

# ***ESPORTS WORLD CUP***

**Esports World Cup  
Call of Duty: Modern  
Warfare III Official  
2024 Rules V1.1  
15 July 2024**

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# 1. Introduction.

- 1.1. These Official Rules (“**Rules**”) of the Esports World Cup Call of Duty: Modern Warfare III 2024 Competition (“**Tournament**”, or “**Championship**”) apply to each person participating in the Tournament in 2024 (“**Players**”). All Players must agree to abide by the conditions set forth in this document, with the understanding that any rules violation may result in immediate disqualification and forfeiture of all prize money earned as determined by Tournament Organizers (“**Organizer**”).
- 1.2. The following terms and conditions defined in the Rules apply to the Tournament, as well as the Players and Teams.
- 1.3. EACH PARTICIPANT IS REQUIRED TO READ, UNDERSTAND, AND AGREE TO THESE RULES AND ANY OTHER APPLICABLE TOURNAMENT RULES PRIOR TO, AND AS A CONDITION TO, PARTICIPATING IN A TOURNAMENT. THESE RULES FORM A CONTRACT BETWEEN EACH PARTICIPANT, ON THE ONE HAND, AND Esports World Cup Foundation (THE “**ADMINISTRATION**” or “**EWC**”), ON THE OTHER HAND.
- 1.4. If any provision of these 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 Rules or the validity or enforceability in other jurisdictions of any other provision of these Rules.
- 1.5. Violation of these Rules or any other applicable rules may subject a Participant to discipline, including, but not limited to Map forfeitures, prize forfeitures, fines, disqualification or removal from current and future Esports World Cup competitions (including the Tournaments) at the Administration’s sole discretion and as further described herein.
- 1.6. **Acceptance.** Participants may accept these Tournament Rules by any of the following methods:
  - (a) By registration or other participant sign-up method,
  - (b) or participating in any Tournament or other officially sanctioned Map that is part of EWC; and
  - (c) such other methods as may be prescribed by these Rules.
- 1.7. **Changes to and Enforcement of these Rules.** The field of esports competitions is still relatively new and changing rapidly, and these Rules will evolve in real time to keep pace with those changes. Accordingly, in its sole discretion, Administration (a) may update, amend or supplement these Rules from time to time; and (b) may interpret or apply these Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. Administration reserves the right to make any decisions on cases not specifically covered by these Rules to preserve the spirit of fair competition and sportsmanship. Administration’s authority,

responsibility, obligations and consent rights as expressed herein will be exercised in Administration's sole discretion. Any material changes to these Rules will be provided to the Participants prior to the next Tournament to which the changed Rules will apply. Participation in the Tournament will constitute acceptance of the changed Rules.

- 1.8. **Additional Authority.** The Administration's authority, responsibility, obligations, and consent rights may be exercised in its sole discretion and to the maximum extent permitted by applicable law, and the Administration's exercise of its sole discretion will not be subject to any requirement of reasonableness, good faith or fair dealing, except as otherwise explicitly stated in the relevant provision of these Rules.

## 2. Participation.

- 2.1. **Eligibility.** To be able to compete in the Tournament, each Participant must:

(a) Be over the age of eighteen (18) as of the first day of the applicable Tournament; and

(b) Reside in an eligible jurisdiction for the Tournament; as defined below:

A. Argentina, Australia, Austria, Bahrain, Belgium, Belize, Bolivia, Brazil, Bulgaria, Chile, Colombia, Costa Rica, Croatia, Czech Republic, Denmark, Dominican Republic, Ecuador, Egypt, El Salvador, Estonia, Finland, France, Georgia, Germany, Greece, Guatemala, Honduras, Hong Kong, Hungary, Iceland, India, Indonesia, Ireland, Israel, Italy, Jamaica, Japan, Jordan, Kazakhstan, Kuwait, Lebanon, Luxembourg, Macau, Malaysia, Mexico, Netherlands, New Zealand, Nicaragua, Norway, Oman, Panama, Paraguay, Peru, Philippines, Poland, Portugal, Puerto Rico, Qatar, Romania, Saudi Arabia, Serbia, Singapore, Slovakia, South Africa, Spain, Sweden, Switzerland, Taiwan, Thailand, Turkey, Ukraine, United Arab Emirates, United Kingdom, United States, Uruguay, Venezuela, Vietnam

(ii) Regions may be added, removed, or otherwise modified by the Administration at any time and for any reason in the Administration's sole discretion.

(iii) Residency Requirements.

A. Resident Defined. A Player will be considered a "Resident" of a Region if the Player either is a citizen or legal resident of a country included in a Region

B. Proof of Residency. In order to prove residency in a Region, Players are required to provide the Administration with proof that such Player is a legal resident or citizen of a country in such Region.

- (c) agree to be bound by these Rules, FACEIT Terms & Conditions, and any other applicable end user license agreement (collectively, the “**End User License Agreement**”), and the decisions of the Administration;
- (d) be in good standing with respect to any Battle.net, FACEIT, Xbox Live and PlayStation Network accounts (“**Participant Accounts**”), as applicable, with no undisclosed violations of the End User License Agreement;
- (e) be in good standing with respect to the applicable broadcast platform on which the Tournament is distributed (as determined by such operator or its affiliates);
- (f) fully comply with and successfully pass any anti-cheat or other security clearance process or investigations as administered by Administration from time to time, including immediately prior to the Tournament;
- (g) have valid travel documentation and/or governmental authorization (including a valid passport) sufficient to enable travel to the EWC Championship in Riyadh, Saudi Arabia;
- (h) not be a director, officer, or employee of EWC, relative of an EWC employee, or any entity which controls, is controlled by, or is under common control with EWC unless EWC has been notified of and has expressly authorized such relationship in writing;
- (i) if applicable, be formally invited by the Administration; and
- (j) meet any additional qualification requirements set forth by the Administration in the any other EWC-related rules, including leaderboard rankings or other requirements.

2.2. **Compliance with Applicable Laws.** Participants are responsible for ensuring that their participation in the Tournament complies with all laws of the jurisdiction(s) in which they are a resident and any region in which such Participants are competing, and Participants shall take all steps necessary to ensure such compliance, including obtaining any necessary visa or other governmental authorization required for your participation in the Tournament. Notwithstanding anything to the contrary contained herein or any specific Tournament rules, Administration shall have the right in its sole and absolute discretion to determine the eligibility of any and all Participants, provided that Participants may only compete from one eligible jurisdiction during the Tournament and that if the jurisdiction from which the Participant competes is different from that in which they permanently reside the Participant shall be solely responsible for, and shall ensure, that Participant has all necessary visas, permits and other documentation to enable them to lawfully participate from the non-resident Territory, and failure to secure or to provide on request by Administration such documentation or permissions shall be grounds for immediate disqualification. For the avoidance of doubt, any travel and accommodations Participants undertake to participate in the Tournament, excluding EWC Call of Duty: Modern Warfare III Championships, is at Participants’ sole cost and expense. Each Participant acknowledges and agrees that such Participant’s eligibility status as determined by Administration may change at any time and

such determination shall be final.

- 2.3. **Participant Names.** Participants must use a name acceptable to the Administration in the Tournament. If a Participant does not use such Participant's legal name, Administration reserves the right to restrict or change a Participant's tag, handle, clan tag or other name in its sole discretion. Administration reserves the right to revoke the eligibility of any Participant whose Activision ID, Xbox Live Gamertag or PlayStation ID is offensive, toxic, incorporates any third-party intellectual property, or is deemed to be inappropriate or unacceptable by Administration, to be determined in the sole discretion of the Administration.
- (a) Participant names may not include a sponsor name.
  - (b) Participant names may not include a product name or description.
  - (c) Participant names may not include any words that are purely commercial.
  - (d) Participant names may not include a personal or political statement.
  - (e) Participant names must comply with these Official Rules and not be in violation of Section 10 (Behavior).

### 3. Teams

- 3.1. **Roster Requirements.** A "Team" will consist of four (4) eligible Players and a Team Manager (who may be one of the Players on a Team). Teams may have an optional coach.
- 3.2. **Team Branding.** Team branding shall not include, without limitation:
- (a) the name, word mark, service mark, moniker, symbol, or other identifier relating to any third-party intellectual property, including sponsors, or commercial products, except as may be expressly permitted by the Administration.
  - (b) any city or other geographic designation, except as may be expressly permitted by the Administration; and
  - (c) any elements in violation of Section 10 (Behavior).
  - (d) While a Participant is visible to the Tournament's live and camera audience(s), Participants shall not wear, display, or otherwise convey personal messages without express approval from the Administration, which approval shall not be granted for political messages. Teams and Participants are prohibited from using any Game or EWC live or on-demand stream; EWC match highlights, game clips or other footage; Game images, game-related logos, artwork, animations; or other protected intellectual property owned or controlled by Esports World Cup Foundation or its affiliates (collectively, "Game Materials") in connection with any third-party sponsorships,

advertising, promotions, or marketing.

3.3. **EWC Online Roster Requirements.** For a Team to be fully registered and eligible to compete in the EWC Online Qualifier, they must complete the following:

- (a) Have four (4) players who have accepted the Tournament Rules and agreed to be on the Team.
- (b) All four (4) players have met the eligibility requirements above and have entered their Activision accounts into any required fields.
- (c) When applicable, any member of the Team has checked the team into the tournament within one (1) hour of tournament start time.

3.4. **Team Name.** Team Names may be reviewed by the Administration. Team Names may be denied at any time that may not reflect the professional standards of EWC or the Administration. Effectuated teams will be required to submit and play under another approved name. Team Name restrictions include, but are not limited to:

- (a) Team names and logos cannot include any sponsor unless approved by Administration.
- (b) Team names and logos cannot include any product name or description.
- (c) Team names and logos may not include any words that are purely commercial.
- (d) Team names and logos may not include profanity or any offensive words.
- (e) Team names and logos may not include any geographic identifiers.

## 4. Competitive Structure and Format

4.1. **Platform.** All EWC online matches may be played on PlayStation 4, PlayStation 5, Xbox One, Xbox Series X|S, or Windows PC. All EWC Offline matches will be played on Windows PC. For Online competitions, competitors will be required to have an account for their corresponding platform and Activision account to connect to online services and compete (the "Platforms"). For Online competitions, Players will be required to have a Battle.net and Activision account to connect to online services and compete. Crossplay is required

4.2. **Equipment.** Players are to use platform compatible controllers for all EWC Online and LAN competitions. Mouse and Keyboard controls are strictly prohibited. Players may not use a turbo controller which allows a single button press to replicate pressing the button multiple times. Players may not use a button macro controller which allows a single button press to perform a set of actions that would normally require the player to press multiple buttons. Teams found to be using ineligible equipment will be required to forfeit each game of the match in which the

equipment was used. The Administration reserves the right to inspect and review player equipment to ensure compliance with these Tournament Rules. Players will be prohibited from using any such equipment found to be ineligible for the Tournament by the Administration.

- 4.3. **Game.** The featured title for the Tournament will be Call of Duty®: Modern Warfare III.
- 4.4. **Match Structure.** Each match (“**Match**”) is defined as a best of five (5) games. The first Team to win three (3) games wins the Match. Grand Finals of the EWC Offline event will be a best of seven (7) game series. The first team to win four (4) games wins the Grand Finals match.
- (a) **Single Elimination.** After losing a Match, Teams are eliminated from the bracket.
  - (b) **Double Elimination.** Teams who lose two (2) Matches will be eliminated from the tournament.
- 4.5. **Maps.**
- (a) **Hardpoint.** 6 Star, Karachi, Rio, Sub Base, Vista
  - (b) **Search and Destroy.** 6 Star, Highrise, Invasion, Karachi, Rio
  - (c) **Control.** Highride, Invasion, Karachi
- 4.6. **Map Veto Process.**
- (a) For Online matches, the veto process will be as followed;
    - (i) **Best of five (5).** Higher seeded Team must choose to be Team A or Team B
      - A. Team A gets choice of which game they would like to host
      - B. Team B gets second choice of which game they would like to host
      - C. Team A gets third choice of which game they would like to host
      - D. Team B hosts the remaining two games
      - E. Side choice will go to the team not currently hosting the game

Game 1: Hardpoint  
Game 2: Search and Destroy  
Game 3: Control  
Game 4: Hardpoint  
Game 5: Search and Destroy
    - (ii) Hardpoint;
      - A. A bans one map



- B. B bans one map
- C. A pick's Map 1
- D. B pick's Map 4

- (iii) Search and Destroy;
  - A. B bans one map
  - B. A bans one map
  - C. B picks Map 2
  - D. A pick's Map 5

- (iv) Control;
  - A. A bans one map
  - B. B pick's Map 3

(b) For LAN matches, the veto process will be as followed;

- (i) **Best of five (5).** Higher seeded Team must choose to be Team A or Team B

Game 1: Hardpoint  
 Game 2: Search and Destroy  
 Game 3: Control  
 Game 4: Hardpoint  
 Game 5: Search and Destroy

- (ii) Hardpoint;
  - A. A bans one map
  - B. B bans one map
  - C. A pick's Map 1
  - D. B pick's side on Map 1
  - E. B pick's Map 4
  - F. A pick's side on Map 4

- (iii) Search and Destroy;
  - A. B bans one map
  - B. A bans one map
  - C. A chooses side on Map 2
  - D. A pick's Map 5
  - E. B chooses side on Map 5

- (iv) Control;

- A. A bans one map
- B. B pick's Map 3
- C. A chooses side on Map 3

- (v) **Best of seven (7) Grand Finals.** Higher seeded Team must choose to be Team A or Team B

Game 1: Hardpoint

Game 2: Search and Destroy

Game 3: Control

Game 4: Hardpoint

Game 5: Search and Destroy

Game 6: Control

Game 7: Search and Destroy

- (vi) Hardpoint;

- A. A ban's one map
- B. B ban's one map
- C. A pick's Map 1
- D. B pick's side on Map 1
- E. B pick's Map 4
- F. A pick's side on Map 4

- (vii) Search and Destroy;

- A. B bans one map
- B. A bans one map
- C. B picks Map 2
- D. A chooses side on Map 2
- E. A pick's Map 5
- F. B chooses side on Map 5
- G. Remaining map is played for Map 7
- H. A picks side on Map 7

- (viii) Control;

- A. A bans one map
- B. B picks Map 3
- C. A chooses side on Map 3
- D. Remaining map is played for Map 6
- E. A chooses side on Map 6

4.7. **Online Default Start Time.** All round one (1) Matches have the same default start time. After

round one (1), all Matches have a unique default start time that is dependent upon the time at which the teams' previous round results were submitted. Matches must be started by their default start time and played until completion. Postponing Matches is only at the discretion of the Administration.

- 4.8. **Online Double Forfeit.** If a Match is not played and neither team submits a ticket requesting the forfeit win, or both teams otherwise forfeit a game/match, the game/match win will be awarded to the higher seeded team.
- 4.9. **Hosting.** The hosting team is responsible for ensuring all settings are correct prior to launching the map. Hosting incorrect settings will result in a forfeit of that map. The hosting team may not drop host at any point during the match. Dropping host during or after a maps completion will result in a penalty based on the game mode type, as follows:
- (a) For round-based game modes (i.e., Search and Destroy, Control, etc.), the hosting team will forfeit one round.
  - (b) For respawn-type game modes (i.e., Hardpoint), the hosting team will forfeit the map.

## 5. MEA Online Qualifier Format and Structure

- 5.1. **Eligible Regions.** Players that reside in the following regions are eligible to participate:
- (a) Bahrain, Egypt, Israel, Jordan, Kuwait, Lebanon, Oman, Qatar, Saudi Arabia, South Africa, United Arab Emirates.
  - (b) Players are subject to the eligibility requirements listed under Section 2.
  - (c) Regions may be added, removed, or otherwise modified by the Administration at any time and for any reason in the Administration's sole discretion.
  - (d) Registration shall be on a first-come, first-served basis. Any registrations submitted after the bracket limit has been reached may be discounted.
- 5.2. **Format.**
- (a) **Registration:** Players from eligible regions may register to the Open Qualifier on FACEIT.
  - (b) **Online Open Qualifier (Day 1):** Teams will compete in a Double Elimination BO5 competition. Tournament will be stopped at 22:00 CEST and continuation of play will start the following day.
    - (i) Bracket seeding will be randomized.

- (c) **Online Open Qualifier (Day 2):** Remaining teams from Day 1 will continue tournament play. The Top 8 Teams will advance to Qualifier Playoffs - 4 teams from Upper Bracket, 4 teams from Lower Bracket
- (d) **Online Qualifier Playoffs (Day 3):** The Top 8 teams from the Online Open Qualifier will compete in an 8-team Single Elimination BO5 competition, until the Finals which will be BO7. The final team remaining will advance to the EWC Global Final Tournament.
  - (i) Seeding for Online Qualifier Playoffs will be randomized.

### 5.3. **Schedule.**

- (a) Online Open Qualifier will take place on July 18th and July 19th. The first round of each day will begin at 17:00 CEST.
- (b) Online Qualifier Playoffs will take place on July 20th. The first round of the day will begin at 12:00 CEST.

### 5.4. **Roster Lock.**

- (a) Roster Lock begins on July 17th at 18:00 UTC. After this time, no roster changes will be made unless otherwise approved by Tournament Administration.
- (b) The team that qualifies for the EWC Global Final tournament will be required to compete with the same roster they competed with during the EWC Qualifier.

### 5.5. **Additional Rules**

- (a) **Proof.** It is highly recommended that proof is taken with the console's built in recording system to gather proof. At least one member of each team should take a video or screenshot(s) of each game's results in case proof is needed for a dispute. All proof should be clearly visible and contain the game score, all Players on both teams, and a time stamp.
- (b) **No Shows.** All no shows must be verified by an Administration official. The no show grace period time is fifteen (15) minutes after the match's original start time. For example, if a match is scheduled for 10:00 PM, the no show time for this match would be 10:15 PM. To contact an Administration official use the "Raise Issue" option to contact an admin. Players are responsible for having evidence that the opposing team was not complete in the lobby.
- (c) **Time Limit.** Both teams must report the Match results within ten (10) minutes of its completion. Failure to report the match results on time or respond to any messages that a Player receives from a tournament official may result in their Team receiving the loss.

- (d) **Match Score.** Players must report their Match score results on their match page.
- (e) **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. To contact an Administration official use the “Raise Issue” option in your match room.
- (f) **Dispute Evidence.** In the event of a dispute, please provide video / screenshot proof to the Administration. If a Player is not able to access live support, a Match: Scores Dispute ticket should be created. The URL for the image(s)/video must be attached to a dispute ticket. 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.

## 6. EWC Global Final Tournament

- 6.1. **Qualification:** 15 teams will be invited to the Tournament through a process determined by Tournament Administration. 1 Team will earn an invite to the Tournament through the MEA Online Qualifier.
- 6.2. **Format.**
  - (a) **Group Stage:** The Sixteen (16) Teams will be divided into four (4) distinct competition pools (each a “Group”), Group A, Group B, Group C, and Group D. Each group will compete in a 4-team Double Elimination bracket. The Top 2 advancing teams from each group will advance to the Finals Stage.
    - (i) Seeding will be determined as follows:
      - A. Position 1 - CDL Playoffs 1st to 4th
      - B. Position 2 - CDL Playoffs 5th to 8th
      - C. Position 3 - CDL Non-Playoff Teams
      - D. Position 4 - 3 Challenger, 1 Online MEA Qualifier

Group A	Group B	Group C	Group D
CDL Playoffs 1st	CDL Playoffs 2nd	CDL Playoffs 3rd	CDL Playoffs 4th
CDL Playoffs 8th	CDL Playoffs 7th	CDL Playoffs 6th	CDL Playoffs 5th
CDL Non-Playoff	CDL Non-Playoff	CDL Non-Playoff	CDL Non-Playoff
Challenger	Challenger	Challenger	Online MEA Qualifier

- (b) **Playoff Stage:** Teams will compete in an 8-team Single Elimination Bracket.
  - (i) The bracket will be determined by the following:

- A. Match 1: Group A 1st place team and Group B 2nd place team
- B. Match 2: Group D 1st place team and Group C 2nd place team
- C. Match 3: Group C 1st place team and Group D 2nd place team
- D. Match 4: Group B 1st place team and Group A 2nd place team

**(c) Schedule:**

- (i) August 15: Group Stage Day 1 (Group A and Group B)
- (ii) August 16: Group Stage Day 2 (Group C and Group D)
- (iii) August 17: Playoffs Day 1 (4 Quarter Finals matches)
- (iv) August 18: Playoffs Day 2 (Semi Finals and Grand Finals)

**6.3. Travel.**

- (a) The EWC Global Final will be conducted as an in-person, LAN event. All Participants in the EWC Global Final will be expected to travel to the venue for the EWC Global Final. Participants who are unable or unwilling to travel at the times and places designated by the Administration may forfeit their qualification to the EWC Global Final.
- (b) All Participants are required to have a valid, eligible passport issued by the government of their respective country (with at least six (6) months validity) and/or other required travel documentation to enable them to travel to the EWC Global Final. If one or more of a Team's Participants do not have a valid passport with at least six (6) months of validity and/or other required travel documentation, such Participants shall be responsible, at their own cost and expense, for obtaining a passport or other such required travel documents, including evidence of COVID-19 vaccination if required, issued by the government of their country of citizenship so that they have the legal capacity to travel to the EWC Global Final. The Administration may assist Participants in obtaining such documentation/approvals in its sole discretion.
- (c) The Administration will provide (as required) the below travel benefits to each Participant that has qualified for the EWC Global Final:
  - (i) One (1) roundtrip economy flight from the Participant's country of residence to the EWC Global Finals, as booked by the Administration.
  - (ii) Hotel lodging near the EWC Global Finals venue. If a Participant lives within driving distance of the EWC Global Finals venue, the Administration will

instead cover ground transportation costs associated with traveling to and from the EWC Global Finals venue.

- (iii) Meals will be provided to Participants.
- (iv) Ground transportation (i) to and from the airport, and (ii) to and from the hotel to the EWC Global Finals venue, as needed. If player is within driving distance, ground transportation is provided.

Additional details regarding such travel benefits will be provided to such qualified Teams in advance of the EWC Global Final. The Administration reserves the right to modify such travel benefits at any time in its sole discretion.

- (d) Participants must timely complete all documentation as required by the Administration to receive any travel benefits described. Participants are required to provide travel documentation by the deadline communicated by Administration or risk forfeiture from the competition.
- (e) All travel must take place on the dates and times as specified by the Administration. The Administration shall select the appropriate hotel, transportation/airfare provider, etc. for all travel expenses covered by the Administration. In the event that a Participant requests a modification to the Administration's standard transportation bookings, the Administration reserves the right to require Participants to cover the difference in cost between the Administration's rates and the rate of the modified travel expenses, if the alteration is approved by Administration. All expenses other than those explicitly stated to be covered by the Administration (i.e. incidental costs at hotels booked by the Administration) shall be the sole responsibility of the relevant Participant.
- (f) Teams are responsible for any and all other costs, taxes, and expenses associated with participating in the event. Teams must inform the Administration of any emergency substitutions thirty (30) days prior to the start of the EWC Global Final. If a Team requests an emergency substitution thirty (30) days prior, the EWC Administration will work with this Team to find an eligible replacement player. The Administration cannot guarantee travel benefits to replacement Participants if the Administration is not informed at least (30) days prior to the EWC Global Final.

## 7. Game Rules and Settings

- 7.1. **Game Settings.** The current Call of Duty® esports competitive settings will be used for all matches and can be found here: <https://callofdutyleague.com/competitive-settings>.

- (a) **Prohibition on Use of Restricted Items.** Equipping, using, or enabling match restricted items detailed within the Call of Duty Competitive Settings will result in a first offense game forfeiture and second-offense match forfeiture. Teams' violations will be tracked by referees. The second-offense penalty will carry over into subsequent games within a match but will not carry over to future matches.
- 7.2. **Warm-Up.** No warm-up or practice games are permitted once the Match's first game has begun. If a Match is played before the scheduled time, it will not be considered a warm-up and will count as the official results.
- 7.3. **Delays.** Teams may not delay the start of a game or match beyond its scheduled start time, without the approval of an Administration official.
- 7.4. **Lag.** If lag occurs, the game should be completed. The Player(s) that are experiencing lag should take video proof and provide it to tournament Administration after the game has concluded. If lag is occurring, it is recommended that multiple Players provide proof of the lag. Leaving the game prematurely may result in a forfeit of the round or game.
- 7.5. **Disconnections.** If a Player disconnects within the first thirty (30) seconds and/or before the first kill, the game should be ended. All players must leave the game and restart the game. If a player disconnects after the first thirty seconds (30) and/or the first kill, the game must be continued, and the disconnected Player should rejoin the game. If the team with the disconnected Player leaves the lobby, their team may forfeit the round/game in question. The Administration reserves the right to make the final decision in any disconnect situations.
- 7.6. **Normal Boundaries.** Players who move their character outside of the normal boundaries of a map may forfeit the game. Moving outside of the normal boundaries of a map includes but is not limited to part of the character's body passing through what should be a nonpermeable surface or object and moving into any area from which a Players' character registers shots on an opponent who is not able to register shots on the Players' character.
- 7.7. **Team Killing.** Deliberate and repeated team-killing or committing suicide on purpose to gain an advantage will result in a forfeit of the game. If a team is accused of violating this rule, the accuser must provide valid video proof. Complete the Match and then report the outcome.
- 7.8. **Team Switching.** Team changing in-game is not allowed. If a Player joins the wrong team upon launch, the game will be restarted. Abuse of this rule may result in a forfeit of the game. If a Player changes teams after the first kill, the offending team will forfeit the game.
- 7.9. **Game Altering Bugs.** Bugs are defined as errors, flaws, or failures that produce an incorrect, unexpected, or unintended result during gameplay. For the purposes of procedure regarding the occurrence of Bugs during live gameplay, and at the discretion of the Administration, Bugs are separated into two categories.
  - (a) **Minor Bug.** At the discretion of the Administration, a Minor Bug is one that does not



significantly alter the outcome of a game and is, at worst, considered an inconvenience to Players. The occurrence of a Minor Bug would not result in the replay or remake of any game and Players should be instructed to play through the Bug.

- (b) **Major Bug.** At the discretion of the Administration, a Major Bug is one that critically or significantly alters the outcome of a game and severely hinders the performance of Teams and/or Players. The occurrence of a Major Bug would result in a restart as set forth in Section 7.10.

7.10. **Game Restarts.** In the case of any issue, technical or otherwise, that may alter the outcome of the game as determined by the Referee, the game will be restarted based on the game mode type.

- (a) **Round-Based Game Modes.** The game will be restarted with the round score of the game before the incident.

- (b) **Respawn-Type Game Modes.** The game will be restarted from the beginning with no advantage given to either Team.

7.11. **Ties.** In the case of a tie on any game mode, the game will be replayed before moving onto the next game in the match.

7.12. **Win Conditions.** The final score on the scoreboard for each round will be the primary determining factor in which team wins or loses. For the avoidance of doubt, the scoreboard will take precedence over any in-game victory, defeat or draw messages in determining the winner of each round.

## 8. Broadcast and Event Requirements.

8.1. **EWC Player Handbook.** All Participants in the Tournaments are required to comply with the guidelines and requirements contained in EWC Player Handbook to be made available to each Participant prior to each Tournament, including streaming, technical, Game settings, Discord, and other guidelines and requirements.

## 9. Sponsorship Restrictions.

9.1. Subject to the terms and conditions of these Rules, Teams and Participants may acquire individual sponsorships in connection with their participation in a Tournament. Teams shall not engage in joint negotiations or otherwise cooperate or coordinate with other Teams in the marketing or negotiation of sponsorships. Administration reserves the right to restrict sponsor involvement in EWC activities, including requiring Participants to, among others, cover, obscure or replace articles of clothing or overlays that display sponsor assets in violation of this [Section 9](#), and all sponsorships used in connection with EWC activities are subject to the prior approval of the administration.

- 9.2. Teams and Participants are prohibited from using any live or on-demand stream; EWC Map highlights, game clips or other footage; Franchise game images, game-related logos, artwork, animations; or other protected intellectual property owned or controlled by EWC or its affiliates (collectively, “**Game Materials**”) in connection with any third-party sponsorships, advertising, promotions, or marketing.
- 9.3. The following sponsor categories shall in no event be featured, displayed, or otherwise promoted by any Participant in connection with EWC:
- (a) Any person or entity that offers products or services that EWC determines are detrimental to the business of EWC or any of its affiliates (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.
  - (b) Games or other products or services from entities that compete directly with EWC or any of its affiliates.
  - (c) Account selling, sharing or trading websites.
  - (d) Drugs (whether legal or illegal) and any products used to consume drugs.
  - (e) Tobacco and vaping products.
  - (f) Cannabis and any products used to consume cannabis.
  - (g) Pornography, sexual or adult oriented products or services.
  - (h) Firearms / weapons, or related products or services.
  - (i) Political candidates or ballot initiatives.

## 10. **Conduct and Penalties.**

### 10.1. Behavior.

- (i) 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 EWC, in each case as determined by Administration. Participants are required to behave in a professional and sportsmanlike manner in their interactions with other Participants, Teams, members of the Administration, the media, sponsors and fans.
- (ii) Participants shall not use obscene or offensive gestures or profanity in their tags, player handles, Team branding, 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.

- (iii) 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 Participants, fans, referees and officials.
- (iv) 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 Maps and Tournaments. It also prohibits forfeiting a Map without reasonable cause.
- (v) EWC 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 Call of Duty. Participants in our competitions should be focused on bringing the world together through epic entertainment, celebrating our game, players, and fans, and building diverse and inclusive communities. Participants must refrain from disruptive or divisive behavior, commentary, or other forms of expression during official EWC events (including without limitation any Map) or on any official EWC (e.g., Map broadcasts, EWC shows, and official EWC-branded websites and social media channels). Throughout the period on Tournament day that a Participant is visible to the Tournament's live and camera audience(s), such 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.

- (i) Participants must always compete to the best of their skill and ability. Any form of cheating by any Participants will not be tolerated. All Participants are prohibited from influencing or manipulating any Map with the intent that any aspect of the Map is determined by anything other than the competitive merits. Examples of cheating or behavior impacting game integrity are not exhaustive, and include without limitation:
  - A. Collusion, Map fixing or any other action to intentionally alter, or attempt to alter, the results of any Map or Tournament (or any components thereof);
  - B. Attempts to interfere with another Participant's connection to the game service through Distributed Denial of Service (DDoS) or any other means.
  - C. Allowing an individual who is not the registered owner of a Participant Account to play on that Participant Account in a Map and/or playing in a Map while logged in to a Participant Account registered to someone else.
  - D. Bot use (including the installation, whether or not intentional, of any similar

software on a machine or other hardware used by Participant in the Tournament), spot timing (e.g., not throwing the game, just timing a shot so bettors win), wintrading, drophacking, ghosting or stream sniping (i.e., a game spectator illegally provides, or such Participant individually obtains, information about an opponent's positions and/or movements), inducing another Participant to lose a Map, and receiving leaked scrim footage and/or confidential or proprietary information of another Team;

- E. Misuse or hacking of the Game's servers.
  - F. Use of unauthorized or restricted Items.
  - G. Violent, threatening, or harassing behavior in any EWC setting, (offline and online), including Team housing.
  - H. Inappropriate use of EWC equipment.
  - I. Any other actions or conduct that threatens to undermine the integrity of EWC and its participants.
- (ii) Participants must always follow the Call of Duty End User License Agreement, whether during an EWC Map 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 to artificially raise their competitive rank or any other actions that violate the End User License Agreement. Violations of this rule, whether during the EWC competition or prior to such Participant's participation in EWC may result in discipline to be determined in the discretion of Administration.

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

- (a) Participants are required to comply with all applicable laws at all times.
- (b) 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, EWC, Administration, or any of their respective representatives, the other Teams or their respective sponsors or Participants, the Game or any other product or service. For the avoidance of doubt, Participant affiliation with individuals, entities or brands that are detrimental to the image or reputation of EWC, Administration, or any of their respective representatives, the other Teams or their respective sponsors or Participants, the Game or any other product or service, as determined by Administration, will be deemed as a violation of this provision and these Rules. In addition, Participants and Teams may not encourage

members of the public to engage in any activities that are prohibited by this Section 10.3. A non-exhaustive list of such types of misconduct are as follows:

- (i) Actual or threatened violence toward a person, including domestic violence, partner violence, dating violence and child abuse;
  - (ii) Sexual assault and other types of sexual offenses;
  - (iii) Illegal possession or distribution of a weapon;
  - (iv) Possession, use or distribution of performance-enhancing substances;
  - (v) Conduct that poses a danger to the safety of another person;
  - (vi) Animal cruelty;
  - (vii) Theft and other property crimes; and
  - (viii) Crimes involving dishonesty.
- (c) Each Participant acknowledges that Administration 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.**

- (a) Administration is committed to providing a competitive environment that is free of harassment and discrimination.
- (b) In furtherance of this commitment, 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.**

- (a) Gambling on the outcome of EWC Maps or tournaments (including any components thereof) can pose a serious threat to the integrity of, and public confidence in EWC. Participants as well as employees of Administration are not allowed to (i) place, or attempt to place, bets on any Maps or Tournaments (or any components thereof) involving EWC, (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 Map, 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

EWC Map, Tournaments or otherwise.

- (b) This rule also prohibits Participants from participating in anyone else's betting activities, asking anyone to place bets involving EWC (including without limitation EWC Maps or Tournaments, or any components thereof) on a Participant's behalf, or encouraging anyone else to bet involving EWC (including without limitation EWC Maps or Tournaments, or any components thereof).
- (c) Participants likewise are prohibited from engaging in any fantasy esports leagues or games involving EWC 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.

- (a) 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 EWC events or on premises that are owned by or leased by the Administration.
- (b) 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 Map or Tournament.

#### 10.7. Non-Disparagement.

- (a) 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 Map referees or Administration.
- (b) 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 EWC, the Administration, any of their respective representatives, the Franchise, the other Teams or their respective Participants, or any other product or service of EWC. In addition, Participants shall not encourage members of the public to engage in any activities that are prohibited by this Section 10.7(b).
- (c) This Section 10.7 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.

- (a) Any intentional use, or attempted use, by a Participant of any bugs or exploits in the Franchise is strictly prohibited. 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.
- (b) Participants must consult with the Administration before bringing electronic storage devices to any EWC live event and are not allowed to use any mobile or external communication equipment during a Map, including mobile phones.
- (c) Participants are prohibited from installing third-party software of any kind on any competition hardware or machines at EWC live events.

#### 10.9. Confidentiality.

- (a) Participants must keep confidential and not disclose to any third party confidential and proprietary information concerning EWC or its affiliates and sponsors.
- (b) This Section 10.9 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.

- (a) Upon becoming aware of any conduct prohibited by this Section 10, Participants are required to immediately report the details to Administration. Failure to comply with this requirement is an independent violation of these Rules.

### 11. Prize Awards.

#### 11.1. EWC Global Finals

- (a) **EWC Global Finals Prizing Schedule:** A total of One Million and Eight Hundred Thousand U.S. Dollars (\$1,800,000 USD) shall be awarded to Teams participating in the EWC Global Final in accordance with each Teams performance as described below:

EWC Global Final Prizing	
Team Placement	Team Prizing
1st	\$600,000
2nd	\$320,000
3rd-4th	\$160,000
5th-8th	\$80,000
9th-12th	\$40,000

13th-16th	\$20,000
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11.2.

- (a) **The EWC MW3 Championships MVP:** A total of Fifty Thousand U.S. Dollars (\$50,000 USD) shall be awarded to the player selected by the production/talent as the MVP.
- (b) **The EWC MW3 SND Ace:** A physical prize provided by an EWC sponsor shall be awarded to the player who eliminates all four opponents in a round of Search and Destroy
  - (i) **SND Ace Tiebreakers:**
    - A. First, If more than one (1) candidate, the candidate with the highest amount of SND Aces shall prevail
    - B. Second, the candidate with the highest final team placement across the tournament will prevail
    - C. Third, the candidate with the highest amount of kills across the tournament will prevail

11.3. **Prizing Terms and Conditions.** All prizes awarded pursuant to this Section 11 are subject to the below terms and conditions and such additional terms and conditions as Administration may provide to Participants in its sole discretion.

- (a) Prizing details are subject to change in the Administration's sole discretion.
- (b) The awarding of prizes is void where prohibited or restricted.
- (c) 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).
- (d) Participants who are eligible for the award of a prize ("**Potential Winners**") assume all liability for the use of the prize.
- (e) Potential Winners shall have no right to any prize unless such Participant satisfies the conditions and other requirements set forth in these Rules and any other applicable rules. Requirements may include submission of documentation reasonably sufficient and detailed to evidence a Participant's satisfaction of eligibility requirements and compliance with these Rules.
- (f) Participants are responsible for 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.



- (g) Replacement Participants may be awarded prize at the Administration's sole discretion.

## **12. Disciplinary Action.**

- 12.1. **Investigation of and Right to Monitor Compliance.** To preserve the integrity of EWC competition, Administration will have the right to monitor compliance with these Rules, investigate possible breaches of these Rules and impose sanctions for violations. Participants agree to cooperate with Administration in any such investigation. The failure by a Participant to cooperate fully with any internal or external investigation conducted by Administration or its designee relating to a violation of these Rules is itself a violation of these Rules, including without limitation being untruthful or withholding, tampering with, or destroying evidence.
- 12.2. **Subject to Penalty.** Any violation of the Rules by a Participant will be subject to penalty. The nature and extent of penalties imposed will be determined by the Administration. All decisions of the Administration regarding rules violations or other issues regarding the Tournament, are final.
- 12.3. **Penalties.** Penalties for rule violations will be assessed by Administration. These penalties will vary in direct relation to the severity of the offense and the number of offenses committed previously by the same Participant and/or Team. The following is a non-exhaustive list of penalties that may be enforced at the discretion of the Administration:
  - (a) Verbal Warning(s);
  - (b) Written Warning(s);
  - (c) Suspension(s);
  - (d) Map Forfeiture(s);
  - (e) Tournament Disqualification; and
  - (f) Prize Forfeiture(s).

## **13. Limitations Of Liability and General Release.**

- 13.1. As a condition to being allowed to participate in EWC and to the greatest extent permitted by the applicable laws and regulations, each Participant agrees to release and hold harmless Administration, 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 EWC or any Tournament, or delivery, mis delivery, 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 EWC or the production, distribution, exhibition or other exploitation, or the advertising, promoting, or publicizing of EWC.

- 13.2. IN NO EVENT WILL ADMINISTRATION OR ANY OF ITS PARENTS, SUBSIDIARIES, AFFILIATES OR THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES OR OTHER REPRESENTATIVES BE LIABLE UNDER THESE RULES TO ANY PARTICIPANT, TEAM, 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 ADMINISTRATION OR ANY OF ITS AFFILIATES OR REPRESENTATIVES WERE ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
- 13.3. To the fullest extent permitted by applicable law, each Participant acknowledges that such Participant is aware of the risks, dangers and hazards associated with esports competitions and Participant freely accepts and fully assumes all such risks, dangers and hazards and the possibility of personal injury, death, property damage or loss resulting from Participant's participation in such activities.
- 13.4. Participants acknowledge and agree that Administration is not an insurer of Participants' property or personal safety. If a Participant feels the need for insurance, such Participant should obtain it from a third party

## **14. Grant Of Rights and Ownership.**

- 14.1. By agreeing to these Rules and participating in EWC, each Participant hereby grants to EWC 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, Participant Account handles (or replacement tags), initials, likeness, image, photograph, animation, avatar, autograph, voice, video or film portrayal, public persona, biographical information, and backstory (collectively, "**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) EWC (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 EWC; (c) on online leaderboards related to EWC; and (d) (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 EWC, in each case in connection with EWC. The products, services, media and materials created by exercise of any of the foregoing licenses or rights in clauses (a) through (c) are referred to herein as the “**EWC Materials**”.

- 14.2. **Advertising and Commercial Materials.** The grant of rights and licenses in Section 14.1 includes, but is not limited to, the perpetual, royalty-free, fully paid-up, worldwide right and license (but not the obligation) of EWC (and its sublicensees) to copy, display, distribute, edit, host, store and otherwise use the Participant Materials and the EWC Materials, and create derivative works thereof, on or in connection with EWC’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) press releases, newsletters and e-alerts; (h) television; and (i) any other advertising or promotional materials developed by or for EWC or the Franchise from time to time (the foregoing, the “**Advertising and Commercial Materials**”). Notwithstanding the foregoing, EWC shall not use Participant Materials in any manner outside the scope of the rights and licenses granted pursuant to Section 14.1 and 14.2 without the prior written consent of the Participant.
- 14.3. Participant acknowledges and agrees that Participant shall not acquire any rights in or to EWC, the Tournaments, or EWC Materials (as defined below) because of EWC’s use of the EWC Materials in connection with the permitted uses hereunder.
- 14.4. Ownership of Advertising and Commercial Materials, Feedback, Stats and Suggestions.
- (a) As between each Participant and EWC, EWC will be the sole owner of all the following (collectively, the “**EWC Materials**”):
- (i) EWC Materials and Advertising and Commercial Materials (excluding Participant Materials that are incorporated into or used in the EWC Materials or Advertising and Commercial Materials; provided, that to the extent such Participant Materials incorporate any intellectual property, such EWC Materials and Advertising and Commercial Materials);
  - (ii) All other content, works of authorship, audio-visual works, artwork, compilations, data and documentation that are created by or for EWC.
  - (iii) Suggestions, comments, and other feedback that a Participant may provide to EWC relating in any way to (a) EWC (b) all improvements or enhancements to EWC, resulting from any such suggestions, comments and feedback.
  - (iv) Intellectual property rights in each of the foregoing existing anywhere in the world.

- (b) Subject in all respects to Section 14.1, as between each Participant and EWC, Participant will be the owner of the Participant Materials. For the avoidance of doubt, Participant's use of the Participant Materials shall always comply with the End User License Agreement.
- 14.5. **Works for Hire; Assignment.** If a Participant at any time creates, develops or invents any EWC Materials, the parties acknowledge and agree that all copyrightable EWC Materials, and all elements, portions and derivative work thereof, shall be created for EWC as "works made for hire" and that all copyrights in and to such EWC Materials, and in all elements, portions and derivative works thereof, shall vest automatically in, and belong to, EWC. If, however, by operation of law or otherwise, such EWC 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 EWC and/or if there are any patents, trademarks, know-how or other intellectual property rights in the works that do not automatically accrue to EWC under the preceding sentence, the Participant hereby assigns (and agrees at the time of creation to assign) to EWC 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 EWC Materials (and in all elements, portions and derivative works thereof) and agrees to take, at the expense of EWC or its designees, any and all such other actions reasonably deemed appropriate by EWC or its designee in furtherance of such assignment, including, without limitation, the execution and delivery to EWC or its designee of any further instruments of assignment reasonably requested by EWC or its designee.
- 14.6. **Waivers.** By agreeing to these Rules, each Participant hereby waives, and agrees not to assert, any (a) rights of prior review and/or approval of any of the EWC Materials or Advertising or Commercial Materials, and (b) moral or other equivalent rights (if any) to which Participant is or may become entitled under applicable law in relation to the EWC Materials, Advertising and Commercial Materials, or to Participant's participation in EWC events. Nothing in these Rules requires EWC to make use of any of the rights or licenses granted herein.
- 14.7. **Collection of Personal Data.**
- (a) In order for EWC to ensure the integrity of the Tournament, each Participant hereby acknowledges, agrees, accepts and irrevocably consents to the collection and sharing by the Administration and/or its affiliates of certain information about Participant and its gameplay during the Tournament, including, if applicable, audiovisual recordings of Participant's use of the Game client (including all communications sent or received by Participant within the client), all activity displayed therein while participating in the Tournament (whether within or without the Game client), the physical environment of the field of play from which Participant participates, including any desk, chair, monitors, peripherals, and other devices as may be displayed by Participant in connection with the Tournament, any other footage incidentally captured in

connection therewith while participating in the Tournament, and such other information and other data as may be collected pursuant to the applicable provisions of these Rules. Accordingly, each Participant hereby acknowledges and agrees that such personal and other information and data that (a) Participant provides the Administration in connection with the Tournament or (b) that has previously been or is collected by EWC in connection with Participant's registration on FACEIT, may be used by the Administration and shared with other parties in connection with the Tournament and EWC.

## **15. Resolution of Disputes.**

- 15.1. **Disputes Regarding Rules.** The Administration has final, binding authority to decide disputes with respect to the breach, termination, enforcement, or interpretation of these Rules ("**Rules Dispute**").