to participate in Tournaments. Participant shall communicate in a responsible, appropriate, and positive manner in all public forums, including, without limitation, social medial platforms and inside the Game so as not to cause embarrassment to Tournament Operator, the Tournament or any Participant.

iii. Participant will promptly report to Tournament Operator any other user who Participant believes, in good faith, is manipulating or otherwise exploiting the Game to obtain an unfair advantage.

iv. Participant will abstain, at all times, from:

(a) poor, undesirable, or negative behavior towards Tournament Operator or its respective shareholders, subsidiaries, affiliates, directors, officers, professional advisors, employees, independent contractors, and agencies, or toward sponsors, other Players, or other Teams; and

(b) any action or inaction that brings either Participant(s) or Tournament Operator into public disrepute, contempt, scandal or ridicule, or that shocks or offends the community or any group or class thereof, or that reflects unfavorably on Tournament Operator or reduces the public relations or commercial value of Tournament Operator's association with the Participant(s).

v. Participant will not engage in any illegal activities while attending or travelling for Tournament Operator events and will obey the laws of the jurisdiction in which such event is held.

b. Prohibited Conduct. Participant understands and agrees that all of the following conduct is **strictly prohibited**:

i. Direct or indirect wagering of money or anything of value on the outcome of any Game match, including Tournament Games;

ii. Use, possession, or distribution of performance-enhancing or illegal substances;

iii. Inappropriate interference with existing contractual relations between Players and Organizations;

iv. Manipulation or exploitation of the Game, directly or indirectly, to obtain an unfair advantage over other Players or users of the Game, including, but not limited to, any of the following, using any injector, cheat, hack, third party software/hardware, or other instruments, tools, materials, or methods;

v. Sharing account(s) or using multiple accounts in the Tournament;

vi. Acting in an unsportsmanlike manner, including, without limitation, (a) taking inappropriate actions toward other Players, Organizations, Representatives, the community, Administrators, Tournament Operator personnel, or the general public, (b) taking inappropriate actions in a Tournament Game such as "intentional feeding" or collusion, (c) repeatedly spamming emotes or other taunts in the Game, (d) verbally taunting another Team or Player, or (e) sending inappropriate messages to another Player before, during, or after a Tournament Game,;

vii. Using, publishing, posting, or otherwise interacting with anyone on any other social media or interactive website during the initial broadcast or stream by Tournament Operator to the public of a Tournament Game in which Participant is featured;

viii. In the event Tournament Operator must tape a Tournament Game for delayed broadcast or streaming to the public, revealing via written or oral means, including online methods of communication, the results of such Tournament Game;

ix. Breaching or otherwise acting in non-compliance with any provision in any applicable agreement with Tournament Operator, including, without limitation, the Game's End User License Agreement, Terms of Service and Use, etc.;

x. Harassment or sexual harassment, disparagement, or any other behavior that makes another person feel unsafe or unwelcome; and

xi. Communicating with any persons outside Participant's Team or Organization, excepting Tournament Operator through its representatives and Administrators, during a Tournament Game.

c. Interviews and Other Content. During each Tournament, if an Administrator asks Participant to participate in an interview, whether video, oral, or written, or other additional content, Participant agrees to use best efforts to do so and participate in the manner requested by an Administrator.

d. Multiple and Serious Offenses. If in the previous five (5) years, Participant has been suspended for six (6) or more calendar days or permanently banned by an Administrator, or similarly serious disciplinary action in any organized Esport, Participant may not participate in any Tournament Operator competition, event, or other organized Esport, including the Tournaments, unless Participant receives written permission from Tournament Operator's lead Esports Administrator.

3.2 TEAM ROSTER

- a. Team Roster. Teams (or, if the Team is operated by an Organization, the Organization) shall submit their roster of Players before each Tournament. Tournament Operator may elect to collect this information through an automated form.
- b. Roster Disqualification. If an Administrator fails to receive a roster from a Team, that Team may be disqualified. Without limiting its other rights herein, Tournament Operator reserves the right to reject, at its sole and absolute discretion, any submitted roster because one (1) or more Players are not permitted under Section 2.4(a) or are not eligible under Section 2.1.

3.3 REPRESENTATIVES.

- a. Appointment and Responsibility. The Team (or, if the Team is operated by an Organization, the Organization) shall appoint a Representative prior to the start of each Tournament, whereupon such appointment shall be permanent for the remainder of the Tournament. The Representative shall serve as the primary point of contact for Administrators to deliver any information related to the Tournament, Organization, Players, or Team, including, without limitation: (i) roster information; (ii) LAN logistics, including, without limitation, required forms, travel accommodations, dietary restrictions, and other necessary information; (iii) Team availability; (iv) Team and/or Player information; and (v) any Tournament communications. A Representative must be a Player on the Team.
- b. Representative Responsibility.

i. The Representative must be an authorized representative of the Team and have the requisite power and authority to bind the Team with respect to Tournament matters and execute and deliver agreements on behalf of the Team.

ii. If an Organization operates the Team, the Representative must also be an authorized representative of the Organization and have the requisite power and authority to bind the Organization with respect to Tournament matters and execute and deliver agreements on behalf of the Organization.

c. Assistant Representatives.

i. Each Representative may designate a backup representative (the "Assistant Representative") should the Representative be unavailable due to unforeseeable or emergency circumstances, including events of force majeure. To designate an Assistant Representative, the Representative must provide written notice and confirmation to Tournament Operator's lead Esports Administrator stating which individual may act as Representative in the Representative's stead. If an Assistant Representative must act in the Representative's place, he or she shall be responsible for the Representative's duties, until otherwise instructed by an Administrator.

ii. If a Team is only comprised of two Players, one of which is the Representative, and is not operated by an Organization, then the other Player will be designated as the Assistant Representative by default unless the Tournament Operator is notified otherwise in writing by all Players on such Team.

d. Communication with Administrators. Representatives shall be solely responsible for promptly updating Administrators with any information pertaining to their Teams, answering any Administrator requests applicable to their Teams, accounting for their Players, ensuring that Players are in the correct location(s) and available when necessary and appropriate (including at LAN events), and owning and causing to be performed any other responsibilities reasonably associated with being the primary point of contact for a Team. This includes, without limitation, the obligation to report the outcome of Tournament Games with the proper "Match ID" via the method of communication customarily used for the Tournaments or as otherwise disclosed by an Administrator.

e. VOIP. Representatives shall at all reasonable times be available to Administrators during each Tournament and Matches using a voice-over IP solution or other communications software (the "Designated VOIP") disclosed to the Representatives by the Administrators. This information will be sent by email to each Representative.

i. If any Representative is not playing in a relevant Tournament Game, then he or she must appoint a Player, approved by an Administrator, to be available throughout the duration of that Tournament Game to relay any requested information using the Designated VOIP.

ii. Representatives, Assistant Representatives (but only when acting as a Representative), and Players appointed pursuant to **Section 3.3(e)(i)** are the only non-Administrators allowed to use the Designated VOIP. Any other use of the Designated VOIP is strictly prohibited.

f. Check-in Duties. Representative shall check-in such Representative's Team's roster and team name on the date(s) designated with respect to each Tournament prior to the start of the Tournament. All necessary items such as the Representative designation, Team logos and other marks, style guidelines, and other related materials must be provided during check-in. If additional assets are requested by Tournament Operator, the Representative shall supply those materials promptly (and the Representative agrees that such action shall be necessary and appropriate).

g. LAN Duties. Representatives shall submit to Tournament Operator the information regarding Players that will be attending LAN events on the Team's behalf as shall be requested by Tournament Operator. Tournament Operator will communicate any restrictions on attendance to the Representatives. Once a Representative submits a roster and the deadline for submissions has passed, no other Players may be substituted or invited unless there are exceptional or severe circumstances (as determined by Tournament Operator in its sole discretion).

3.4 PLAYERS

a. Restrictions. Players may not participate in or otherwise be affiliated with more than one Team. Unless determined otherwise by an Administrator, each Player shall use the account name he or she held at the beginning of the Tournament for the entire applicable Tournament. Unless otherwise expressly permitted in the Supplemental Rules or in prior writing by Tournament Operator, Players shall not broadcast, livestream, or otherwise distribute footage from any Tournament Games prior to said Tournament Games being broadcast for the first time by Tournament Operator.

b. Scheduling. Players shall be available to play a Tournament Game during the scheduled times provided to them by an Administrator for such Tournament Game. Participant understands and agrees that each Team must field a complete Team roster by the scheduled start time for each Tournament Game. Players may create a Tournament Game only after an Administrator provides them with express permission to do so. Unless an Administrator approves otherwise, each Player shall participate in all Tournament Games in the Tournament that the Player qualified for, subject to the other restrictions in these Rules (e.g., maximum players in a Tournament Game, etc.).

c. Mandatory Documents and Requirements. Tournament Operator may provide Players with documents and other requirements. Players must complete all such documents and other requirements, including final signature (where necessary), before the first week of each Tournament or by such other time disclosed by an Administrator. Failure to do so may cause fines or other measures, including, without limitation, fines equal to ten percent (10%) of any compensation due for each week that the Player has not completed his or her documents and other requirements, and/or the intentional withholding of all compensation due to other Players or the Organization until all documents and other requirements by each Player are fulfilled or the non-compliant Players are removed from the Team.

IV. GAMEPLAY

4.1 SCHEDULE, REGISTRATION, AND FORMAT

a. Format. Participants will compete in the Tournament in accordance with any directions issued or made available by Tournament Operator and the terms set forth in the Supplemental Rules.

4.2 BUGS IN THE GAME.

a. Bugs. Without limiting other provisions in the Rules, if a “game breaking” Bug is known or discovered, Participant understands and agrees that Administrators may impose additional restrictions on Participant at any time, including before or during any Tournament Game. “Bug” means a bug, defect, error, flaw, fault, or other failure of the Game to perform under documentation, specifications, requirements, developer expectations, reasonable player expectations, or as described (excluding typographical errors).

b. Bug Reporting. Participant understands and agrees to use best efforts to report any Bugs found promptly at the end of each Tournament Game. Any Participant found to be exploiting or using one (1) or more Bugs known to said Participant or which reasonably should be known to said Participant may be immediately disqualified from the Tournament and/or a Tournament Game. In addition, Participant understands and agrees to use best efforts to report any Bugs Participant learns of at any time.

c. Limited Disclaimer. TOURNAMENT OPERATOR, HI-REZ STUDIOS, INC., AND THEIR RESPECTIVE SHAREHOLDERS, SUBSIDIARIES, AFFILIATES, DIRECTORS, OFFICERS, PROFESSIONAL ADVISORS, EMPLOYEES, INDEPENDENT CONTRACTORS, AND AGENCIES WILL NOT BE RESPONSIBLE FOR: (I) ANY LATE, LOST, MISROUTED, GARBLED, OR DISTORTED OR DAMAGED TRANSMISSIONS; AND/OR (II) TELEPHONE, ELECTRONIC, HARDWARE, SOFTWARE, NETWORK, INTERNET, OR OTHER RELATED MALFUNCTIONS OR FAILURES. Tournament Operator reserves the right to reschedule any Tournament Games based on such technical issues to another date and time, which an Administrator will share with the affected Players and Teams.

4.3 IN-GAME PROCEDURES

a. Game Mode. Players will be competing in the game mode set forth in the Supplemental Rules. The final outcome of each Tournament and/or Tournament Game is determined in accordance with the scoring method set forth below.

b. Standard Scoring Method. Unless otherwise expressly set forth in the Supplemental Rules, Team performance in the Tournaments will be scored as follows:

i. Teams are awarded +1 point equal to such Team’s placement in a Tournament Game. For example, in a 100-Team Tournament Game, the first Team eliminated will receive +100 points, the last Team eliminated will receive +2 points, and the winning Team will receive +1 point.

ii. Teams are awarded -1 point for each elimination made by such Team during the Tournament Game.

iii. Upon conclusion of the Tournament, winner(s) will be determined based on which Teams have the lowest cumulative scores.

c. Multiple Classes. Unless otherwise expressly set forth by Tournament Operator in prior writing, each Team may only have up to 1 Champion of each Class.

d. Failure to Pick. Tournament Games are not subject to a remake if a Player fails to pick a Class during the allotted picking time. In the event that a Player fails to pick a Class during the allotted picking time, the Player must continue to participate in the Tournament Game as whichever Class the Game designates for such Player.

e. Punctuality. Each Tournament Game must start within one minute of an Administrator's request.

f. Delay of Game. Unless instituted by an Administrator, any delay of a Tournament Game is strictly prohibited. It is the Player's responsibility to communicate with such Player's Team, and Representative's responsibility to communicate with Administrators about any actual or foreseeable delays.

g. Disconnects. Tournament Games are not subject to a remake if a Player fails to load into a Tournament Game or disconnects during a Tournament Game. Notwithstanding the foregoing, the Administrator may, in their sole absolute discretion, direct Teams to remake such Tournament Game (which Administrator expects to use only in exceptional circumstances).

4.4 GAME RESTRICTIONS

a. Discretionary Content Ban.

- The Skins and other Game content (collectively, "Virtual Content") set forth on **Exhibit 1** of these Rules, attached hereto and incorporated herein, are banned in Tournaments and may not be used in any Tournament Games.
- Virtual Content may be banned by an Administrator at any time, in the Administrator's sole discretion, either orally or in writing. Players may be notified of such content bans at the earliest convenience of an Administrator. An Administrator's notice to a Representative shall be sufficient under this subsection.

b. Player Names. Players shall not change their names in the Tournament at any time without advance written permission from an Administrator. If a Player name is deemed inappropriate (in the sole discretion of an Administrator), such Player must change the Player's name, incurring all expenses associated therewith, before such Player may compete again.

c. Team Identifying Marks. Participants shall not change their Team names, tags, insignia, logos, trademarks, or other identifying characteristics without advance written permission from an Administrator. If applicable or required by an Administrator, an Organization's Players must be properly tagged during Tournament Games.

d. Inappropriate Assets. Tournament Operator reserves the right to deem any names, tags, insignia, logos, trademarks, or other identifying characteristics used by Participant as inappropriate. If any

material is deemed inappropriate, Participant shall immediately remove the applicable material and replace it with material that an Administrator approves in writing. Any cost associated with changing inappropriate names, tags, insignia, logos, trademarks, or other identifying characteristics shall be Participant's responsibility.

4.5 SETUP TIME.

- a. "Setup Time" means the time before or between Tournament Games.
- b. During Setup Time, every Player on each Team must: (i) be available for any communication requests from Administrators; (ii) properly test and ensure that all hardware and software that the Player will use is working with no material defects or other issues; and (iii) attend to any personal needs promptly and before expiration of the Setup Time, including reasonable restroom breaks, food, beverages, etc.¹

4.6 LAN RESTRICTIONS.

- a. No person may participate in a LAN event on a Team unless that person is a Player on an approved roster submitted by a Representative under **Section 3.3(e)**.
- b. Players and Organizations will be provided with forms and other requirements with strict deadlines in order to participate in a LAN event. Failure to complete the forms and other requirements before the disclosed deadlines may jeopardize or cause revocation of a Player or Team's invitation to a LAN event, at which point another Team or Organization will be invited instead.
- c. Players must attend LAN events during the designated times of travel, as disclosed by an Administrator. Late arrival and early departures may be requested, but Tournament Operator is under no obligation to approve such requests.
- d. LAN event invitations for Teams are restricted to Players and Representatives. If the Team's managers are not Players or Representatives, Tournament Operator may approve their attendance case by case.

V. DISPUTES AND RULE VIOLATIONS

5.1 DISPUTES.

- a. Definition. The term "Dispute" means any disagreement, controversy, claim, or other issue arising out of or relating to a Tournament ("Disputing Parties").
- b. Negotiation. In the event of a Dispute, Tournament Operator may require the Disputing Parties to meet and negotiate a resolution in good faith.
- c. Mediation; Right to Resolve Disputes. If the Disputing Parties cannot resolve the issue amongst themselves, Tournament Operator may require the Disputing Parties to, in good faith, settle the Dispute by mediation led by an Administrator. If a resolution is not reached within seven (7) calendar days, Tournament Operator may resolve the unresolved Dispute as Tournament Operator deems

¹ Coop, assumed that pauses are not relevant since no pausing feature in RR. Please confirm. We can also write rules for some sort of manual 'time-out' if you need.

appropriate in its sole and absolute discretion. Tournament Operator's decision shall be final and binding upon the Disputing Parties. For the avoidance of doubt, the foregoing includes, without limitation, that Tournament Operator shall have full and exclusive jurisdiction and authority to arbitrate and resolve any dispute related to the Tournament and/or the Tournament Game. The authority of Tournament Operator to arbitrate disputes pursuant to this Section 5.1 shall be binding to the same extent as if Tournament Operator and/or any other person or entity who has agreed to be bound by the terms of these Rules had entered into a formal arbitration agreement and the decision of Tournament Operator shall be final and binding on each of Tournament Operator and/or any other person or entity who has agreed to be bound by the terms of these Rules and shall not be subject to review. Tournament Operator may elect not to arbitrate a dispute in any circumstances that it determines appropriate or may delegate its authority to arbitrate a dispute to an Administrator or any other person.

d. Temporary Freeze. As a condition precedent to settlement or a final and binding decision by Tournament Operator, the Disputing Parties shall continue to perform and participate in the Tournament as if no dispute had occurred. If Participant fails to comply with this subsection, it will be deemed a waiver of Participant's rights under these Rules and Tournament Operator may immediately issue a final and binding decision, in its sole and absolute discretion.

5.2 RULES VIOLATIONS.

a. Setoff. Participant understands and agrees that if the Participant fails to follow the Rules, without limiting any other remedies Tournament Operator may have, Participant will pay Tournament Operator (or Tournament Operator may deduct from Participant's prizing, if applicable) the reasonable costs associated with Participant's misconduct (the valuation of the misconduct to be determined by an Administrator in his or her sole discretion), and, upon Tournament Operator's request and under an Administrator's instructions, issue a public apology.

b. Fines. If Tournament Operator or an Administrator determines a Participant is in breach of any provision of these Rules, Participant may be subject to fines, the amount of which shall be determined by Tournament Operator in its reasonable discretion. Furthermore, Participant understands and agrees that Tournament Operator reserves the right to deduct, divert, withdraw, or set-off the full amount of any fines assessed against Participant from any compensation Tournament Operator may owe, now or in the future, related to Participant. Participant shall, upon Tournament Operator's request, promptly take such action and/or provide any such authorizations, consents, instructions, or other documentation, which may be required in furtherance of the foregoing.

c. Other Measures. If Tournament Operator or any Administrator determines a Participant, other person connected with the Tournament or a Participant, is in breach of any provision of these Rules or any other rules, regulations, resolutions, agreements, instructions or similar proclamations of Tournament Operator with respect to the Tournament or has been or is guilty of conduct detrimental to the Tournament and/or the Game. Participant may be subject to disciplinary action at Tournament Operator's or the Administrator's sole discretion, including, without limitation, disqualification, suspension, forfeiture of any and all compensation associated with the Tournament or Game, prohibition from attending future Tournament Operator events, loss of Game account, etc. Participant or person shall, upon Tournament Operator's request, promptly take such action and/or provide any such authorizations, consents, instructions, or other documentation, which may be required in furtherance of the foregoing.

d. Measures Against Participant's Team or Organization For the avoidance of doubt, Participant understands that any setoff, fines, suspensions, or other action taken by Tournament Operator

for a Player's misconduct or other violations of these Rules may, in Tournament Operator's sole and absolute discretion, be assessed against Player's Team and/or Organization.

5.3 RULES DISCLAIMER.

The names of individuals, groups, companies, products, and services mentioned, and any corresponding likenesses, logos, and images thereof reproduced, have been used for identification only and may be the copyright properties and trademarks of their respective owners. The mention of any person, or including a product or service as compensation, implies no association with or endorsement by such person and, unless otherwise indicated, no association or endorsement is intended or should be inferred. The invalidity or unenforceability of any provision of these Rules will not affect the validity or enforceability of any other provision. If any provision of these Rules is determined to be invalid or otherwise unenforceable or illegal, the other provisions will remain in effect and will be construed under their terms as if the invalid or illegal provision were not contained. Tournament Operator's or an Administrator's failure to enforce these Rules will not constitute a waiver of that provision.

Tournament Operator shall have the authority to interpret, and from time to time establish policies and procedures regarding, the provisions of these Rules and other Tournament rules, regulations, resolutions, agreements, instructions or similar proclamations, and their application and enforcement. All rules are subject to the Tournament Operator's (or an Administrator's) interpretation, and any determination made by Tournament Operator (or an Administrator) with respect to any such matter shall be final and binding and shall not be subject to any review. Tournament Operator reserves the right to modify, add, or delete any provision of these Rules at any time, without prior notice and/or reason. These Rules will be governed, construed, and interpreted under the laws of the State of Georgia, United States of America, without regard to conflicts of law principles. Unless otherwise stated, all decisions made by an Administrator under these Rules are final and binding upon all parties.

Neither Tournament Operator nor any Administrator nor any person or entity designated by Tournament Operator to act on its behalf pursuant to this Section 5 shall be liable or accountable in damages or otherwise to any Participant for any loss or damage incurred by reason of any act or omission performed or omitted by Tournament Operator, any Administrator or any such person or entity in good faith either on behalf of the Tournament or in furtherance of its interests, provided Tournament Operator, such Administrator or such person or entity was not in violation of these Rules or guilty of fraud or bad faith with respect to such action or omission.

If a Participant does not agree with the rules and stipulations listed above, Participant may not participate in the Tournament. By requesting entry into the Tournament, Participant represents and warrants to Tournament Operator that Participant has read, understands, and agrees to these Rules, and promises to act in compliance with these Rules.

5.4 APPEAL PROCESS.

For Administrator actions involving a fine or suspension imposed upon a Participant, the affected Participant may appeal, in writing and within 20 calendar days, to Tournament Operator. Where applicable, the Organization may appeal on behalf of the Player with the Player's consent.

Upon receipt of a notice of appeal, Tournament Operator will designate a time and place for a hearing to be commenced, at which Tournament Operator or Tournament Operator's designee will preside. The hearing may be conducted by telephone conference call.

As soon as practicable following conclusion of the hearing, Tournament Operator will render a written decision which will constitute full, final, and complete disposition of the dispute and will be binding upon the Participant(s) involved with respect to that dispute. Any discipline initially imposed upon a Participant by Administrator may only be affirmed, reduced, or vacated by Tournament Operator in such decision, and may not be increased.

5.5 LANGUAGE

Any non-English translated versions of the rules are provided for convenience. In the event of any conflict between the non-English translated version and the English version, then the English version, as updated from time to time by Tournament Operator, will control.

5.6 AUTHORITY AND RESPONSIBILITY OF TOURNAMENT OPERATOR

Tournament Operator shall have the authority and responsibility for the general supervision and direction of all business and affairs of the Tournament and shall have all such other powers as may be necessary to fulfill its responsibilities. Tournament Operator shall be responsible for the coordination and general supervision of the Tournament and policy matters with respect to the Tournament. Tournament Operator, an Administrator or such other person as shall be designated by Tournament Operator shall be the principal public spokesperson for the Tournament.

EXHIBIT 1

RESTRICTED CONTENT

As of the latest date these General Rules have been updated, there is no restricted Virtual Content.

This Exhibit 1 may be subject to change at any time, subject to Tournament Operator's sole discretion.

[THE REST OF THIS EXHIBIT LEFT INTENTIONALLY BLANK]