



OVERWATCH
CONTENDERS

EMEA & NA REGIONS

SUMMER SERIES

OFFICIAL RULES

Version 1.0.0

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1. INTRODUCTION

- 1.1. Blizzard Entertainment, Inc. (“**Blizzard**”), will host (i) the Overwatch Contenders Europe, Middle East and Africa (EMEA) Region Summer Series and (ii) Overwatch Contenders North America Region (NA) Summer Series (each, a “**Tournament**”, and together, the “**Tournaments**”) in the Contenders EMEA Region and the Contenders NA Region, respectively (each, a “**Region**”).
- 1.2. The Tournaments will be governed by the following: (i) the Overwatch Contenders Official Rules (the “**Official Rules**”), (ii) Blizzard’s online privacy policy (as described in Section 12.6 of the Official Rules), and (iii) these Overwatch Contenders EMEA & North America Regions Summer Series Official Rules (the “**Regional Tournament Rules**”). These Regional Tournament Rules establish the general rules of play for the Tournaments, including rules governing tournament structure, points structure, and prize awards. Each Participant is required to read, understand, and agree to these Regional Tournament Rules prior to their participation in a Tournament. Participation in a Tournament will constitute acceptance of these Regional Tournament Rules.
- 1.3. All terms and conditions of the Official Rules are incorporated into these Regional Tournament Rules by reference. If there is an inconsistency between these Regional Tournament Rules and the Official Rules, the Administration shall decide in its sole discretion which document controls. Defined terms used in these Regional Tournament Rules shall have the meanings and definitions ascribed to them in the Official Rules, unless otherwise noted herein.
- 1.4. These Regional Tournament Rules (along with the Official Rules) form a contract between Participants, on the one hand, and Blizzard and its affiliates who are engaged in operating Contenders, on the other hand.
- 1.5. If a provision of these Regional Tournament 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 Regional Tournament Rules or the validity or enforceability in other jurisdictions of any other provision of these Regional Tournament Rules or the Official Rules.
- 1.6. The field of professional esports competitions is still relatively new and changing rapidly, and these Regional Tournament Rules will evolve in real time to keep pace with those changes. Accordingly, in its sole discretion, Blizzard (a) may update, amend or supplement these Regional Tournament Rules from time to time; and (b) may interpret or apply these Regional Tournament Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. Blizzard reserves the right to make any decisions on cases not specifically covered by these Regional Tournament Rules to

preserve the spirit of fair competition and sportsmanship. Blizzard's authority, responsibility, obligations and consent rights as expressed herein will be exercised in Blizzard's sole discretion. Continued participation in a Tournament will constitute acceptance of such modified Regional Tournament Rules.

2. ELIGIBILITY

2.1. **Eligibility.** To be able to compete as a "Player" in Overwatch Contenders NA & EMEA, a Participant must:

- be in good standing with respect to any Battle.Net accounts registered in such Participant's name, with no undisclosed violations of the Blizzard End User License Agreement;
- be over the age of thirteen (13) prior to the date of the first day of competition in the region, except Players competing from the Chinese Region must be over the age of eighteen prior to the date of the first day of competition in the region;
- if, prior to the date of the first day of competition in your Eligible Jurisdiction, you are under the age of majority in your country of citizenship, you must have written permission from a parent or guardian;
- Reside in and compete from one of the following jurisdictions (each, an "**Eligible Jurisdiction**"):

Americas: Argentina, Belize, Bolivia, Brazil, Canada, Chile, Colombia, Costa Rica, Cuba, Dominican Republic, El Salvador, Ecuador, Guatemala, Haiti, Honduras, Jamaica, Mexico, Nicaragua, Oman, Paraguay, Peru, Puerto Rico, United States, Uruguay, and Venezuela;

Australia/New Zealand: Australia and New Zealand;

Asia Pacific: Hong Kong, India, Indonesia, Japan, Macau, Mainland China, Malaysia, Philippines, Singapore, South Korea, Taiwan, Thailand;

Europe, Middle East and Africa: Algeria, Austria, Bahrain, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Germany, Georgia, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kazakhstan, Kuwait, Latvia, Lithuania, Luxembourg, Malta, Macedonia, Morocco, Netherlands, Norway, Poland, Portugal, Qatar, Republic of Moldova, Romania, Saudi Arabia, Serbia, Slovakia, Slovenia, South Africa, Spain, Sweden, Switzerland, Tunisia, Turkey, Ukraine, United Arab Emirates, and the United Kingdom;

Such other jurisdictions as may be permitted by Administration

- not be a director, officer, or employee of Blizzard, relative of a Blizzard employee, or any entity which controls, is controlled by, or is under common control with Blizzard unless Blizzard has been notified of and has expressly authorized such relationship in writing;
- not be an active player or substitute of an Overwatch League team in any region;
- not be on the roster of more than one Regional Contenders Team at the same time;
- agree to be bound by these Official Rules and the decisions of the Administration; and
- such Participant's participation in Overwatch Contenders must be compliant with all laws of the Eligible Jurisdiction in which such Participant is a resident, as well as the Eligible Jurisdiction in which such Participant is competing, including, if necessary, the acquisition of any necessary visa or other governmental authorization required for such Participant's participation in Overwatch Contenders.

3.0. TOURNAMENT STRUCTURE

3.1. Tournament Structure.

3.1.1. Stages. Each Tournament will be comprised of (i) a round robin stage consisting of Twelve (12) participating teams (the "**Round Robin Stage**"), and (ii) a double-elimination stage consisting of the top eight (8) Teams from the Round Robin Stage.

3.1.2. Invitation. Teams will be invited to participate in the Tournament in accordance with the below:

- A minimum of four (4) teams from each regional Overwatch Open Division Summer Qualifier will be invited to their region's Overwatch Contenders Summer Series.
- The remaining eight (8) invites will distributed to select top eligible teams from each region's applicable Overwatch Contenders Spring Series event.

- If applicable, any remaining Tournament invites will be given to top performing Teams from the applicable Region based on their performance in the 2023 Overwatch Open Division Summer Qualifier events. Any refused invitations will be passed on to the next top performing non-invited Teams who participated in that Region’s most recent Overwatch Open Division Summer Qualifier event.
- All invited teams must retain three (3) players from their Summer 2023 qualifying event roster and/or have their roster approved by the Administration.

3.1.3. Round Robin Tiebreakers. After the Round Robin Stage concludes, Teams will be ranked by Match record. In the event that two or more Teams have the same Match record at the end of the Round Robin Stage, such Teams will be ranked according to the three sequential tie breakers listed below:

- **Tiebreaker A.** Tiebreaker A shall be used as the initial tiebreaker between tied Teams. The tied Teams will be ranked in accordance with their cumulative map score (total map wins minus total map losses), with higher scores resulting in a higher rank.
- **Tiebreaker B.** If two or more Teams are still tied following Tiebreaker A, Tiebreaker B shall be used as the initial tiebreaker between tied Teams. Tied Teams will be ranked in accordance with the number of Match wins each tied Team has secured in the Tournament against the other tied Team(s), with a higher number of wins resulting in a higher rank.
- **Tiebreaker C.** If two or more Teams are still tied following Tiebreaker A, and Tiebreaker B,, the tied Teams will each play head-to-head matches in a format determined by the Administration to determine final standings.

3.1.4. Advancement. The top eight (8) Teams from each Tournament’s Round Robin Stage will advance to that Tournament’s double-elimination bracket. Winning Teams will continue to advance through the upper bracket of the double-elimination bracket (the “**Upper Bracket**”), while Teams that have lost a Match in the double-elimination bracket will compete in the lower bracket (the “**Lower Bracket**”). The final remaining Team in the Upper Bracket and the final remaining Team in the Lower Bracket will compete in the final Match of the Tournament, the “**Grand Finals**”, to determine final Tournament placement and prizing.

3.1.5. Roster Lock. Teams will not be permitted to change their Rosters during the duration of the Tournament unless permitted by the Administration.

3.1.6. Tournament Matches and Maps.

- 3.1.7. Match Structure.** Teams will compete in Matches where the first Team to win three (3) maps will be declared the winner of the Match.
- 3.1.8. Grand Finals Match Structure.** Teams competing in the Grand Finals Match of the Tournament will compete in Matches where the first Team to win four (4) maps will be declared the winner of the Match. The Team entering the Grand Finals from the Upper Bracket will select the first map of the Grand Finals Match from the available Control maps in the map pool. There is no bracket reset.
- 3.1.9. Maps.** During the round robin group stage of the Tournament, the Administration will select the first map for each Match. The second map and beyond will be chosen by the loser of the prior map. During the double-elimination stage of the Tournament, the team with more upper bracket match wins will select the first map for each match, if both teams have an equal amount of upper bracket match wins, the higher seeded Team will select the first map for each Match. The second map and beyond will be chosen by the losing Team of the prior map. During both the round robin and double-elimination stages of the Tournament, if the next map is a Hybrid or Escort map, the winner of the prior map will choose whether their Team shall attack or defend on that map. No map may be played twice in any Match, and Teams may not select a second map of a certain game mode (Control, Push, or Escort) until the Teams have first played a map of all three game modes.
- 3.1.10. Map Pools.** Map pools will be determined by the Administration prior to the Tournament. The map pool for each Tournament will be communicated by the Administration to participating Teams prior to the start of each Tournament.
- 3.1.11. Draws.** In the event of a draw on a given map that is not the final map of a Match, neither Team will be declared the winner. The next map will be determined by the Team who chose the map that ended in a draw, and the other Team will determine whether to attack or defend, if applicable.
- 3.1.12. Final Map Draws.** In the event of a draw on the final map of a Match, neither Team will be declared the winner and the competing Teams will play a tiebreaker Match as determined by the Administration.
- 3.1.13. Tournament Schedule.** The Administration shall provide Teams a schedule of Matches for the Tournament prior to the start of each Tournament. In the event that the schedule of Matches previously provided by the Administration is altered, the Administration will inform all Teams as soon as is practical.

3.1.14. MATCH RESCHEDULING. THE ADMINISTRATION RESERVES SOLE DISCRETION TO RESCHEDULE TOURNAMENT MATCHES. TEAMS WILL NOT BE PERMITTED TO RESCHEDULE THEIR MATCHES WITHOUT THE PRIOR CONSENT OF THE ADMINISTRATION.

4. TOURNAMENT PRIZING

4.1. Prizing Eligibility. Players are eligible to earn prizing on the basis of their Team’s final placement in their respective Tournament in accordance with the below table.

| North America & Europe Contenders 2023 Summer Series Prizing | | |
|---|----------------------|---|
| Place | Team Winnings | Winnings Per Player (assuming 5 players) |
| 1st | \$25,000 USD | \$5,000 USD |
| 2nd | \$12,000 USD | \$2,400 USD |
| 3rd | \$9,000 USD | \$1,800 USD |
| 4th | \$7,000 USD | \$1,400 USD |
| 5 th – 6 th | \$5,000 USD | \$1,000 USD |
| 7 th – 8 th | \$3,000 USD | \$600 USD |
| 9 th – 12 th | \$1,500 USD | \$300 USD |
| Total | \$75,000 USD | |

4.2 Team Winnings Split. Each Player who plays in a Match for their Team during the Tournament will earn an equal share of their Team’s prize award unless otherwise agreed in writing among the Team Owner and Player(s).