

The Holiday Bash Smash Invitational Official Tournament Rules

Last updated December 13, 2017

1. INTRODUCTION

The Holiday Bash Smash Invitational competition (the “**Tournament**”) is brought to you by Twitch Interactive, Inc. (“**Twitch**”). The Tournament is an invitational esports competition featuring Super Smash Bros. Melee (the “**Title Game**”) developed and published by Nintendo of America, Inc. (“**Nintendo**”). As set forth more fully in Section 3, entitled “Tournament Format”, the Tournament consists of Crews, and Singles competitions with fourteen (14) invited Players.

These Official Tournament Rules (“**Official Rules**”) govern the Tournament. These Official Rules are in addition to the rules that govern how the Title Game is played (the “**Game Play Rules**”). The Game Play Rules are set forth in Section 8, entitled “Game Play Rules”.

Each person who participates in the Tournament is referred to as a “**Player**”. If the Player is under the age of majority in his or her state or country of residence (a “**Minor**”), such Minor Player represents and warrants that he or she has received permission from his or her parent or legal guardian to register for and participate in the Tournament, and all references to “Player” shall include that Minor Player’s parent or legal guardian. Each Player unconditionally accepts and agrees to comply with and abide by these Official Rules and the decisions that Twitch and the other “Tournament Organizers” (as defined below) make about the Tournament, including without limitation decisions about how to interpret or implement these Official Rules and administer the Tournament, and such decisions shall be final and binding in all respects and not subject to challenge or appeal. Any aspects of the Tournament or incidents that affect the Tournament that are not outlined in these Official Rules may be addressed and resolved by Twitch and the other Tournament Organizers at the time of the incident and their decisions on such matters shall be final and binding and not subject to challenge or appeal.

These Official Rules are subject to change, as determined by the Tournament Organizers in their sole discretion. The most recent version of these Official Rules will be posted on <https://smash.gg/holidaybash> (the “**Tournament Website**”), and the Tournament Organizers may also use other means to communicate with those Players who have registered for the Tournament using the contact information associated with their account or provided during registration. If a change would affect a Player’s place or standing in the Tournament if they were applied retroactively, that change will be applied only prospectively unless the Tournament Organizers determine in their sole discretion that such changes must be applied retroactively for legal or other reasons. Entry into the Tournament does not constitute entry into any other tournament, competition, contest or sweepstakes.

These Official Rules were drafted in English, but may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Official Rules and the English version of these Official Rules, the English version shall prevail, govern and control.

2. CERTAIN DEFINITIONS

Best-of-X – means a Match has X number of Games, and the Player that wins a majority of the Games is declared the winner. Once a Player wins the number of Games needed to reach the requisite majority, then that Player will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Player wins 2 Games, that Player will immediately be declared the winner of that Match.

Crew Battle – a single Title Game competition between two Crews.

Game – a single Title Game competition between two Players.

Match – Tournament play between two Players that may involve multiple Games, as described in Section 3, entitled “Tournament Format”.

Team – two Players who compete in the Tournament together as a unit.

Tournament Entities – Twitch, the Tournament Organizers, any official sponsors of the Tournament, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

Tournament Organizers – Twitch, Nintendo, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing the Tournament, in whole or in part.

Winner – any Player that is officially declared a Winner as set forth in Section 10, entitled “General Prize Restrictions”.

3. TOURNAMENT FORMAT

3.1. Schedule

The Tournament will occur from 11 am to 8 pm, Pacific Standard Time on December 15 and 16, 2017, and from 12 pm to 6 pm, Pacific Standard Time on December 17, 2017 (the “**Tournament Period**”).

3.2. Crews

The fourteen (14) invited Players will be assigned to two groups (“**Crews**”) each with a roster of seven (7) Players. These assignments will be made at the

discretion of Tournament Organizers. The two Crews will play one Crew Battle to determine the winning Crew.

3.3. Singles – Group Stage

In the “**Group Stage**” the fourteen (14) invited Players will be split into two (2) groups of seven (7) Players each (each a “**Group**”), such Groups to be determined by the Tournament Organizers in their sole discretion. The Players in each Group will compete in a Round Robin with Best-of-Five Matches. Rankings in each Group will be determined by comparing the total number of Match wins achieved by each Player in the same Group. If a Player is disqualified from a Match by a Tournament Organizer, the Match will be recorded as a 2-0 win in favor of the opposing Player.

3.3.1. Group Stage Tiebreakers

If two or more Players from the same Group achieve the same number of Match wins at the end of the Group Stage, ties will be resolved by applying the following tiebreaking mechanisms, in order of application:

1. Game win differential defined as total number of Games won by a Player minus the total number of Games lost by such Player.
2. Total Game wins in Games between tied Players.
3. The tied Players will play an additional Tiebreaker Round Robin with Best-of-One Matches. The rankings of the tied Players will be determined by comparing the total number of Match wins achieved by each Player during the Tiebreaker. If two or more Players from the Tiebreaker remain tied, this step will be repeated for those Players.

If steps 1 and/or 2 resolve the tie for one or more Players but not all Players, a new tie will be declared between the remaining tied Players. This tie will be resolved using the same tiebreaking mechanisms listed above.

3.4. Singles – Bracket Stage

The top five (5) Players from each Group will advance to the “**Bracket Stage**”, which is a “double elimination” bracket meaning that a Player will drop to the losers bracket if they lose one (1) Match in winners bracket, and will not be eligible to move forward if they lose one (1) Match in the losers bracket. Players ranked first (1st), second (2nd), or third (3rd) in a Group will be placed in winners bracket, with the Players ranked first (1st) receiving a “Bye”, meaning those Players begin in the second round of winners bracket. Players ranked fourth (4th) and fifth (5th) in a Group will be placed in losers bracket. All Matches are Best-of-Five. In the Grand Finals, the Player that advanced from the losers bracket must win two (2) Matches to be awarded first (1st) place in the Tournament.

4. GENERAL ELIGIBILITY AND PLAYER EQUIPMENT REQUIREMENTS

All participants in the Tournament will receive a formal invitation from the Tournament Organizers. Individuals that do not receive an invitation are not eligible to participate in the Tournament. Players must be able to provide proof of eligibility. Please also note that potential Winners will ultimately need to provide proof of residency and tax form information before they are officially declared the Winner. Section 10, entitled “General Prize Restrictions”, provides more information.

Each Player will be known publicly by his or her real name, or gamertag or other name they use in the Title Game or otherwise choose a user name (in either instance, the “**User Name**”). Each Player represents and warrants that their User Name and logo will not violate or infringe upon the trademark, copyright, publicity rights or other intellectual property or other rights of any other person or entity and will otherwise comply with the Code of Conduct described in Section 7.

Any Player who is a Minor must get permission from his or her parent or legal guardian to enter. The form of that permission will be determined by the Tournament Organizers in their sole discretion. In addition, if a Minor is going to physically travel to a particular Tournament location, he or she must be accompanied by a parent or legal guardian at that Tournament location, and the Tournament Organizers may require additional proof that the Minor has permission from his or her parent or legal guardian to participate. The form of that additional proof will be determined by the Tournament Organizers in their sole discretion. The Tournament is void where prohibited by law.

Players must supply their own controller (“**Player Equipment**”). Consoles, monitors, and headphones will be provided by Tournament Organizers.

During Tournament play Players may not bring, use, or wear any headsets, earbuds, microphones or other Player Equipment other than those approved of or provided by the Tournament Organizers. Player Equipment that is suspected by the Tournament Organizers of providing an unfair competitive advantage will not be approved for use. At their discretion, Tournament Organizers may disallow the use of any individual piece of Player Equipment for reasons related to Tournament security, operational efficiency or effectiveness.

Each Player is responsible for obtaining any visas or other travel documentation needed to participate in the Tournament and the costs thereof shall be borne by the Player.

Each Player shall be deemed to have made and entered into all of the representations, warranties and agreements contained herein and shall be obligated and bound thereby. All of the Tournament Organizers’ rights pursuant to these Official Rules relate to and are exercisable against each Player. Any Player who elects to end his or her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to re-enter the Tournament in any capacity.

Please note that Twitch may require a Player to execute and deliver "Winner Forms" (as defined in Section 10) at any time during the Tournament, including as a condition of participating in a particular Match or phase of the Tournament.

5. REGISTRATION INFORMATION

Instructions about how to register as a Player will be provided by the Tournament Organizers. Your registration information will be collected and used in accordance with the privacy policy and terms of use (the "**Twitch Policies**") posted on www.twitch.tv (the "**Twitch Website**"), which are incorporated herein by this reference. By participating in the Tournament, you agree and acknowledge that you have read, understood and agree to be bound by the Twitch Policies. Please review the Twitch Policies carefully before participating in the Tournament. In the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the Twitch Policies, the terms of these Official Rules shall prevail, govern and control. Notwithstanding anything to the contrary in the Twitch Policies, Twitch may share Player information with the Tournament Entities, who will use such information to the extent needed to perform their duties and functions in connection with the Tournament or otherwise in accordance with their own independent privacy practices. In addition, Twitch may engage third party application providers and other vendors to administer certain aspects of the Tournament, including without limitation, the online collection of Player information. Such third parties will provide your personally identifiable information to Twitch and the other Tournament Entities and use your information for their own independent purposes in accordance with their own independent privacy practices. Twitch is not responsible for the storage or any use of your entry information by such third parties or the Tournament Entities.

6. PLAYER APPEARANCE RELEASE

By participating in the Tournament, each Player hereby irrevocably grants the Tournament Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and record the Player's performance in the Tournament itself and in other Tournament-related activities, including the Player's name, User Name, logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively, the "**Appearance**") and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity (except for Players who are known to be residents of France, which will expire within 5 years from date of participation), for any purpose, including but not limited to, to advertise, market and promote the Tournament, the Twitch Website, the Tournament Website, the Title Game, the Tournament Entities and future tournaments.

As between each Player on the one hand, and Twitch, on the other hand, the Appearance shall be deemed a work-made-for-hire for Twitch prepared as a work specifically ordered and/or commissioned by Twitch, and therefore, Twitch shall be the author and exclusive

copyright owner of the Appearance for all purposes throughout the Universe. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in Twitch, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to Twitch, all of his or her right, title and interest in and to the Appearance throughout the universe in perpetuity. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce Twitch's ownership of such rights.

The Tournament Entities shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalize or otherwise alter the Appearance for any purpose which the Tournament Entities deem necessary or desirable. To the fullest extent allowable under any applicable law, each Player hereby irrevocably waives any and all so-called moral rights or "droit moral" rights (which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world [including, without limitation, the so called right of paternity (droit a la paternite) right of integrity (droit au respect de l'oeuvre) right of withdrawal (droit de retrait or droit de repentir) and/or right of publication (droit divulgation)] he or she may have in the Appearance, and agrees that he or she will make no claim of any kind against the Tournament Entities as a result of any of the uses described above, and irrevocably and unconditionally waives and releases the Tournament Entities from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use including, without limitation, any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. Each Player expressly acknowledges that the Tournament Entities and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance. Accordingly, if under any applicable law, the above waiver or assignment by a Player of "moral rights" or "droit moral" is not effective, then each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.

Twitch shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. Twitch shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements.

7. CODE OF CONDUCT

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament Organizers and spectators. Players must follow all instructions of the Tournament Organizers. All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the Tournament. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official

Rules (including the Game Play Rules), as determined by the Tournament Organizers in their sole discretion, may be immediately disqualified from the Tournament and forfeit all potential prizes. Further, the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Tournament Organizers. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament or the Twitch Website, or the Tournament Website;
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (e.g., any agreement between two [2] or more Players to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene User Names, avatars, logos, branding or gamertags;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency;
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;
- Offering any gift or reward to a Player or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Betting or gambling on your own performance or the results of the Tournament or any phase of the Tournament;
- Making any modification to the Title Game that has not been disclosed to and authorized by the Tournament Organizers;
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Using any Tournament facilities, services or equipment provided or made available by the Tournament Entities to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct;
- Taking any action or performing any gesture directed at an opposing Player, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with lights, cameras or other studio equipment;

- Engaging in any other type of behavior or conduct deemed inappropriate by the Tournament Organizers in their sole discretion; or
- Otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified, and Twitch reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

CAUTION: ANY DELIBERATE ATTEMPT TO DAMAGE ANY WEBSITE OR EQUIPMENT USED IN CONNECTION WITH THE TOURNAMENT, TAMPER WITH THE TITLE GAME OR THE TOURNAMENT FORMAT, OR OTHERWISE UNDERMINE THE LEGITIMATE OPERATION OF A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH PLAYER(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO THEM TO THE FULLEST EXTENT PERMITTED IN EQUITY OR UNDER THE LAW.

8. GAME PLAY RULES

These are the “**Game Play Rules**” governing how the Title Game is played during the Tournament. Unless otherwise stated or explained, all rules that mention Players also apply to Teams.

8.1. Gameplay

8.1.1. Game Settings

- Stocks: 4
- Timer: 8 minutes (no timer in Crews)
- Handicap: Off
- Damage Ratio: 1.0
- Items: Off
- Pause: Off

8.1.2. Stage List

Stages are designated as either “Starters” or “Counterpicks.” Starter stages are available during Stage Striking (as defined in Section 8.1.6) and Counterpicks are only available during subsequent stage picks.

Starter Stages

- Yoshi’s Story
- Fountain of Dreams (Singles only)
- Battlefield
- Final Destination
- Dream Land 64

Counterpick Stages

- Pok  mon Stadium

8.1.3. Match Procedure

The following steps outline the process of playing a Match.

- 1) Players select their characters. Either Player may invoke Double Blind Character Selection (as defined in Section 0).
- 2) Decide stage strike order / port selection.
- 3) Use Stage Striking to determine the first stage.
- 4) The Players play the first Game of the Match.
- 5) Winning Player of the preceding Game bans a stage.
- 6) The losing Player of the preceding Game picks a stage for the next Game.
- 7) The winning Player of the preceding Game may choose to change characters.
- 8) The losing Player of the preceding Game may choose to change characters.
- 9) The next Game is played.
- 10) Repeat steps 4 and 5 for all subsequent Games until the Match is complete.

8.1.4. Crew Battle Procedure

The following steps outline the process of playing a Crew Battle.

- 1) All Players on each Crew decide their characters in private. Character choices are revealed to both Crews once each Player has chosen a character.
- 2) Crews, in private, determine which Player from their rosters will play first.
- 3) The Players that play first use Stage Striking to determine the first stage.
- 4) The Players playing first play one Game with the settings specified in Section 8.1.1.
- 5) The Crew of the losing Player of the preceding Game selects a Player from their roster, that has not yet played, to play next.
- 6) The incoming Player selects a stage for the next Game. The incoming Player may not select a stage that a Player from their roster has already selected.
- 7) The next Game is played with the settings specified in Section 8.1.1, but before play begins, the Player that won the previous Game must Self-Destruct until they have the same number of stocks that they were left with at the end of the previous Game.
- 8) Repeat steps 5 through 7 for all subsequent Games until one Crew is out of Players. The Crew that won the last Game is the winner.

8.1.5. Double Blind Character Selection

Either Player may request that a double-blind selection occur. In this situation, a Tournament Organizer will be told, in secret, each of the Players' choices for the first round. Both Players are to then select their first round character, with the Tournament Organizer validating the character selections.

8.1.6. Stage Striking and Port Selection

Players either get to select a controller port first or strike a stage first. If Players do not mutually agree on their preference, they must enact a Best-of-One Match of Rock Paper Scissors.

“Stage Striking” is defined as removing stages from the Starter list to decide the stage for the first Game. The Player with first strike strikes first, followed by the other Player striking two stages, followed by the Player with first strike striking one more stage. The remaining stage from the Starter list is used for the first Game.

8.1.7. Stage Clause

A Player may not pick any stage they previously won a Game on during the Match.

8.1.8. Mutual Agreement

Players may select any stage from either the Starter or Counterpick lists if they both agree to it. Players may also ignore Stage Clause if both agree. Players may not agree to play on other stages or change the length of a Match or Game. In-game agreements made mutually between players (such as neutral starting positions) are strongly discouraged and are not enforceable by the TO. Mutual agreement to pre-determine the outcome of a Game or Match is collusion (see Sections 4 and 7) and is always forbidden.

8.1.9. Sudden Death

If a Game goes to Sudden Death, the winner is determined by stocks and percentage at the time the Game ends. When the timer hits 0:00, the Player with the higher stock count is the winner. If both Players are tied in stocks the Player with the lower percentage is the winner. In the event of a percentage tie, or a Game in which both players lose their last stock simultaneously, a tiebreaker will be played on the same stage for one stock and 2 minutes. The results of Sudden Death do not count.

8.1.10. Permitted Controllers

The only permitted controller is the wired Gamecube controller. Turbo functions, macros, and hardware modifications (other than case modifications, such as notches and cosmetic changes) are banned. Tournament organizers have the right to inspect any controller at any time.

8.1.11. Neutral Start

A player may request a “Neutral Start,” meaning the following port configuration is used for each stage.

Singles:

Stage	Port 1	Port 2	Port 3	Port 4
Final Destination	X	X		
Fountain of Dreams	X	X		
Yoshi’s Story	X	X		
Dream Land 64		X		X
Battlefield			X	X
Pokémon Stadium			X	X

8.1.12. Warm-ups

Warm-up periods and controller tests may not exceed 30 seconds on the game clock. Violation of this rule may result in an automatic forfeit at the discretion of Tournament Organizers.

8.1.13. Freeze Glitch

Activating the “Freeze Glitch” with the Ice Climbers is not allowed; penalties may or may not be enforced at TO discretion.

8.2. Match Obligations

8.2.1. Punctuality

All Players must be physically present by the Match start time. Players that are not ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture. Players are required to be present and available at the Tournament venue for the duration of the Tournament.

8.2.2. Forfeits

Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.

8.3. Match Disruptions

8.3.1. Pauses

If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits a stock. The penalty may be increased to a multiple stock forfeiture or a Game forfeiture at the discretion of the TO.

8.3.2. Restarts

Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

8.3.3. Stalling

Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers. Players may stall for the purposes of waiting out a particular transformation on Pokémon Stadium. Stalling must end when the neutral transformation returns, as indicated by the icon shown on the in-game screen.

8.4. Misinterpretation / Misconfiguration

If a game was played under a misconfiguration of the Game settings, as described in Section 8.1.1, that could have materially affected the result of the game, a player may petition the TO to have that game replayed. The final decision is at the discretion of the TO. This must be done immediately after the game in question; after the next game is started, the previous game shall not be replayed regardless of whether the rules were set correctly.

8.5. Coaching

Coaching, defined as deliberately giving or receiving advice to/from another person during a Match, is not allowed and may result in penalties for both parties. Coaching is allowed after the first Match in Grand Finals.

8.6. Cheating

Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

8.7. Names, Logos, and Branding Restrictions

Tournament Organizers reserve the right to reject, in their sole discretion, names, logos, avatars or branding that violate the Code of Conduct, including without limitation, any that:

- infringe upon the rights of any 3rd party rights without explicit written permission
- Resemble or are identical to a brand or trademark

- Resemble or are identical to another identity or person
- Resemble or are identical to the name or persona of Tournament Entities or other Players.

8.8. Dress Code

All Players must wear appropriate attire at the Tournament. Jerseys and all other attire worn at the Tournament are subject to the restrictions set forth in Section 8.7 above.

8.9. Sponsorships; Other Content

Players have the ability to acquire sponsorships. However, sponsors or content falling under the following categories may not be displayed during official Tournament play:

- Brands in categories that have been granted exclusive sponsorship rights for the Tournament by the Tournament Organizers
- Religious programming, political matters
- 900 numbers
- X-rated material
- Habit-forming drugs, drug related paraphernalia
- Herbal remedies or “miracle cure” products
- Tobacco products
- Any adult-oriented products or services (including adult-oriented pay per view programs and male enhancement products)
- Salacious products or services or other material which would generally be considered obscene or indecent
- Content that a reasonable person would deem objectionable, indecent, vulgar or offensive
- Content which promotes discrimination, hate, violence, the use of illegal substances, illegal activity, mail fraud, pyramid schemes, or investment opportunities or advice not permitted by applicable law
- Content which is unlawful, pornographic, libelous, defamatory, or violates a third party’s privacy or publicity rights
- Content which constitutes hate speech
- Content which discriminates, ridicules, advocates against, harasses, or attacks an individual or group on the basis of age, color, national origin, race, religion, sex, sexual orientation, gender identity, or disability
- Any other activity that contravenes any applicable laws or regulations (including lotteries, illegal gambling products or other illegal wagering activity)

8.10. Penalties

Players who break the rules in this document are subject to penalties including (but not limited to) the following:

- Match restart
- Loss of Game
- Match forfeiture
- Disqualification from the Tournament
- Prize money forfeiture

Any penalties imposed on a Player may be made available to the public by the Tournament Organizers in their sole discretion.

8.11. Travel Accommodations

Travel consists of coach-class airfare for the invited Player, if a flight is necessary, and ground transportation to and from the Tournament venue as necessary. Any additional support individuals affiliated with the Player, whether a coach, manager, or parent / guardian, are responsible for their own transportation costs.

Players must possess all required travel documents, including visas and valid passports, if and as applicable. Airfare does not include government taxes, Passenger Facility Charge or September 11th Security Fee. Airline tickets are non-refundable/non-transferable and are not valid for upgrades and/or frequent flyer miles. All airline tickets are subject to the vagaries of flight variation, work stoppages, and schedule or route changes. Twitch reserves the right to structure travel route and select hotels in its sole discretion. If the closest airport to any Player's home is in close enough proximity to the city where the Game or Match is being held so that, as Twitch may determine in its sole discretion, a flight is unnecessary, invitation will not include air transportation from Players' residence to the city where the Game or Match is being held, and no other substitution or compensation will be provided in lieu thereof. Changes are not permitted after ticket issue. The round trip air transportation element for any travel begins and ends at the point of departure (unless otherwise specified herein).

8.12. Hotel Accommodations

Tournament Organizers will provide one (1) hotel room for every two (2) Players if accommodations are necessary depending on the distance Players must travel to attend the Tournament (pairings and necessity to be determined by Tournament Organizers in their sole discretion) with two (2) beds in each room for the duration of the Tournament. Player(s) must comply with all hotel check-in requirements, including but not limited to the presentation of a major credit card and are responsible for any incidentals or costs incurred to any hotel rooms including room service or damage.

9. PRIZES

Up to Eleven Thousand Four Hundred U.S. dollars (\$11,400) in prizes are available in the Tournament as described below. The prizes will be awarded and paid to the Player in

accordance with the chart below. Prizes awarded to winning Crews will be paid equally to each Player on the Winning Crew. Payments will be made in United States dollars and the approximate value of non-cash prizes is based on the value in United States dollars.

9.1. Crews

The Tournament will award up to One Thousand Four Hundred U.S. dollars (\$1,400), collectively, in prizes for the winning Crew.

9.2. Singles

The Tournament will award up to Ten Thousand U.S. dollars (\$10,000) in prizes for Singles, in accordance with the chart below.

Standing	Prize Money (USD)
1 st	\$4,000
2 nd	\$2,000
3 rd	\$1,500
4 th	\$1,000
5 th (two Players)	\$500
7 th (two Players)	\$250

10. GENERAL PRIZE RESTRICTIONS

Each Player that has been declared the winner of a prize in the Tournament will not be an official winner (each such individual, a “**Winner**”) unless and until they execute (or, if the potential winner is a Minor, their parent or legal guardian executes) an Affidavit of Eligibility, a Liability Release, and where imposing such condition is legal, a Publicity Release and any required payment information and tax forms (“**Winner Forms**”) in order to receive payment. If a Player (or a Minor Player’s parent or legal guardian) fails or refuses to sign and return all the Winner Forms within ten (10) days (or a shorter time if required by exigencies) after receiving them, the Player may be disqualified. In the event a Player is disqualified, Twitch reserves the right, but not the obligation, to award the affected prize to the Player that last lost to the disqualified Player. Within thirty (30) days of receiving an executed copy of the Winner Forms, Twitch will deliver to Winner the applicable prize(s). Failure to take delivery of any prize may result in forfeiture, and such prize awarded to an alternate Winner. Prizes may not be transferred or assigned until after a Winner has complied with all his or her obligations under these Official Rules. No substitutions may be made for prize(s), except by Twitch, who reserves the right to substitute a prize in whole or in part with another prize of comparable or greater value if the intended prize is not available for any reason as determined by Twitch in its sole discretion. By participating in a Tournament, Winner acknowledges that Tournament Entities have not and will not obtain or provide insurance of any kind relating to the prizes. Winner will be responsible for all taxes (including but not limited to federal, state, local and/or income) on any prize won and on the value of any items or value transferred to the

Player by Twitch, and will be required to provide his/her Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information for tax reporting purposes (at a time to be determined in Twitch's sole discretion, and which may be prior to participation in a particular round or prior to receipt of any prize by Player). Twitch will file an IRS Form 1099 or equivalent tax withholding documentation for the retail value of any prize or other items of value transferred to the Player by Twitch in accordance with IRS requirements, and Twitch may also share such documentation with a state or local government agency as required by law. Refusal or failure of a Winner to satisfy the requirements of all necessary and appropriate tax, withholding or other required compliance terms (including Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information), as determined by Twitch in its sole discretion, will result in the Winner forfeiting the prize(s) and an alternate Winner being selected in accordance with these Official Rules. Twitch will award prizes subject to any applicable withholding taxes, and the amount of the prize transferred, as reduced by any applicable withholding taxes, will constitute full payment of the prize. Winners who do not claim the prize, or satisfy the information or documentation requirements within six (6) months of the close of the Tournament or such earlier time as designated by Twitch, are void, and the Tournament Organizers shall have no further liability or responsibility to such Player(s) in connection with the prizes.

Any prizes pictured in advertising, promotional and/or other Tournament materials are for illustrative purposes only. The actual prize may vary. In the event there is a discrepancy or inconsistency between the description of a prize contained in any such materials and the description of a prize contained in these Official Rules, these Official Rules shall prevail, govern and control. All details and other restrictions of any prize not specified in these Official Rules will be determined by the Tournament Organizers in their sole discretion.

11. DISCLAIMER OF WARRANTIES

The Tournament Entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize (including, without limitation, the Grand Prize) furnished in connection with the Tournament. WITHOUT IN ANY WAY LIMITING THE GENERALITY OF THE FOREGOING AND WITHOUT ABROGATING THE TWITCH POLICIES OR THE END USER LICENSE AGREEMENT FOR THE TITLE GAME OR OTHER AGREEMENTS THAT APPLY TO THE TITLE GAME, THE TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE TITLE GAME SOFTWARE, EQUIPMENT AND THE OPERATION OF THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

12. IMPORTANT. PLEASE READ - GENERAL RELEASE AND LIMITATION ON LIABILITY

Each Player knowingly consents to participate in any or all Tournament activities under his or her own free will and without duress or undue influence of any third party.

BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS THE TOURNAMENT ENTITIES HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION, COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.

The Tournament Organizers are not responsible for any incorrect or inaccurate information or other materials, on, associated with or utilized as part of the Twitch Website or the Tournament Website, and the Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the Twitch Website or the Tournament Website or the field of play in the Title Game. Although the Tournament Organizers attempt to ensure the integrity of the Tournament, the Tournament Organizers are not responsible for the actions of Players in connection with the Tournament, including a Player's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the Tournament. Without in any way limiting the generality of the foregoing, each Player agrees that the Tournament Entities shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:

- incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Player, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the Tournament or send or receive messages requiring action or response by such Player;
- any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; and

- any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

13. INDEMNIFICATION

Each Player hereby agrees to indemnify and hold the Tournament Entities harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs (collectively, “**Third Party Claims**”) relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these Official Rules.

Except for matters for which Player is obligated to indemnify the Tournament Entities hereunder, Twitch will indemnify and hold each Player harmless from and against any Third Party Claims arising from production, distribution and exploitation of the Tournament.

The Player or Tournament Entity seeking indemnification (the “**Indemnified Party**”) shall promptly notify the Tournament Entity or Player, as the case may be, responsible for indemnification (the “**Indemnifying Party**”) of the existence of any Third Party Claim giving rise to indemnification under these Official Rules. In the event of a Third Party Claim, the Indemnifying Party shall have a reasonable opportunity to defend the same at its own expense and with its own counsel, provided that the Indemnified Party shall at all times have the right to participate in such defense at its own expense. If, within a reasonable time after receipt of notice of a Third Party Claim the Indemnifying Party fails to undertake the defense, the Indemnified Party shall have the right, but not the obligation, to defend and to compromise or settle (exercising reasonable business judgment) such Third Party Claim for the account and at the risk and expense of the Indemnifying Party. The Indemnified Party shall make available to the Indemnifying Party, at the Indemnifying Party’s expense, such information and assistance as the Indemnifying Party shall reasonably request in connection with the defense of such Third Party Claim. The Indemnifying Party will keep the Indemnified Party informed of the status of the Third Party Claim and will not settle such Third Party Claim without the Indemnified Party’s prior written consent unless the settlement includes a full and complete release of the Indemnified Party and its parent, subsidiary and affiliated entities and each of their respective officers, directors and employees. The indemnification obligations hereunder shall survive the expiration or earlier termination of the Tournament.

14. FORCE MAJEURE

Twitch reserves the right to modify, suspend, extend or terminate the Tournament or any part thereof if it determines, in its sole discretion, that the Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness,

integrity, proper play or feasibility of the Tournament or any portion thereof as contemplated herein. In the event Twitch is prevented from continuing with the Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within the Tournament Organizers' control (each a "**Force Majeure**" event or occurrence), Twitch shall have the right to modify, suspend, extend or terminate the Tournament.

The Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the Tournament null and void by reason of any of the foregoing. In the event the Tournament Organizers determine, in their sole discretion, that any individual Game or Match or other phase of the Tournament, has been tampered with or that the validity of any Game, Match or other phase of the Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the Tournament, and may conduct the Tournament on the basis of the remaining Game, Match and/or other phases of the Tournament.

15. TRANSFER OF PLAYER INFORMATION

By registering for and/or otherwise participating in the Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her information to and in the United States and/or to other countries outside the country of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by Twitch in connection with the Tournament by following the instructions provided in the Privacy Policy posted on the Twitch Website.

16. DISPUTES

These Official Rules are governed by the state and federal laws that apply to the State of California, United States of America. Except as otherwise provided herein, any legal suit, action or proceeding arising out of or relating to these Official Rules, the operation of the Tournament or otherwise, will be resolved by litigation in the courts located within the City and County of San Francisco in the State of California, United States of America. You, as a Player, hereby consent to the exclusive jurisdiction of and venue of such courts, will accept service of process by mail, and hereby waive any jurisdictional or venue defenses otherwise available to you. **Any dispute or claim relating in any way to these Official Rules, the terms thereof, or the Tournament will be resolved by binding arbitration as described in this paragraph, rather than in court**, in the City and County of San Francisco, California, except that (a) Player may assert claims in a small claims court if your claims qualify, and (b) either Party may bring suit by submitting to the courts in the aforementioned jurisdiction and waiving such Party's respective rights to any other

jurisdiction to enjoin infringement or other misuse of intellectual property rights. **There is no judge or jury in arbitration, and court review of an arbitration award is limited.** However, an arbitrator can award on an individual basis the same damages and relief as a court (including injunctive and declaratory relief or statutory damages), and must follow the terms of this agreement as a court would. For Player to begin an arbitration proceeding, Player must send a letter requesting arbitration and describing the claim to Twitch's registered agent, Corporation Service Company, 2710 Gateway Oaks Drive, Suite 150N, Sacramento CA 95833. Arbitration shall be conducted by the American Arbitration Association ("AAA") under its rules, including the AAA's Supplementary Procedures for Consumer-Related Disputes. Payment of all filing, administration, and arbitrator fees will be governed by the AAA's rules. Twitch will reimburse those fees for claims totaling less than \$10,000 unless the arbitrator determines the claims are frivolous. Likewise, Twitch will not seek attorneys' fees and costs from Player in arbitration unless the arbitrator determines the claims are frivolous. Player may choose to have the arbitration conducted by telephone, based on submissions, or in person in the county in which Player is located, or the agreed upon jurisdiction described above. **The Parties agree that any dispute resolution proceedings will be conducted only on an individual basis and not in a class, consolidated or representative action. If for any reason a claim proceeds in court rather than in arbitration, the Parties each waive any right to a jury trial.**

17. WINNER'S LIST/OFFICIAL RULES

To obtain the list of the winners, visit the Tournament Website within six (6) weeks after the end of the Tournament. These Official Rules will be posted on the Tournament Website during the Tournament Period.

18. INVALIDITY/HEADINGS

These Official Rules and the other agreements referenced herein constitute the full and complete agreement and understanding between each Player and the Tournament Organizers in connection with the Tournament and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and such Tournament Organizer with respect to the subject matter hereof. These Official Rules cannot be modified or amended in any way except by a written instrument signed by Twitch. The waiver of any term, condition, or breach of these Official Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these Official Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these Official Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Headings and captions are used in these Official Rules solely for convenience and ease of reference, and shall not be

deemed to affect in any manner the meaning or intent of these Official Rules or any provision hereof.

19. CHANGE LOG

Date	Version	Changes Made
12/13/17	1.0	Document Published

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