



PRO LEAGUE

TRANSFER REGULATIONS

1. **ROSTER SUBMISSIONS**

- 1.1 Each Team shall submit to the League Administrator its Roster participating in the pertinent Season of the League and only one (1) Coach by 5pm EST on the date that is 14 calendar days before the start of the upcoming Season (the “**Roster Submission Deadline**”). Each Team shall publicly announce its Roster no later than fourteen (14) days prior to the first scheduled match of the League for the Season. If a Team fails for any reason to announce its Roster by such date, then ESL retains the right to publish said Roster through its own marketing activities promoting the League. No Roster shall, at any point in time, consist of more than ten active Players and one Coach.
- 1.2 For every Player and Coach, each Team shall submit to the League Administrator the signed <Player Data Sheet> until the Roster Submission Deadline.

2. **TRANSFER PERIODS**

- 2.1 Players may only be Transferred during the Transfer Window and/or during the Season in accordance with the provisions set out in these Transfer Regulations.
- 2.2 The Transfer Window commences at 9:00am EST after the League finals and ends at 5pm EST on the date that is fourteen (14) calendar days before the start of the next Season (or such later date as designated by the League Administrator in a timely official announcement to all participants, but in all events not later than 5 calendar days before the start of the next Season) (“**Transfer Window**”).
- 2.3 During the Transfer Window, there are no limits on the number of Players any Team may Transfer to or from its Roster (subject at all times to the other provisions of these Transfer Regulations).
- 2.4 Outside the Transfer Window, Teams are only allowed to Transfer up to a maximum of two (2) new Players to its Roster from outside of the organization.
- 2.5 Outside of the Transfer Window, Teams are only allowed to Transfer up to a maximum of two (2) new players to its Roster from inside of the organization (e.g. academy team).
- 2.6 No Players may be Transferred (whether or not such players are Free Agents or from an Academy team) after the “**Trade Deadline**”. The Trade Deadline shall be 5pm EST on the date that is one calendar day before the first match of the regular Season.

3. **TRANSFER RESTRICTIONS**

- 3.1 A Team and that Team’s ESEA team (if any) shall be deemed two Teams for the purposes of these Regulations.
- 3.2 Notwithstanding any other rules hereunder, no Player may be an active Player on both the Team and/or any other Member Team and/or any Temporary Teams and/or

any ESEA team (e.g. a team competing in the ESEA league that leads into the League (currently known as the Mountain Dew League) or any other ESEA league, or academy team). As such, a Player that is moved up from an academy team or ESEA team shall be considered a Transfer.

4. TRANSFER CRITERIA

- 4.1 A fully-executed agreement between the Team and the Player must be entered into in order for the Player to be considered part of, and added up to, a Team's Roster. A Player may only be engaged by one (1) Team at a time during a Season, i.e. a Player is not allowed to have a contract simultaneously with two (2) or more Teams that require Player to perform services for both Teams at the same time, whether written or oral, during the pertinent Season (except in the case of a permitted loan under these regulations).
- 4.2 Teams are free to draft the content and duration of their contracts with Players; provided that, for any Player contract entered into after the date these Transfer Regulations take effect, the termination date for said contract shall be between at least one week after the conclusion of a Season and the Roster Submission Deadline of the following Season.

5. EMERGENCY TRANSFER

- 5.1 In the event of extraordinary circumstances, a Team can petition the League Administrator for a Transfer that otherwise would be prohibited by these Transfer Regulations (an "**Emergency Transfer**"). The Team requesting the Emergency Transfer shall furnish to the League Administrator all pertinent information concerning the circumstances of the emergency requested and/or that may be necessary in order for the League Administrator to fully consider the request.

An Emergency Transfer can be granted (or rejected) in the League Administrator sole discretion after reviewing each case individually. The League Administrator shall have the right to impose other restrictions or conditions as it sees fit in light of the circumstances of said emergency; provided that in all cases, unless otherwise agreed to by the League Administrator, no Team at any time shall have more than two Players that were not part of the Roster at the beginning of the Season.

6. TRANSFER APPROVAL

- 6.1 The Transfer of Players that are to participate in the League shall come into effect upon notifying the League Administrator of the Transfer in writing together with the signed Player Data Sheet and receiving approval of the League Commissioner (not to be unreasonably withheld). Any public announcement by the Team ahead of the approval of the transfer shall include a "pending approval from the ESL Pro League" note.

For the avoidance of doubt, the approval by the League Commissioner does only apply to the upholding of formal requirements of such Transfer and the League Administrator shall have no authority to approve or deny a Transfer of a Player as

such. For the avoidance of doubt, any provisions in regards to the Transfer of a Player under this Exhibit D only apply to Transfer of Players that are to participate in the League and/or when explicitly expressed the ESEA, but does not apply to Transfers in general or any other Game competition.

- 6.2 The League Administrator shall endeavor to furnish its approval or rejection of any proposed Transfer within five (5) business days after receipt of the written request; provided that if a Team requires a decision sooner so as to not interrupt scheduled matches, the Team shall so indicate as part of its request, and the League Administrator shall endeavor to provide such decision as soon as reasonably practicable.
- 6.3 In the event the League Administrator has a good faith question regarding whether a given pending Transfer may be, or a completed Transfer was made, in violation of this Exhibit D, the material details of the Transfer (including but not limited to the name of the Player, the duration of the contract, the Player's contract(s) and any other pertinent terms or conditions associated with said Transfer), must be presented to the League Administrator for its review and approval. The League Administrator and the League Commissioner shall keep said agreement and other material details of the Transfer confidential as part of its review.
- 6.4 Notwithstanding anything else contained herein or elsewhere, the League Commissioner may reject any Transfer , with the consequence that such Player or Players may not participate in the League for the proposed transferee Team, if:
- the League Commissioner determines in its sole discretion that the proposed Transfer would be in violation of any provision(s) of these Transfer Regulations unless the respective Team cures any such violation (if curable) within 10 days after being advised of what provision(s) the proposed Transfer violates; or
 - the Transfer has not been recorded in a reasonably explicable manner in the Player Data Sheet.

7. LOAN OF PLAYERS

No Player may be loaned to another Team except as expressly provided for herein. A Player may be loaned from one Team to another; provided that (a) said loan shall count as a Transfer, (b) said loan shall be for the balance of the entire Season (i.e., said Player shall not be permitted to return to his/her original Team for the duration of the Season in which he/she is loaned out), and (c) no loans shall take place after the Trade Deadline. Notwithstanding the foregoing, nothing herein shall prevent Players from being loaned on a temporary basis for participating in nationality-based competitions (e.g., the Olympics) provided that said competition does not interfere in any way with said Player(s) from fulfilling all of his/her obligations and competing in all of the matches required by the League when, where and as scheduled by the League Event Rules.