



OVERWATCH[®]
CHAMPIONS
— **S E R I E S** —

Overwatch Champions Series 2024

Official Rules v1.0

1. Introduction.

- 1.1. The Overwatch Champions Series 2024 (the “Program”, or “OWCS”) is a competition circuit for Overwatch hosted by Blizzard, ESL FACEIT Group (“EFG”), and its affiliates (collectively, the “Administration”) who are engaged in operating the Program. These Overwatch Champions Series 2024 Official Rules (these “Official Rules”) form a contract between all Teams and Players (together, the “Participants”), on the one hand, and the Administration on the other hand. These Official Rules establish the general rules of tournament play, including but not limited to 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 the Program.
- 1.2. THESE OFFICIAL RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN THE PROGRAM ARE GOVERNED BY A BINDING ARBITRATION CLAUSE IN SECTION 12 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.
- 1.3. 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.
- 1.4. Each Participant must agree to these Official Rules to participate in the Program. Participants may accept these Official Rules by any one of the following methods:
 - Registering to participate in any competition affiliated with and sanctioned by the Program;
 - Registering a Team on the applicable tournament platform, e.g., FACEIT;
 - Participating in any Match that is part of the Program; or
 - Signing a Program Participation Form either in print or digitally.
- 1.5. **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, the Administration (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 by the Administration. Any material changes to these Official Rules will be provided to the Participants prior to the next event or match associated with the Program in which the changed rules will apply. Participation in a subsequent event or match associated with the Program will constitute acceptance of the changed rules.
- 1.6. **Additional Authority.** The Administration reserves the right to exercise necessary authority, without limitation, to protect the interests of the Overwatch® video game franchise (the “Franchise”), any person or entity who is associated with Franchise or Administration to provide products or services for the Program, any authorized person or entity to create and/or publish media for any reason at any time during the Program, and any person who is present at an event related to the Program. All decisions made by the Administration are final.

2. Players.

- 2.1. **Eligibility.** To be able to compete as a “Player” in the OWCS, a Participant must:
 - 2.1.1. be in good standing with respect to any Battle.Net or FACEIT accounts registered in such Participant’s name, with no undisclosed violations of the Blizzard End User License Agreement;
 - 2.1.2. be over the age of seventeen (17) prior to the date of roster lock in the jurisdiction;
 - 2.1.3. if, prior to the date of the first day of competition in your Eligible Jurisdiction, 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. Hold sufficient travel documentation or governmental authorization sufficient to enable travel to Region(s) where live, in-person OWCS competition will occur.

2.1.5. Reside and compete from one of the following regions within the jurisdictions (each, an “**Eligible Jurisdiction**”):

- **North America:** Argentina, Belize, Bolivia, Brazil, Canada, Chile, Colombia, Costa Rica, Cuba, Dominican Republic, El Salvador, Ecuador, Guatemala, Haiti, Honduras, Jamaica, Mexico, Nicaragua, Oman, Paraguay, Peru, Puerto Rico, United States, Uruguay, the Bahamas, Panama, and Venezuela;
- **Europe, Middle East, and North Africa:** Algeria, Austria, Bahrain, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Germany, Georgia, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kazakhstan, Kuwait, Latvia, Lithuania, Luxembourg, Malta, Macedonia, Morocco, Netherlands, Norway, Poland, Portugal, Qatar, Republic of Moldova, Romania, Saudi Arabia, Serbia, Slovakia, Slovenia, South Africa, Spain, Sweden, Switzerland, Tunisia, Turkey, Ukraine, United Arab Emirates, and the United Kingdom
- **Asia:** South Korea, Japan, Hong Kong, Indonesia, Macau, Malaysia, Philippines, Singapore, Taiwan, Thailand
- **Oceania:** New-Zealand: Australia, New-Zealand

2.1.6. **Resident Players.** Be a citizen or permanent resident in a region within an OWCS eligible jurisdiction in which your Team is competing. Resident players may only compete in one eligible jurisdiction, per stage at a time. Eligible jurisdictions are established in 2.1.5.

2.1.7. **Non-resident Players.** Not be a citizen or permanent resident in a region within an OWCS eligible jurisdiction in which your Team is competing. Non-permanent resident visa holders that reside in a region within the eligible jurisdiction in which your Team is competing are also considered non-resident players. Non-resident players may only compete in one eligible jurisdiction, per stage at a time. Eligible jurisdictions are established in 2.1.5.

2.1.8. **Proof of Residency.** Upon request, provide the Administration proof of residence within an eligible jurisdiction established in 2.1.5.

2.1.9. not be a director, officer, or employee of, relative of a The Administration employee, or any entity which controls, is controlled by, or is under common control with the Administration unless the Administration has been notified of and has expressly authorized such relationship in writing;

2.1.10. agree to be bound by these Official Rules and the decisions of the Administration; and

2.1.11. such Participant’s participation in the OWCS must be compliant with all laws of the Eligible Jurisdiction in which such Participant is a resident, as well as the Eligible Jurisdiction in which such Participant is competing, including, if necessary, the acquisition of any necessary visa or other governmental authorization required for such Participant’s participation in the Program.

2.2. **Eligible Jurisdiction Residency Changes.** Should a Participant desire to permanently transfer from an Eligible Jurisdiction where they do not currently reside to another Eligible Jurisdiction, they may petition the Administration by (a) emailing owcsssupport@ee.gg; (b) providing their FACEIT, and Battle.net account names; and, (c) providing proof of residency for their new Eligible Jurisdiction. The Administration, at its sole discretion, reserves the right to grant or deny Eligible Jurisdiction changes or exceptions for residency restrictions. For the avoidance of doubt, Players seeking to join a Team in an outside Eligible Jurisdiction by means of participation via Non-Resident Player designation will not be required to adhere to the region verification stipulations as outlined above.

2.3. **General Eligibility**

2.3.1. Players may only participate in the Program so long as their participation does not violate applicable local laws and/or the federal, state and local laws of the United States, including any such laws applicable to jurisdictions outside the United States. Players are responsible for ensuring that their participation in the Program is compliant with all laws of the jurisdiction(s) in which they are a resident, and Players must take all steps necessary to ensure such compliance. Notwithstanding anything to the contrary contained herein, the Administration shall have the right in its sole and absolute discretion to determine the eligibility of any and all Participants. Players acknowledge and agree that your eligibility status as determined by the Administration

may change at any time and such determination shall be final.

2.4. Player Names

- 2.4.1. Players must use an acceptable Player name in any Program affiliated competition. Players may use Battle Tags or handles during Program affiliated competition. If a Player does not use his or her legal name, the Administration reserves the right to restrict or change a Player's tag, handle, or other name in its sole discretion. The Administration reserves the right to revoke the eligibility of any Player whose Battletag is offensive, toxic, incorporates any Blizzard or third-party intellectual property, or is deemed to be inappropriate or unacceptable by the Administration, to be determined in the sole discretion of the Administration.
- 2.4.2. Player names may not include a sponsor name.
- 2.4.3. Player names may not contain a personal or political message.
- 2.4.4. Player names may not include a product name or description.
- 2.4.5. Player names may not include any words that are purely commercial.
- 2.4.6. Player names shall not include celebrity names or monikers (except when used by celebrity Players themselves).
- 2.4.7. Player names must comply with these Official Rules.

2.5. Player Streaming

- 2.5.1. Players who are competing in the OWCS may stream their own gameplay.
- 2.5.2. Players who choose to stream their OWCS gameplay must do so with a 2-minute broadcast delay.
- 2.5.3. At its discretion, the Administration may request that a player ends their livestream if they do not follow the policies outlined in the Official Rules.

2.6. Player Rules

- 2.6.1. Players can compete on only one Team in one Program affiliated competition at a time.
- 2.6.2. Players cannot leave a Team's roster once the roster lock period has begun.
- 2.6.3. Players must compete on their own "primary" Blizzard account and cannot use any other alternate account owned by such Player, or a Blizzard account owned by another individual.
- 2.6.4. Players must use a Blizzard account registered in their legal name.
- 2.6.5. Players must use a Blizzard account with an email address owned by such Player.

3. Teams.

- 3.1.1. **Definition of a Team.** A "Team" is a roster that consists of a minimum of five (5) Players and a maximum of eight (8) Players for the purpose of competing in Program affiliated competitions.
- 3.1.2. **Player Substitutions.** Teams can substitute Players between Maps. No substitutions may be made during a Map. Teams must notify the Administration each time a substitution is made.
- 3.1.3. **Emergency Substitutions.** At its sole discretion, the Administration may grant emergency substitutions for unforeseen circumstances.
- 3.1.4. **Team Name.** All Team names must be approved by the Administration in its sole discretion. Team names may be denied at any time that may not reflect the professional standards of the Administration. Team names cannot include any sponsor unless approved by the Administration. Affected Teams will be required to submit and play under another approved name.

4. Prizing.

- 4.1. **Competition Prizing Distribution.** Prizes will be awarded to Players based on final Team standings within each Stage of competition as defined in Section 4.5. Prizes will be paid in US dollars. The prizes below will be paid out to Teams, split evenly between all registered Players on the Team roster, in accordance with such Team's results at the end of each Stage. The prizing amounts stipulated below are awarded based on performance in the Main Event portion of each individual Stage. Potential Winners ("**Potential Winners**") are limited to one prize package for the Tournament. Prizes are non-transferable and not exchangeable for any other prize. In the case of

unavailability of a prize, the Administration reserves the right, in its sole discretion, to substitute a prize of equal or greater value. All cash prizes will be paid in US Dollars (unless the Administration permits an alternate method of payment). Potential Winners who are eligible for the award of a prize assume all liability for the use of the prize.

- 4.2. **Requirements to Collect a Prize Award.** Potential Winners must comply with these Official Rules and winning is contingent upon fulfilling all requirements. Potential Winners shall have no right to any prize unless the conditions set forth in these and any other applicable rules are satisfied. Potential Winners will be notified after the end of the Tournament. Each Potential Winner is required to follow the instructions in the notification. In order to be eligible to claim a prize, each Potential Winner of a prize will be required to fill out and sign, within the prescribed period of time in the notification, an affidavit of eligibility and liability/publicity release form, as well as all applicable governmental and tax forms required to receive a prize, including an IRS form W-8, form W-9 or form 8233 and any other forms required. If treaty benefits are applicable, a foreign person can file (Form 8233 for a nonresident alien and Form W8BEN-E for foreign corporations) to demonstrate that they are entitled to reduced U.S. withholding. Winners will also be required to complete and submit to the Administration bank account and routing information to receive their cash prize. Winners who accepted prizing in the form of US Dollars and who are residents of the U.S. will receive an IRS Form 1099 at the end of the calendar year, and a copy of such form will be filed with the IRS. Additional paperwork that the Administration requests, including waivers and releases, must be submitted to the Administration before the Administration will provide the Potential Winner with any prize. Following the Administration's verification of eligibility and compliance with the terms of these Rules, the Potential Winner will be declared the winner of the prize. Prizes will be fulfilled approximately 8 – 10 weeks after conclusion of the event and receipt of all necessary documentation. If a Potential Winner cannot be contacted, does not respond, or fails to sign and return the required documentation within fourteen (14) days of the first notification attempt, the Potential Winner forfeits his or her eligibility to claim a prize.
- 4.3. **Costs Associated with Collecting a Prize Award.** Participants are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein. National, state and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Participant. For some non-U.S. Participants, 30% of the prize value will be withheld and remitted to the IRS to comply with U.S. tax laws.
- 4.4. **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 the Administration. Winners will be required to complete and submit to the Administration an IRS form W-8, form 8233, or W-9. If treaty benefits are applicable, a foreign person can file (Form 8233 for a nonresident alien and Form W8BEN-E for foreign corporations) to demonstrate that they are entitled to reduced U.S. withholding. Winners will also be required to complete and submit to the Administration bank account and routing information to receive their cash prize. Additional paperwork that the Administration requests, including waivers and releases, must be submitted to the Administration before the Administration will provide winner with any prize. Prizes are unable to be fulfilled until conclusion of the applicable Event and receipt of all necessary documentation.
- 4.5. Prizing Eligibility
- 4.5.1. Stage 1-4 Prizing
- 1st Place: \$30,000 USD team prizing
 - 2nd Place: \$15,000 USD team prizing
 - 3rd Place: \$10,000 USD team prizing
 - 4th Place: \$7,000 USD team prizing
 - 5th/6th Place: \$4,000 USD team prizing
 - 7th/8th Place: \$2,500 USD team prizing
- 4.5.2. **OWCS Major and OWCS Finals.** Prizing for Teams competing in the OWCS Major and OWCS Finals will be

communicated by the Administration at a later date.

5. Sponsorships.

5.1. **Sponsorships Generally.** Subject to this Section, Teams and Players may acquire individual sponsorships. Teams and Players may not engage in joint negotiations or otherwise cooperate or coordinate with one another in the marketing or negotiation of sponsorships. The Administration reserves the right to restrict sponsor involvement in Tournament activities, and all sponsorships used in connection with the Tournament activities are subject to approval.

5.2. **Use of Game Materials.** Teams and Players are prohibited from using any Tournament live or on-demand stream; Match highlights or other footage; Game images, game-related logos, artwork, animations; or other protected intellectual property owned or controlled by or its affiliates (collectively, “**Game Materials**”) in connection with any third-party sponsorships, advertising, promotions, or marketing.

5.3. **Reserved Categories.** The Administration reserves the right to have Tournament-wide exclusive sponsorships on a global basis or specific to a particular Region. The Administration 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 the Tournament. The categories of goods and services set forth below are reserved for The Administration for the Tournament. For each of the categories, the description of items that are included and specific brand examples are non-exhaustive. If a Team has questions regarding the scope of a given category the Team should contact the Administration before entering into a potentially conflicting agreement.

- **Video game platforms.** This category includes gaming consoles such as Sony PS5 and Microsoft Xbox as well as PC-based gaming platforms such as Valve Steam Deck and other dedicated video game platforms.
- **Esports competition platforms.** This includes competition platforms such as FACEIT, Wara.GG, and Start.GG
- **Computer graphics cards.** This category includes graphics cards sold by hardware companies such as Intel, AMD, and Nvidia.
- **Automobile manufacturers.** This category includes companies such as Toyota, Ford, and Volkswagen.
- The manufacturers, publishers, or distributors of any of the foregoing products or services.

5.4. Teams and Players are not permitted to compete in any element of the Program with sponsors affiliated with any of the following:

- Any person or entity that offers products or services that Administration determines are detrimental to the business of Blizzard (including, without limitation, the Franchise), ESL FACEIT Group, or that give one player an unfair advantage over another player, including hacking, gold selling services, account sellers and key sellers;
- Non-Activision Blizzard or Company affiliated Games, related explotations, or other products or services from entities that compete directly with Blizzard or EFG;
- Account selling, sharing, or trading websites;
- Alcoholic beverages, including liquor, beer, wine, cider, and other malt beverages;
- Drugs (whether legal or illegal) and any products used to consume drugs;
- Tobacco and vaping products;
- Cannabis and any products used to consume cannabis;
- Pornography, sexual or adult-oriented products or services;
- Gambling (whether legal or illegal), including casinos;
- Daily Fantasy Sports
- Firearms / weapons, or related products or services;
- Political candidates or ballot initiatives;
- Religious products or services;
- Cryptocurrencies and Cryptocurrency exchanges;

- NFTs;
- Artificial Intelligence / Machine Learning; or
- Illegal goods and services.

6. Structure and Schedule.

6.1. **Description.** The Overwatch Champions Series 2024 will consist of four Stages. Within each Stage the competition cycle will consist of three tournament phases: “Swiss”, “Groups”, and the “Main Event”. The results of competition in the online Stages will result in top teams’ qualification to the DreamHack Dallas OWCS Major (the “OWCS Major”) after the second Stage and to the DreamHack Stockholm OWCS Finals (the “OWCS Finals”) after the fourth Stage.

6.2. **Schedule.** The four Stages, each made up of three tournament phases, are defined as the grouping of Swiss, Groups, and a Main Event within the below specified date ranges. Alongside the OWCS Major, and the OWCS Finals, these competitions and their associated roster lock periods will be held on the dates listed below:

6.2.1. **Roster Lock Stage 1:** 1 March 2024

6.2.2. **Roster Lock Stage 2:** 5 April 2024

6.2.3. **Roster Lock OWCS Major:** 5 April 2024

6.2.4. **Roster Lock Stage 3:** 16 August 2024

6.2.5. **Roster Lock Stage 4:** 20 September 2024

6.2.6. **Roster Lock OWCS Finals:** 20 September 2024

6.2.7. **North America Stage 1:** 1 March 2024 – 24 March 2024

6.2.8. **North America Stage 2:** 5 April 2024 – 28 April 2024

6.2.9. **North America Stage 3:** 16 August 2024 – 8 September 2024

6.2.10. **North America Stage 4:** 20 September 2024 – 13 October 2024

6.2.11. **DreamHack Dallas OWCS Major:** 31 May 2024 – 2 June 2024

6.2.12. **Europe, Middle East, and North Africa Stage 1:** 1 March 2024 – 24 March 2024

6.2.13. **Europe, Middle East, and North Africa Stage 2:** 5 April 2024 – 28 April 2024

6.2.14. **Europe, Middle East, and North Africa Stage 3:** 16 August 2024 – 8 September 2024

6.2.15. **Europe, Middle East, and North Africa Stage 4:** 20 September 2024 – 13 October 2024

6.2.16. **DreamHack Stockholm OWCS Finals:** 22 November 2024 – 24 November 2024

6.3. **Roster Lock Stipulations.** Fielded Rosters, for the duration of any of the four Stages, will be locked in accordance with rosters submitted for the associated Swiss phase. Rosters will be declared via the FACEIT registration portal for each Swiss phase.

6.3.1. **Stage 1.** Teams will be required to field the same roster as was submitted for the Stage 1 Swiss phase through the duration of Stage 1, including Groups and Main Event. Stage 1 Swiss rosters will lock on 29 February 2024. Specific time and date information can be found on the applicable registration portal located on the FACEIT platform.

6.3.2. **Stage 2.** Teams will be required to field the same roster as was submitted for the Stage 2 Swiss phase through the duration of Stage 2, including Groups and Main Event. Stage 2 Swiss rosters will lock on 4 April 2024. Specific time and date information can be found on the applicable registration portal located on the FACEIT platform.

6.3.3. **Stage 3.** Teams will be required to field the same roster as was submitted for the Stage 3 Swiss phase through the duration of Stage 3, including Groups and Main Event. Stage 3 Swiss rosters will lock on 15 August 2024. Specific time and date information can be found on the applicable registration portal located on the FACEIT platform.

6.3.4. **Stage 4.** Teams will be required to field the same roster as was submitted for the Stage 4 Swiss phase through the duration of Stage 4, including Groups and Main Event. Stage 1 Swiss rosters will lock on 19 September 2024. Specific time and date information can be found on the applicable registration portal located on the

FACEIT platform.

- 6.3.5. **DreamHack Dallas OWCS Major.** Teams will be required to field the same roster as submitted for the Stage 2 Swiss phase on 4 April 2024.
- 6.3.6. **DreamHack Stockholm OWCS Finals.** Teams will be required to field the same roster as submitted for the Stage 4 Swiss phase on 19 September 2024.
- 6.4. **Non-Resident Players.** Teams will be permitted to field a maximum of two (2) Non-Resident Players per Team. Please see Section 2.1.7 for details regarding Non-Resident Players and Section 7.5 regarding Circuit Points and Cross-Region Transfers.
- 6.5. **Platform.** All OWCS Matches may be played solely on PC. Players will be required to have a Battle.net in good standing account to connect to online services and compete.
- 6.6. **Service.** The Administration will specify the Overwatch environment that the competition will be played on. It will be the responsibility of the player to follow the Administration's communication to play on the announced environment: FACEIT, Live, OPR, or LAN.
- 6.7. **Hosting.** Matches hosted on the FACEIT platform will be automatically generated including settings, with the exception of tiebreaker Matches. Any required tiebreaker Maps held during any element of the Program should be played using the competitive setting following the hosting format displayed on the Match page. The Team that is not hosting will pick which side to play on. The hosting Team is responsible for ensuring all settings are correct prior to launching the map. Hosting incorrect settings may result in a forfeit of that Map.
- 6.8. **Format:** Each Stage will be structured in three phases: a Swiss phase, a Groups phase, and the Main Event. Additionally, the "LAN Events" are physically hosted competitions that consist of the OWCS Major and the OWCS Finals.
- 6.8.1. **Swiss phase.** Teams who signed up for open registration for the Swiss phase ("**Open Signup Teams**") will compete in nine (9) Matches against other Open Signup Teams in the Swiss phase. Match pairings will be conducted per swiss-tournament style rules, pursuant to which Teams will be matched against similarly performing Teams. Each Match in the Swiss phase will consist of a number of maps played until the first Team to win two ("FT2") maps will win the Match. Upon the conclusion of the ninth round of Matches in Swiss phase, the top performing Teams from the Swiss phase will be invited to advance to Groups.
- 6.8.2. **Groups.** Sixteen (16) Teams will be invited to the Groups phase. Groups compositions will be conducted per GSL-tournament style rules. Groups seeding will be determined by the Administration in its sole discretion. Seeding methodology can be found in the individual ruleset for this competition located on the FACEIT platform. All Matches in Groups will be played until the first Team to win three ("FT3") maps will win the Match. Upon the conclusion of Groups the top performing Teams from Groups phase will be invited to advance to the Main Event.
- 6.8.3. **Main Event.** Eight (8) Teams will be invited to the Main Event. Main Event seeding will be determined by an Administration in its sole discretion. Seeding methodology can be found in the individual ruleset for this competition located on the FACEIT platform. All Matches, with the exception of the Grand Finals, in the Main Event will be played until the first Team to win three maps wins the Match. The Grand Finals Match will be determined by the first Team to win four ("FT4") maps. For the avoidance of doubt, the Grand Finals Match does not include a double elimination bracket reset.
- 6.8.4. **LAN Events.** Three (3) Teams each from both the North America region and the Europe, Middle East, and Africa region will be invited to the OWCS Major and the OWCS Finals, alongside the two (2) Teams from the Asia region as determined by the Administration. LAN Event seeding will be determined by the Administration in its sole discretion. Seeding methodology can be found in the individual ruleset for this competition. Teams will qualify to the Majors based on performance in the Stage directly prior to the applicable Major and through aggregate Circuit Point totals as stipulated in Section 7.4.
- OWCS Major Qualification
 - The 1st place team in the Main Event of Stage 2 will qualify for participation at the OWCS

Major

- The two (2) Teams with the highest season-wide aggregate Circuit Point totals from Stage 1 & Stage 2 will qualify for participation at the OWCS Major.
- For the avoidance of doubt, Circuit Points earned in Stage 2 competition will be considered for the Teams that qualify to the Major via aggregate Circuit Point totals.
- OWCS Finals Qualification
 - The 1st place team in the Main Event of Stage 4 will qualify for participation at the OWCS Finals.
 - The two (2) Teams with the highest season-wide aggregate Circuit Point totals from Stage 1 to Stage 4 will qualify for participation at the OWCS Major.
 - For the avoidance of doubt, Circuit Points earned in Stage 4 competition will be considered for the Teams that qualify to the Major via aggregate Circuit Point totals.

6.9. Maps will only be played once per Match.

6.10. **Draws.** If any individual Map ends in a draw the competing Teams will move onto the next Map with zero points awarded. Teams will play throughout the Maps in the rotation until a team meets the number of 'X' points as classified in the First to 'X' series modifier. Should any Match end in an overall points draw, manually created tiebreaker Maps will need to be played until a team meets the number of 'X' points as classified in the First to 'X' series modifier. Tiebreaker Maps are selected in concordance with the prescriptions detailed below.

6.11. **Disputes.** Participants must alert the Administration before start-of-play for all roster disputes. All other disputes must be sent to the Administration immediately after the conclusion of the Map in question. Contacting the Administration after a Map has already been agreed upon and played by both Teams may result in staying as the Match of record, regardless of correct or incorrect game settings, at the Administration's sole discretion. Proof of results are required in case of a dispute. Screenshots and/or recorded video may be used as evidence in case of disputes.

6.12. **Hero Pool.** The heroes that are eligible for the tournament will be communicated by the Administration.

6.13. **Hero and Map Bans.** In case of a bug existing within the current patch of Overwatch, the tournament administrator may enforce a hero or map ban for any duration of time in the Administration's sole discretion.

6.14. **Available Map and Mode Pool.** The maps and modes pool for use in any OWCS associated competition are listed below. The Administration holds the right to adjust the Map Rotation, Order, and Pool at any time. The current maps and mode list are as follows:

6.14.1. Control - Illios, Lijang Tower, Nepal, Samoa

6.14.2. Hybrid - Blizzard World, King's Row, Midtown, Hollywood

6.14.3. Push - Colosseo, Esperanca, New Queen Street

6.14.4. Escort - Circuit Royale, Dorado, Rialto, Shambali Monastery

6.14.5. Flashpoint - New Junk City, Suravasa

6.15. **Series Structure.** The predetermined order of played game modes for any OWCS associated competition are as follows:

6.15.1. First to Two - Control, Hybrid, Escort

6.15.1.1. Tiebreaker: Flashpoint

6.15.2. First to Three - Control, Hybrid, Push, Flashpoint, Escort

6.15.2.1. Tiebreakers: Control, Push

6.15.3. First to Four - Control, Hybrid, Push, Flashpoint, Escort, Control, Escort

6.15.3.1. Tiebreakers: Push, Escort, Control

6.16. **Map Veto Process.** Maps and mode order for each Match will be decided by a veto process conducted on the FACEIT platform. This process will be conducted as stipulated in the below sections.

6.17. **FT2 Map Veto Process.**

- 6.17.1.1. In every LAN Event Match the higher seeded Team must choose to act as Team A or Team B.
- 6.17.1.2. In any Match conducted on the FACEIT platform the higher seeded team will be assigned to act as Team A.
- 6.17.1.3. For any Match without a higher seeded team, Team A or Team B will be chosen at random.
- 6.17.2. **Map 1 Selection – Control**
 - 6.17.2.1. Team A bans 1 Map from the Available Map Pool (see section 6.15)
 - 6.17.2.2. Team B bans 1 Map
 - 6.17.2.3. Team A selects Map 1
 - 6.17.2.4. Team B selects side for Map 1
- 6.17.3. **Map 2 Selection – Hybrid**
 - 6.17.3.1. Team B bans 1 Map
 - 6.17.3.2. Team A bans 1 Map
 - 6.17.3.3. Team B selects Map 2
 - 6.17.3.4. Team A selects side for Map 2
- 6.17.4. **Map 3 Selection – Escort**
 - 6.17.4.1. Team A bans 1 Map
 - 6.17.4.2. Team B bans 1 Map
 - 6.17.4.3. Team A selects Map 3
 - 6.17.4.4. Team B selects side for Map 3
- 6.17.5. **Map 4 Selection – Flashpoint (Tiebreaker)**
 - 6.17.5.1. Team A selects Map 4
 - 6.17.5.2. Team B selects side for Map 4
- 6.18. **FT3 Map Veto Process.**
 - 6.18.1.1. In every LAN Event Match the higher seeded Team must choose to act as Team A or Team B.
 - 6.18.1.2. In any Match conducted on the FACEIT platform the higher seeded team will be assigned to act as Team A.
 - 6.18.1.3. For any Match without a higher seeded team, Team A or Team B will be chosen at random.
 - 6.18.2. **Map 1 Selection – Control**
 - 6.18.2.1. Team A bans 1 Map from the Available Map Pool (see section 6.15)
 - 6.18.2.2. Team B bans 1 Map
 - 6.18.2.3. Team A selects Map 1
 - 6.18.2.4. Team B selects side for Map 1
 - 6.18.3. **Map 2 Selection – Hybrid**
 - 6.18.3.1. Team B bans 1 Map
 - 6.18.3.2. Team A bans 1 Map
 - 6.18.3.3. Team B selects Map 2
 - 6.18.3.4. Team A selects side for Map 2
 - 6.18.4. **Map 3 Selection – Push**
 - 6.18.4.1. Team B bans 1 Map
 - 6.18.4.2. Team A selects Map 3
 - 6.18.4.3. Team B selects side for Map 3
 - 6.18.5. **Map 4 Selection – Flashpoint**
 - 6.18.5.1. Team B selects Map 4
 - 6.18.5.2. Team A selects side for Map 4
 - 6.18.6. **Map 5 Selection – Escort**

- 6.18.6.1. Team A bans 1 Map
- 6.18.6.2. Team B bans 1 Map
- 6.18.6.3. Team A selects Map 5
- 6.18.6.4. Team B selects side for Map 5
- 6.18.7. **Map 6 Selection – Control (Tiebreaker)**
 - 6.18.7.1. The final remaining Control Map not previously used in the series will be used for Map 6
 - 6.18.7.2. Team A selects side for Map 6
- 6.18.8. **Map 7 Selection – Push (Tiebreaker)**
 - 6.18.8.1. The final remaining Push Map not previously used in the series will be used for Map 7
 - 6.18.8.2. Team B selects side for Map 7
- 6.19. **FT4 Map Veto Process.**
 - 6.19.1.1. In every LAN Event Match the higher seeded Team must choose to act as Team A or Team B.
 - 6.19.1.2. In any Match conducted on the FACEIT platform the higher seeded team will be assigned to act as Team A.
 - 6.19.1.3. For any Match without a higher seeded team, Team A or Team B will be chosen at random.
- 6.19.2. **Map 1 Selection – Control**
 - 6.19.2.1. Team A bans 1 Map from the Available Map Pool (see section 6.15)
 - 6.19.2.2. Team B bans 1 Map
 - 6.19.2.3. Team A selects Map 1
 - 6.19.2.4. Team B selects side for Map 1
- 6.19.3. **Map 2 Selection – Hybrid**
 - 6.19.3.1. Team B bans 1 Map
 - 6.19.3.2. Team A bans 1 Map
 - 6.19.3.3. Team B selects Map 2
 - 6.19.3.4. Team A selects side for Map 2
- 6.19.4. **Map 3 Selection – Push**
 - 6.19.4.1. Team B bans 1 Map
 - 6.19.4.2. Team A selects Map 3
 - 6.19.4.3. Team B selects side for Map 3
- 6.19.5. **Map 4 Selection – Flashpoint**
 - 6.19.5.1. Team B selects Map 4
 - 6.19.5.2. Team A selects side for Map 4
- 6.19.6. **Map 5 Selection – Escort**
 - 6.19.6.1. Team A bans 1 Map
 - 6.19.6.2. Team B bans 1 Map
 - 6.19.6.3. Team A selects Map 5
 - 6.19.6.4. Team B selects side for Map 5
- 6.19.7. **Map 6 Selection – Control**
 - 6.19.7.1. Team A bans 1 Map
 - 6.19.7.2. Team B selects Map 6
 - 6.19.7.3. Team A selects side for Map 6
- 6.19.8. **Map 7 Selection – Escort**
 - 6.19.8.1. Team B bans 1 Map
 - 6.19.8.2. Team A selects Map 7
 - 6.19.8.3. Team B selects side for Map 7

6.19.9. Map 8 Selection – Push (Tiebreaker)

6.19.9.1. The final remaining Push Map not previously used in the series will be used for Map 8

6.19.9.2. Team A selects side for Map 8

6.19.10. Map 9 Selection – Escort (Tiebreaker)

6.19.10.1. The final remaining Escort Map not previously used in the series will be used for Map 9

6.19.10.2. Team B selects side for Map 9

6.19.11. Map 10 Selection – Control (Tiebreaker)

6.19.11.1. The final remaining Control Map not previously used in the series will be used for Map 10

6.19.11.2. Team A selects side for Map 10

7. Circuit Points.

7.1. Eligible Participants that advance to the Groups and the Main Event competitions within any of the Stage 1, Stage 2, Stage 3, or Stage 4 competitions will be awarded Circuit Points based on performance. Circuit Points will primarily be used to qualify and seed Teams into the OWCS Major and the OWCS Finals.

7.2. **Point Distributions.** Circuit Points will be awarded based on performance in Groups and Main Event of any applicable Stage. Distributions for each Stage are as follows. For the avoidance of doubt, no Circuit Points will be awarded for participation in the Swiss phase of any individual Stage, the OWCS Major, or the OWCS Finals.

7.2.1. Stage 1 Point Distribution

- 1st Place: 50 Circuit Points
- 2nd Place: 40 Circuit Points
- 3rd Place: 30 Circuit Points
- 4th Place: 25 Circuit Points
- 5th/6th Place: 20 Circuit Points
- 7th/8th Place: 15 Circuit Points
- 9th-12th Place: 10 Circuit Points
- 13th-16th Place: 5 Circuit Points

7.2.2. Stages 2 & 3 Point Distribution

- 1st Place: 100 Circuit Points
- 2nd Place: 80 Circuit Points
- 3rd Place: 60 Circuit Points
- 4th Place: 50 Circuit Points
- 5th/6th Place: 40 Circuit Points
- 7th/8th Place: 30 Circuit Points
- 9th-12th Place: 20 Circuit Points
- 13th-16th Place: 10 Circuit Points

7.2.3. Stage 4 Point Distribution

- 1st Place: 150 Circuit Points
- 2nd Place: 120 Circuit Points
- 3rd Place: 90 Circuit Points
- 4th Place: 75 Circuit Points
- 5th/6th Place: 60 Circuit Points
- 7th/8th Place: 45 Circuit Points
- 9th-12th Place: 30 Circuit Points
- 13th-16th Place: 15 Circuit Points

- 7.3. **Point Ownership.** Circuit Points are (i) awarded on an individual Participant basis, and (ii) non-transferable across regions. For example, if a Team places 1st in Stage One, each Player eligible to receive Circuit Points on the roster will be awarded 50 Circuit Points.
- 7.4. **Team Point Calculation.** For the purposes of Circuit Point calculation as it pertains to qualification into either of the LAN Events, a Team's Circuit Point total will consist of the aggregate Circuit Point values of the Core Roster. The Core Roster is defined as the five (5) Players that have the highest number of aggregate Maps played within any given Stage. In the event that multiple Players have tied in total Maps played, the five (5) highest points values between the tied Players and the remaining Core Roster Players will be considered and Teams will be required to designate their preferred Core Roster member amongst the tied Players. Core Rosters will be determined after the conclusion of the Main Event of any individual Stage.
- 7.5. **Cross Region Player Transfers.** Per 7.3. points are non-transferable across regions. Any Player transferring to participate in a Team outside of a region in which they have earned Circuit Points in, will not carry their previously accrued Circuit Points to the new region where they will compete. Players that complete a return transfer back to the region in which they had previously participated in will be credited with their previously accrued Circuit Points within that region. Only points earned by a Player within a region will count for qualification of a team advancing from that region to either the OWCS Major or OWCS Finals.
- 7.6. **Intra Region Player Transfers.** Any Player, including Players transferring from other regions that possess previously accrued Circuit Points in their targeted region, that transfers to another Team between Stages 1 & 2 and/or Stages 3 & 4 will be subject to certain stipulations regarding their previously accrued Circuit Points and the nature of how their new Team will be permitted to utilize them as it relates to LAN Event qualification. These stipulations include:
- 7.6.1. Players transferring Teams who attain the Core Roster designation through their participation in Stage 2 or Stage 4 will be capped on the amount of Circuit Points their Stage 1 or Stage 3 accrued Circuit Points can contribute to the new Team's LAN Event qualification eligibility. The aggregate of all Core Roster members, including the transferred Player's, will not be permitted to exceed the previous aggregate Team Circuit Point total as was accrued in Stage 1 or Stage 3.
- 7.6.1.1. These stipulations will apply only to Teams who retained 3/5 Core Roster Players from Stage 1 or Stage 3. Teams who retain less Core Roster Players than this threshold will have no restrictions placed on their Circuit Points as it relates to LAN Event qualification.
- 7.6.1.2. Cap restrictions placed on Circuit Points accrued from participation in Stage 1 are removed after the completion of the OWCS Major.
- 7.6.1.3. For the avoidance of doubt, these stipulations do not apply to Circuit Points earned in Stage 2 or Stage 4, which will apply 100% of their value.
- 7.7. **Substitute Player Point Eligibility.** Players designated outside the Core Roster after the conclusion of a Main Event will only be credited with Circuit Points earned from Team performance if they participated in an amount of Maps through the duration of Groups and the Main Event as stipulated below. The specific Map participation requirements, delineated by final Stage placement, are as follows:
- 7.7.1.1. 1st Place Teams: Six (6) Maps
- 7.7.1.2. 2nd Place Teams: Six (6) Maps
- 7.7.1.3. 3rd Place Teams: Five (5) Maps
- 7.7.1.4. 4th Place Teams: Five (5) Maps
- 7.7.1.5. 5th/6th Place Teams: Four (4) Maps
- 7.7.1.6. 7th/8th Place Teams: Three (3) Maps
- 7.7.1.7. 9th-12th Place Teams: Two (2) Maps
- 7.7.1.8. 13th-16th Place Teams: One (1) Map

8. Rules and Settings.

- 8.1. **Rule Enforcement.** All rules are subject to the Administration’s interpretation in all respects, and the Administration shall have final say on any rulings. These Official Rules may be amended, updated, or modified by the Administration at any time.
- 8.2. **No Shows.** Teams have ten (10) minutes after the scheduled Match time to be in-lobby and ready to play. If a competing Team has been contacted and is unresponsive after ten (10) minutes, the opposing Team may mark such Team as a no-show. Teams may be granted an extra five (5) minutes to fix the issues. If not a win will be awarded to the present Team.
- 8.3. **Concessions.** Teams may request that they be allowed to concede victory of a game or Match. Teams may request that their opponent not receive a forfeit penalty. An Administration official must be contacted with these requests via FACEIT match support.
- 8.4. **Dispute Evidence.** In the event of a dispute, please provide video / screenshot proof to FACEIT match support. The URL for the image(s) and/or video(s) must be included. The issue must be clearly stated as well as the time in the video in which the issue occurred, and/or what the Administration official should be looking for in the picture/video.
- 8.5. **Scheduling Changes.** The Administration may, at its sole discretion, reorder the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. The Administration will notify all affected Teams of any Match schedule changes.
- 8.6. **Patch.** All Matches will be played on the specific Overwatch patch selected by the Administration per Section 6.6. The Administration may request that Teams who qualify for Groups or a Main Event play on a private tournament realm with accounts provided by the Administration.
- 8.7. **Game Creation and Settings.**
- 8.7.1. Custom Match Settings (FACEIT)
- 8.7.1.1. Matches played on the FACEIT client will have automated settings set for the participants.
- 8.7.2. Custom Match Settings
- Presets: Competitive
 - Modes, All: Kill Cam Disabled
 - Modes, All: Skins Enabled
 - “Invite Only” must be selected within the Custom Game Lobby.
- 8.7.2.1. Custom Match Settings will be used for LAN Event environments and tiebreaker Maps. All other Maps should utilize automated settings as provided by the FACEIT platform.
- 8.7.3. **Server Host** All Matches will be played on a server in the applicable region listed below.
- **North America Region:** All Matches will be played on the in-game “USA - Central” server.
 - **Europe, Middle East, North Africa:** All Matches will be played on the in-game “Netherlands”.
 - In LAN Event environments only, any given Map can be played on another server if both Teams mutually agree to do so.
- 8.8. **In-Game Rules.**
- 8.8.1. **Pauses.**
- Gameplay pauses during a Match are only permissible in extreme circumstances, such as a technical or network issue or failure to field a full five Player Roster.
 - Teams are allowed a maximum of fifteen (15) minutes of pause time (“**Pause Time**”) in a maximum of three (3) “**Pauses**” (each no longer than five (5) minutes) during a Match. Once a Team’s Pause Time has elapsed, the Match will resume.
 - If a pausing Team does not resume play of a Match before the (5) five minutes allotted for a Pause is depleted, they will immediately use their next Pause and add an additional five (5) minutes to the current pause timer.
- 8.8.2. **Game Restart.** In case of a server crash or other unforeseen circumstances, Teams must immediately notify the Administration, and as a result, the Administration may assess a game restart in its sole discretion, which

will be communicated to each Team Leader. Examples may include, but are not limited to:

- Incorrect game settings; or
- Server crash.

9. Spectators.

9.1.1. **Spectators.** Players must be set as a Coach in order to spectate their specific Team view only. Spectators must be locked to their associated team view.

9.1.2. **Administration Spectating.** Representatives of the Administration are permitted to join and spectate any Match at any time.

9.1.3. **Spectator Streaming.** Spectators may stream Matches if they comply with the following requirements:

- No sponsors or streaming organizations are permitted unless given explicit permission by the Administration.
- Spectator broadcasts must have a minimum of a 2-minute delay.
- Neither the spectator nor the operator of any website where the stream may be viewed can force a viewer to pay a “fee” to be able to view the stream in question. Viewers must be able to view the Match stream for free.
- Program-related content must be limited to non-commercial purposes and must not be shown on linear TV without express and explicit permission from the Administration.
- The Administration reserves the right to change or terminate this process completely or in part without notice or liability to any streamer or spectator.

10. Player Conduct.

10.1. Behavior.

10.1.1. All Participants must at all times observe the highest standards of personal integrity and good sportsmanship and act in a manner consistent with the best interests of the Overwatch Champions Series, in each case as determined by Administration. Participants must behave in a professional and sportsmanlike manner in their interactions with other competitors, members of the Administration, the media, sponsors and fans.

10.1.2. Participants shall not use obscene or offensive gestures or profanity in their tags, player handles, game chat, live play communications, lobby chat, shoulder content, interviews, or other public-facing communications of any kind. This rule applies to English and all other languages and includes abbreviations and/or obscure references.

10.1.3. Participants are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at any time or place, or against any person including competitors, fans, referees and officials.

10.1.4. The obligation to behave in a professional and sportsmanlike manner includes an obligation on the part of Participants to arrive on time and ready to compete for all games and matches. Such obligation also prohibits forfeiting a game or Match without reasonable cause.

10.1.5. The OWCS is a place for players from around the world, from different cultures, and from different backgrounds, to come together to compete and share their passion for the Franchise. Participants in the Program should be focused on bringing the world together through epic entertainment, celebrating the Franchise, players, and fans, and building diverse and inclusive communities. Participants must refrain from disruptive or divisive behavior, commentary, or other forms of expression during participation in the Program (including without limitation any Match) or on any official channels (e.g., Match broadcasts, shows, and official OWCS-branded websites and social media channels). Throughout the period on Match day that a Participant and Team representatives are visible to live and camera audience(s), Participant shall not wear, display or otherwise convey personal messages without express approval from the Administration, which approval shall not be granted for political messages.

10.2. Cheating and Game Integrity.

10.2.1. Participants must compete to the best of their skill and ability at all times. Any form of cheating by any Participant will not be tolerated. All Participants are prohibited from influencing or manipulating any game match (whether a Tournament match or otherwise) with the intent that any aspect of the Match is determined by anything other than the competitive merits. Examples of cheating or behavior impacting game integrity are not exhaustive, and include without limitation:

- Collusion, match fixing or any other action to intentionally alter, or attempt to alter, the results of any game, match or tournament (or any components thereof);
- Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means;
- Allowing an individual who is not the registered owner of a Player account to play on that Player account in a game and/or playing in a game while logged in to a Player account registered to someone else;
- Bot use, spot timing (e.g., not throwing the game, just timing a shot so bettors win), wintrading, drophacking, queue sniping and soft play on the ladder, ghosting or stream sniping (i.e., a game spectator illegally provides, or such Player individually obtains, information about an opponent's positions and/or movements), inducing another Participant to lose a match, and receiving leaked scrim footage and/or confidential or proprietary information of another Team;
- Misuse or hacking of game servers;
- Use of unauthorized or restricted items;
- Violent, threatening or harassing behavior in any element of the OWCS;
- Any other actions or conduct that threatens to undermine the integrity of the OWCS.

10.2.2. Participants must at all times comply with the Blizzard End User License Agreement, whether during a Match or otherwise. Participants are prohibited from violating the End User License Agreement for personal or reputational gain, monetary gain, or for any other reason. Participants are not permitted to access the accounts of other individuals in order to artificially raise their competitive rank, or any other actions that violate the above software license agreement. Violations of this Section 10.2, whether during the course of the Program or prior to such Participant's participation in the Program may result in discipline to be determined in the discretion of Administration.

10.2.3. The Administration reserves the right to disqualify all members of a Team from any element of the Program if a member of such Team is determined by the Administration to have cheated.

10.3. **Illegal and/or Detrimental Conduct.**

10.3.1. Participants must comply with all applicable laws at all times.

10.3.2. A Participant shall not engage in any activity or practice which (i) brings Participant into public disrepute, scandal or ridicule, or shocks or offends a portion or group of the public, or derogates from Participant's public image, or (ii) is, or could reasonably be expected to be, detrimental to the image or reputation of, or result in public criticism of or reflect badly on, Blizzard, the Administration, or any of their respective representatives, the OWCS, the other Teams or their respective sponsors or members, the Franchise, or any other product or service of Blizzard. For the avoidance of doubt, Participant's affiliation with individuals, entities or brands that are detrimental to the image or reputation of Blizzard, the Administration, or any of their respective representatives, the OWCS, the other Teams or their respective sponsors or members, the Franchise or any other product or service of Blizzard, as determined by the Administration, will be deemed as a violation of this provision and these Official Rules. A non-exhaustive list of such types of misconduct are as follows:

- Actual or threatened violence toward a person, including domestic violence, partner violence, dating violence and child abuse;
- Sexual assault and other types of sexual offenses;
- Illegal possession or distribution of a weapon;
- Possession, use or distribution of performance-enhancing substances;
- Conduct that poses a danger to the safety of another person;
- Animal cruelty;

- Theft and other property crimes; and
- Crimes involving dishonesty.

10.3.3. Participant acknowledges that Administration and the Teams may have an obligation under applicable law to report illegal activities to local law enforcement authorities or respond to formal inquiries from law enforcement or judicial authorities in jurisdictions where suspected violations of law have taken place.

10.4. **Anti-Harassment.**

10.4.1. Administration is committed to providing a competitive environment that is free of harassment and discrimination.

10.4.2. Participants are prohibited from engaging in any form of harassment or discrimination (either in-game or outside the game), including without limitation that which is based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity, or any other class or characteristic.

10.5. **Gambling.**

10.5.1. Gambling on the outcome of OWCS Matches (including any components thereof) can pose a serious threat to the integrity of, and public confidence in the OWCS. Participants as well as employees of Administration or Blizzard are not allowed to (i) place, or attempt to place, bets on OWCS matches, (ii) associate with high volume gamblers, or deliver information to others that might influence their bets, or (iii) offer or accept any gift or reward to or from anyone for services promised, rendered, or to be rendered in connection with any OWCS match, including services related to defeating or attempting to defeat a competing Team or services designed to throw, fix or otherwise influence the outcome of any OWCS Match or otherwise.

10.5.2. This rule also prohibits Participants from participating in anyone else's betting activities, asking anyone to place bets on OWCS Matches, or any components thereof, on a Participant's behalf, or encouraging anyone else to bet on OWCS Matches or any components thereof.

10.5.3. Participants likewise are prohibited from engaging in any fantasy esports leagues or games involving the Franchise in which the Participant pays any form of entry fee in exchange for an opportunity to win a cash prize or other thing of value.

10.6. **Alcohol and Drugs.**

10.6.1. The use, possession, distribution or sale of illegal drugs is strictly prohibited. Participants are prohibited from being under the influence of any substance of abuse, including alcohol or marijuana, while the Participant is engaged in OWCS affiliated activity or on premises that are owned by or leased to the Administration or a Team.

10.6.2. The unauthorized use, possession, distribution or sale of prescription drugs by a Participant is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and shall not be used to enhance performance in a Match.

10.7. **Non-Disparagement.**

10.7.1. Participants have the right to express their opinions in a professional and sportsmanlike manner; provided, however, that Participants shall not make public statements that call into question the integrity or competence of match referees or Administration.

10.7.2. Participants shall not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, or slanderous remarks, comments or statements concerning Blizzard, the Administration, any of their respective representatives, the OWCS, the other Teams or their respective sponsors or members, the Franchise, or any other product or service of Blizzard. In addition, Participants shall not encourage members of the public to engage in any activities that are prohibited by this Section 9.7.

10.7.3. This Section 9.7 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.

10.8. Software and Hardware.

10.8.1. Any intentional use, or attempted use, by a Participant of any bugs or exploits in the Franchise is strictly prohibited.

10.8.2. Administration will determine, in its sole discretion, the bugs and exploits prohibited by this rule and whether a Participant has taken advantage of a bug or exploit in violation of this rule.

10.9. Confidentiality.

10.9.1. Participants must keep confidential and not disclose to any third party confidential and proprietary information concerning the Franchise, the OWCS, the Administration, Blizzard or its affiliates and sponsors.

10.9.2. This Section 9.9 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

10.10. **Reporting.** Upon becoming aware of any conduct prohibited by this Section 10, Participants are required to immediately report the details to the Administration at owcssupport@ee.gg. Failure to comply with this requirement is an independent violation of these Official Rules.

11. Disciplinary Action.

11.1. **Investigation of and Right to Monitor Compliance.** To preserve the integrity of the OWCS, the 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 Administration in any such investigation. The failure by a Participant to cooperate with any internal or external investigation conducted by 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 any Participant, including acts or omissions by one or more Participants, will be subject to penalty. The nature and extent of penalties imposed will be determined by the Administration. All decisions of Administration regarding Official Rules violations or other issues regarding the OWCS are final.

11.3. **Penalties.** The following is a list of penalties which may be incurred for any violation of these Official Rules.

- Verbal Warning(s)
- Written Warning(s)
- Loss of Side Selection for Current or Future Game(s)
- Map Forfeiture(s)
- Match Forfeiture(s)
- Player or Team Suspension(s)
- Prize Forfeiture(s)
- Player or Team Disqualification(s)
- Ban for future OWCS and/or Blizzard tournament events

12. Limitations of Liability and General Release.

12.1. **As a condition to being allowed to participate in the Tournament 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 (the "Released Parties") from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with their participation in the Tournament or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other theory. In no event shall Participants have, and Participants hereby irrevocably waive, any right to sue the Released Parties or to seek or obtain injunctive or other equitable relief in connection with the Tournament or**

the production, distribution, exhibition or other exploitation, or the advertising, promoting or publicizing of the OWCS or the Tournament.

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 ADMINISTRATION, 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 the Tournament, 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, social media profile and posts, game play data and statistics, biographical information, backstory and any streams of the 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 OWCS 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 the OWCS, the Tournament, and the Game 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 13.1](#) 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 the OWCS or the Game 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 the Game 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 “OWCS Materials”):

- 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);
- 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);
- Suggestions, comments and other feedback that a Participant may provide to Blizzard relating in any way to (a) the OWCS, the Tournament, the Game or the business of Blizzard, and (b) all improvements or enhancements to the OWCS, the Tournament, the Game, or the business of Blizzard resulting from any such suggestions, comments and feedback;
- Data and statistics relating to a Participant’s play of the Game, and all feeds and data streams of such data and statistics; and
- Intellectual property rights in each of the foregoing existing anywhere in the world.

13.4. Works for Hire; Assignment. If a Participant at any time creates, develops or invents any OWCS Materials, the parties acknowledge and agree that all copyrightable OWCS 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 OWCS 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 OWCS 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 OWCS 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. Waiver. By agreeing to these Official Rules, each Participant hereby waives, and agrees not to assert, any (a) rights of prior review and/or approval of any of the Licensed Materials or Advertising or Commercial Materials, and (b) moral or other equivalent rights (if any) to which he/she is or may become entitled under applicable law in relation to the Licensed Materials, Advertising and Commercial Materials, or to his/her participation in the OWCS or Blizzard events. Nothing in these Official Rules requires Blizzard to make use of any of the rights or licenses granted herein.

13.6. Collection of Personal Data. The Administration will collect, store and use information collected in connection with the OWCS and the Tournament (including information collected at live events) in accordance with Blizzard’s online privacy policy (the “**Blizzard Online Privacy Policy**”) for the applicable region below. By accepting these Official Rules, each Participant also agrees to the terms of the Blizzard Online Privacy Policy.

- <http://us.blizzard.com/en-us/company/about/privacy.html>
- <http://us.blizzard.com/es-mx/company/about/>
- <http://us.blizzard.com/pt-br/company/about/>

- <http://eu.blizzard.com/en-gb/company/about/>
- <http://eu.blizzard.com/de-de/company/about/>
- <http://eu.blizzard.com/fr-fr/company/about/>
- <http://eu.blizzard.com/it-it/company/about/>
- <http://eu.blizzard.com/pl-pl/company/about/>
- <http://eu.blizzard.com/es-es/company/about/>
- <http://eu.blizzard.com/ru-ru/company/about/>
- <http://kr.blizzard.com/ko-kr/company/about/>
- <http://tw.blizzard.com/zh-tw/company/about/>
- <http://us.blizzard.com/en-sg/company/about/>
- <https://www.blizzardgames.cn/zh/legal-cn/privacy>
- <https://www.blizzard.com/ko-kr/legal/42327971-aa61-47cb-89cb-c30c5542c2ff/%EA%B0%9C%EC%9D%B8%EC%A0%95%EB%B3%B4-%EC%B2%98%EB%A6%AC%EB%B0%A9%EC%B9%A8>
- <https://www.blizzard.com/ja-jp/legal/9d854c03-3014-4eb2-b937-5389e502e6b7/blizzard-entertainment%C2%AE-%E3%82%AA%E3%83%B3%E3%83%A9%E3%82%A4%E3%83%B3%E3%83%97%E3%83%A9%E3%82%A4%E3%83%90%E3%82%B7%E3%83%BC%E3%83%9D%E3%83%AA%E3%82%B7%E3%83%BC>

14. Resolution of Disputes.

14.1. **Disputes Regarding Official 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, 11, 12 and 13 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 the OWCS, the Tournament 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 14.3.3 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 Administration 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.

14.5. Changes to this Section. The 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.