

**WorldGaming Network Championship Series featuring Call of Duty: Black Ops 4 (the "Tournament")
Official Rules and Regulations**

THE TOURNAMENT IS OPEN TO LEGAL RESIDENTS OF CANADA OR THE CONTINENTAL USA WHO ARE AT LEAST 18 YEARS OLD. PLEASE REVIEW SECTION 5 BELOW FOR FURTHER ELIGIBILITY REQUIREMENTS BEFORE ENTERING THE TOURNAMENT. UNLESS SPECIFICALLY PROVIDED FOR BELOW, IF ANY ENTRANT IS FOUND TO BE INELIGIBLE OR IS DISQUALIFIED AT ANY STAGE OF THE TOURNAMENT THEY WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE TOURNAMENT AND IF APPLICABLE WILL BE REQUIRED TO RETURN ANY PRIZES THAT MAY BE AWARDED.

ALL ENTRANTS MUST HAVE A PLAYSTATION® PLUS ACCOUNT TO PARTICIPATE AND THERE IS A COST ASSOCIATED WITH MAINTAINING SUCH AN ACCOUNT.

By entering and participating in the Tournament, each Entrant, as defined below, unconditionally accepts and agrees to comply with and abide by these Official Rules and Regulations (the "Tournament Rules"). All decisions regarding the interpretation of these Tournament Rules lie solely with the Administrator, the decisions of which are final and binding in all respects. In addition, all Entrants must adhere to the Esports Code of Conduct, attached to these Tournament Rules as Schedule "B" (the "Code of Conduct").

1. ADMINISTRATOR

- WorldGaming Network LP ("WorldGaming"), 1303 Yonge Street, Toronto, Ontario, M4T 2Y9, is solely responsible for organizing and administrating the Tournament.

2. TOURNAMENT DATES

The following dates will apply to the Tournament:

Stage	Date/Time	Location
"Registration Period"	January 24, 2019 at 9:00 AM Eastern Time ("ET") to March 9, 2019 at 12:55 PM ET	Online
"Open Qualifiers"	February 16/17 and 23/24, and March 2/3 and 9/10, 2019 at 1:00 PM ET	
"Closed Qualifier"	March 24, 2019 at 3:00 PM ET	
"Grand Finals"	April 6 and 7, 2019. Start time to be determined by Administrator.	Scotiabank Theatre Toronto, 259 Richmond Street West, Toronto, ON, M5V 3M6

All dates, times, and locations are subject to change. In the event that there is a change to the date, time and/or location of a Tournament Stage, Administrator will use reasonable efforts to notify all Entrants (as defined below) at least 72 hours prior to the event date.

3. TOURNAMENT PRIZES

- Total value of all prizes: \$58,000
 - 1st place: \$25,000 **and** the following travel prize, including Team Pass and travel/accommodation expenses for five (5) players to attend and compete in the CWL Anaheim Open 2019, June 14-16, 2019 (valued at \$8,000).
 - "Team Pass" includes entry for Team of five (5) players into the Open Bracket at the CWL Anaheim Open. By entering into the CWL Anaheim Open, all players agree to comply with and abide by the rules & regulations of said event.
 - At least four (4) Team Members on the winning Team, or three (3) Team Members and the registered Substitute, must confirm that they are able to attend and compete as a Team at the CWL Anaheim Open by May 3, 2019, or the first place Team will forfeit the travel prize in its entirety and no alternate prize component will be awarded. The travel prize will then be awarded to the Team that placed 2nd. If the trip is unable to be awarded to the 2nd place Team for the same reason, it will be awarded to one of the two 3rd/4th place Teams, and so on, until the travel prize has been awarded. If the trip is unable to be awarded to any of

the top eight (8) Teams for the same reason, it will go unawarded. For greater clarity, the first place Team will still be deemed the winner of the tournament and will receive the \$25,000 cash prize.

- Travel/accommodation expenses for each player to include economy class airfare from the closest airport with direct flights to the Los Angeles area and paid accommodation from June 13, 2017 through to June 17, 2019, at the Administrator's selection.
 - 2nd place: \$10,000
 - 3rd/4th place: \$4,500
 - 5th/6th: \$2,000
 - 7th/8th: \$1,000
- All cash prize values are listed in Canadian dollars ("CAD"), are non-transferable, and must be accepted as awarded, without substitutions.
- All prize values will be divided equally between the five (5) Team Members or four (4) Team Members and Substitute that participate in the Grand Finals.
- Individual prizes valued at \$400 or less will be awarded in the form of a pre-paid credit card.
- Prizes will be distributed to the winners within 45 days of verification by Administrator. Additional information regarding prize distribution may be provided to the winners at the time of notification. Unclaimed prizes will not be awarded.
- All prize money will be paid directly to and in the name of the Entrants and will not be paid to any third party, including but not limited to agencies, agents or representatives for the Entrants.
- Winner shall be solely responsible for all federal, state, provincial, and/or local taxes, and the reporting consequences thereof, and for any other fees, costs or required withholdings associated with the applicable prize as required by law.

4. TRAVEL ALLOWANCE

- Each Finalist (as defined below) will be provided with airfare (economy class and from the closest airport with direct flights to Toronto) and paid accommodation from April 5 through to April 8, 2019 at the Administrator's selection. If a Finalist lives close enough to the location of the Grand Finals that airfare would not be reasonably required (as determined by Administrator) an alternate form of transportation may be provided. Hotel accommodation will be provided for all Finalists. Finalists must be available to travel to Toronto on the dates set out in the Tournament Rules or they will forfeit their right to participate in the Grand Finals. All decisions of the Administrator are final. For US tax reporting purposes: the approximate retail value of the travel allowance to compete at the Grand Finals is \$1,000 CAD.
- The specific details of the trip(s), including travel prize for the winning Team to attend and compete in the CWL Anaheim Open, will be determined by the Administrator at its sole discretion. No change in travelling arrangements will be made once the booking has been confirmed. The Releasees (as defined below) are not responsible if any scheduled event is delayed, postponed or cancelled for any reason. All other costs and expenses associated with the trip, including but not limited to, ground transportation between a Finalist's residence and the departure airport, and between the destination airport and hotel, additional accommodations if required, meals, gratuities, medical and travel insurance, travel documentation (i.e. valid photo ID, such as a driver's license or other ID required to travel, or a valid passport if travelling between two or more countries), items of a personal nature, applicable taxes (including airport taxes), personal charges at lodging, luggage fees, security fees or other expenses not specifically described herein are the sole responsibility of each Finalist. Entrants will be required to have valid photo identification in order to travel and to present valid identification at hotel check-in along with a valid credit card for potential incidentals or damages.

5. ELIGIBILITY

- To enter the Tournament, each Entrant must: (a) be a legal or permanent resident (as such term is defined by Canadian or USA immigration) or citizen of Canada or the continental USA; reside in Canada or the continental USA while participating in the Tournament; and (c) be 18 years of age or older on or before the date that they first participate in the Tournament.
- With the sole exception of Cineplex part-time Cast Members, employees, officers, and directors of the Administrator, Cineplex Entertainment LP ("Cineplex"), and any Tournament sponsors, and each party's respective parents, affiliated and subsidiary entities, are not eligible to participate in the Tournaments.
- The Administrator shall have the right at any time to require proof, to its sole satisfaction, of identity, date of birth and/or residency to show eligibility to participate in the Tournament and to deny any Entrant from playing or from being awarded any prize in the event that it is determined that one or more of the Entrants does not meet the eligibility criteria herein.
- Any Entrant that is 18 years old, but under the age of majority in their province or state of residence (each a "Minor"), must have permission from a parent or legal guardian to participate. If it is determined that an Entrant is a Minor in their province or state of residence and does not have parental consent to participate, they will be disqualified and will not be permitted to continue in the Tournament. Note: Age of majority may differ depending on province or state of residence. It is an Entrant's responsibility to verify the age of majority where they live.
- Prior to the start of the Tournament, all Entrants must have: a PlayStation Network ID with active PlayStation Plus account ("Game Account"), and a PlayStation 4 ("PS4") copy or valid game license of Call of Duty: Black Ops 4. There is a cost associated with maintaining a PlayStation Plus account.

- All Entrants must have a WorldGaming account and agree to the Terms and Conditions found at <http://worldgaming.com/terms-and-conditions> (the “WorldGaming Terms and Conditions”). There are no fees or service charges to create or maintain an account. If an Entrant attempts to bypass the age gate by entering a false date of birth that Entrant will be disqualified.
- During the Tournament, if it is determined by the Administrator that an Entrant has a WorldGaming account that is suspended or was cancelled due to a violation of current or past WorldGaming Terms and Conditions, harassment of other WorldGaming players and/or WorldGaming employees or suspected or confirmed fraud or unfair gameplay, that Entrant will be considered ineligible, will be disqualified from the Tournament, will not move forward to the next round and, if applicable, will be required to return any prizes that may be awarded.
- As set out in Section 8 below, all Entrants that qualify for and participate in the Grand Finals will be required to sign a declaration and release confirming their understanding of, compliance with, and acceptance of the Tournament Rules with a standard release of all liability (the “Declaration”) before the Entrant is permitted to participate. If the Entrant is a Minor, their parent/legal guardian must sign the Declaration on their behalf before being allowed to participate. If the parent or legal guardian does not consent to signing the Declaration, the Entrant will not be permitted to participate.
- The Tournament is subject to all applicable Canadian federal, provincial and local laws and regulations and is VOID WHERE PROHIBITED BY LAW.
- **Accessibility:** Any Entrant with a disability that requires accommodation to play at the Grand Finals must contact the Administrator at support@worldgaming.com with “*Call of Duty: Black Ops 4 – Accommodation Request*” in the subject line at least two (2) weeks prior to the start of the Grand Finals. Administrator will work with you to arrange for a suitable accommodation.
- **Quebec Entrants ONLY:** The Grand Finals will be hosted, conducted and broadcast in English; however Entrants from Quebec will be permitted to play the Game in English or French. Unless the Entrant provides their language preference at least 24 hours prior to the start of the Grand Finals, they will be required to play the Game in English.

6. TEAM REQUIREMENT

- In order to participate, each individual must be a member of a team of five (5) Entrants (a “Team”, or collectively, “Teams”), as either a “Team Captain” or “Team Participant”, (each a “Team Member”, or collectively, “Team Members”). A Team of four (4) or fewer Team Members will not be eligible to participate during any Tournament Stage. Each Entrant is only permitted to be a Team Member of one (1) Team that qualifies for the Closed Qualifier or Grand Finals.
- **Player Substitutions:** In addition to a Team’s five (5) registered Team Members, each Team may have one (1) additional Entrant designated as a substitute player (a “Substitute”). The Substitute must be identified by the Team Captain when registering for one of the Online Qualifiers’ online tournaments, and may participate in place of one of the other registered Team Members during any Tournament Stage. Substitutes may not be registered as a Team Member or designated a Substitute on any other Team, and must meet the eligibility requirements set out in these Official Rules. For the Grand Finals, the Team Captain must advise the Administrator if they plan to use their Substitute in place of one of their registered Team Members before travel arrangements have been made.
- **Roster Changes:** A Team may change one (1) Team Member and their Substitute, or add a Substitute, provided that the new Team Member/Substitute is not already on a Team that has qualified for the Closed Qualifier or the Grand Finals. Please contact support@worldgaming.com regarding roster changes with the subject “Call of Duty: Black Ops 4 – Roster Change” or contact the Administrator in the [WorldGaming Discord](#) server. All roster changes must be approved by the Administrator and will only be accommodated if circumstances would prohibit the Team’s further participation in the Tournament. Rosters may not be changed after the start of the Closed Qualifier. The Administrator reserves the right to deny or approve any such request that does not meet the above requirement.

7. TOURNAMENT STRUCTURE

All details are subject to change at the discretion of the Administrator. Any changes will be communicated to each participating Entrant and posted on the Website (as defined below) as early as possible. Any disputes will be resolved by the Administrator, whose decision shall be final, conclusive and binding. The Administrator’s decisions shall be made strictly in accordance with these Tournament Rules and any other rules and procedures put in place during each of the individual Stages.

All Matches must be played using the CWL game modes.

Glossary

- Game: a single game competition played between two (2) Teams.
- Match: a “Best of” series, consisting of either five (5) Games, as identified below, between two (2) Entrants.
- Round: an individual round of the Tournament (i.e. Round One, Winners Finals, etc.)

Open Qualifiers

- How to Enter:

- The Open Qualifiers are open to all eligible Entrants and will consist of four (4) online tournaments to be held at 1:00 PM ET on:
 - February 16, 2019
 - February 23, 2019
 - March 2, 2019
 - March 9, 2019
 - **Schedule Changes:** If 65 – 128 Teams check in for an online tournament, the top three (3) Teams (Losers Finals and Grand Finals) will be played on the following Sunday at 8:00 PM ET. If 129 or more Teams check in, the Top eight (8) Teams (the last four (4) Rounds of the Losers bracket and Grand Finals) will be played on the following Sunday at 8:00 PM ET.
 - To register for and participate in the Online Qualifiers, the Team Captain, must:
 - Navigate to <http://worldgaming.com/callofdutyblackops4> (the “Website”) during the Registration Period, and under “HOW TO JOIN”, select their preferred date from the options presented.
 - The Team Captain will be required to create and/or login to their WorldGaming account on the WorldGaming Website prior to being able to join any online tournament during the Online Qualifiers. Available spots are assigned on a first come, first served basis.
 - During registration, the Team Captain must provide a Team Name and a valid Game Account for all Team Members. Only Entrants who’s Game Accounts match those registered by the Team Captain are eligible to play in the Tournament. Any Team playing at any stage of the Tournament, with a Team Member whose Game Account does not match any of those registered by the Team Captain, will be disqualified and will not be eligible to continue in the Tournament, or if applicable, receive a prize. Each Entrant permits the Administrator to verify that his/her name is registered to the Game Account used to enter the Tournament. In the event the Administrator is unable to conclusively verify that the name of an Entrant matches the Game Account used to enter the Tournament, that Entrant, and his/her Team, will be disqualified.
 - A Team may enter into more than one (1) online tournament, provided space is available and the Team has not already qualified for the Grand Finals.
- **Format:** Double elimination bracket
 - **Check-in:** All online tournaments have a designated start time which can be found under the “My Tournaments” tab of the Team Captain’s WorldGaming account. Team Captains must check in and confirm their attendance on the WorldGaming Website at the designated start time of each online tournament that they’ve registered for. Any Team Captain that does not check in will be removed from the online tournament at the discretion of the Administrator.
 - **Seeding:** Seeding is generated randomly based on the number of Team Captains that check in.
 - **Round “Byes”:** Any Team without an opponent in an online tournament Round will receive a “bye” to the next Round, at the discretion of the Administrator. All Matches will appear automatically under the “My Tournaments” tab of the Team Captain’s WorldGaming account when both participating Teams have been determined.
 - **No-shows:** Any Team that is not ready to play within 15 minutes of the designated start time may forfeit the Match at the discretion of the Administrator. If a Match is not played and neither Team requests a no-show victory through either a Support Ticket or through the Discord server, both Teams will forfeit the Match and will be eliminated from the online tournament.
 - **Discord:** All Teams must have one Team Member available in the Call of Duty channel of the [WorldGaming Discord](#) server for the duration of each online tournament that they’ve registered in, or they may be disqualified at the discretion of the Administrator.
 - **Proof of Results:** Team Captains are required to take appropriate in-game screenshots or videos that display the final results of each Game, and should be prepared to provide them immediately at the request of the Administrator. Failing to do so, or providing false or doctored information, may result in immediate disqualification from the Tournament and future tournaments, at the discretion of the Administrator.
 - **Qualifying for the Closed Qualifier:** The winning Team from each online tournament will automatically qualify for the Grand Finals and will not be permitted to participate in further online tournaments. The 2nd through 12th place Teams will earn points based on the final results of each online tournament. After the Open Qualifiers, the eight (8) Teams with the most accumulated points will qualify for the Closed Qualifier. In the event that a qualified Team is unable to attend the Closed Qualifier, or is disqualified or found to be ineligible by the Administrator a replacement will be determined, at the discretion of the Administrator, by selecting the Team with the 9th most accumulated points. Points will be distributed as follows:
 - 2nd: 50
 - 3rd: 25
 - 4th: 12
 - 5th/6th: 6
 - 7th/8th: 3
 - 9th/12th: 1
 - **Tiebreaker:** If two or more Teams have the same number of accumulated points at the end of the Open Qualifiers, the Team with the highest placing in any single online tournament will be considered the higher ranked Team. If both Teams’ highest

placing in any single online tournament is the same, the Team that achieved the highest placing in the earlier online tournament will be considered the higher ranked Team.

- For example: If Team A placed 2nd in the online tournament on February 16, and Team B placed 2nd in the online tournament on February 23, Team A will be considered the higher ranked Entrant.

Closed Qualifier

- The eight (8) Teams that qualify for the Closed Qualifier will play a double elimination bracket to determine the four (4) additional Finalists that will qualify for the Grand Finals.
- **Format:** Double elimination bracket
 - The Team that wins the Winners Finals will qualify for the Grand Finals as the 5th seed.
 - The Team that wins the Losers Finals will qualify for the Grand Finals as the 6th seed.
 - The Teams that place 3rd and 4th will qualify for the Grand Finals as the 7th and 8th seeds, respectively.
- **Check-in:** Team Captains must check in and confirm their attendance on the WorldGaming Website at the designated start time of the Closed Qualifier. The designated start time can be found under the “My Tournaments” tab of the Team Captain’s WorldGaming account. Any Team Captain that does not check in will be removed from the Closed Qualifier at the discretion of the Administrator.
- **Seeding:** Entrants/Teams will be seeded into the Closed Qualifier based on their total accumulated points during the Online Qualifiers, with the highest seeds going to the Entrants/Teams with the most points.
- **Round “Byes”:** Any Team without an opponent in a Tournament Round will receive a “bye” to the next Round, at the discretion of the Administrator. All Matches will appear automatically under the “My Tournaments” tab of the Team Captain’s WorldGaming account when both participating Teams have been determined.
- **No-shows:** Any Team that is not ready to play within 10 minutes of the designated start time may forfeit the Match at the discretion of the Administrator. If a Match is not played and neither Team requests a no-show victory through either a Support Ticket or through the Discord server, both Teams will forfeit the Match and will be eliminated from the online tournament.
- **Discord:** All Teams must have one Team Member available in the Call of Duty channel of the [WorldGaming Discord](#) server for the duration of each online tournament that they’ve registered in, or they may be disqualified at the discretion of the Administrator.
- **Proof of Results:** Team Captains are required to take appropriate in-game screenshots or videos that display the final results of each Game, and should be prepared to provide them immediately at the request of the Administrator. Failing to do so, or providing false or doctored information, may result in immediate disqualification from the Tournament and future tournaments, at the discretion of the Administrator.
- **Qualifying for the Grand Finals:** The Teams that win the Winners Finals and Losers Finals, and the Teams that finish in 3rd and 4th place will qualify for the Grand Finals and will be deemed Finalists. In the event that a qualified Team is unable to attend the Grand Finals or is disqualified or found to be ineligible by the Administrator a replacement will be determined, at the discretion of the Administrator, by selecting one of the Teams that finished 5th or 6th place during the Closed Qualifier.

Grand Finals

- The Grand Finals event will consist of a live in-person tournament, open to the four (4) Teams that qualified directly during the Open Qualifiers and the four (4) additional Teams that qualified during the Closed Qualifier.
- **Travel Requirement:** Each Finalist must be willing and available to travel to Toronto, Ontario and participate in the Grand Finals on the date and time as determined by the Administrator or the Finalist will forfeit their right to participate in said event. Releasees, as defined below, are not responsible and not liable if any Finalist is not able to or prevented from travelling to Toronto, Ontario.
- **Format:** GSL / Dual tournament
 - Stage One, Groups Stage: Double elimination, Best of 5 Games series
 - The Team that wins the Winners Finals will be deemed the 1st seed of the Group
 - The Team that wins the Losers Finals will be deemed the 2nd seed of the Group
 - Any Team that loses two Matches during Stage One will be eliminated from the Tournament.
 - Stage Two, Playoffs: Single elimination, Best of 5 Games series
 - The 1st seed of Group A plays the 2nd seed of Group B and the 2nd seed of Group A plays 1st seed of Group B in the Semifinals.
 - The two Teams that win their Semifinals Matches will play each other in the Grand Finals.
- **Seeding:** Each Team will be assigned into Group A or Group B based on the results of the preceding stages, as follows (OQ-A = Winner of Open Qualifier A, CQ-1 = 1st place during Closed Qualifier, etc.):
 - Group A: OQ-A vs CQ-4, OQ-D vs CQ-1
 - Group B: OQ-B vs CQ-3, OQ-C vs CQ-2
- **Competition Rules:** Teams will have 10 minutes prior to the start of each Match to setup and ensure their equipment, earphones, and headset are working properly, and will have a five (5) minute break between the third and fourth Game of a series (if applicable). Time limits will begin immediately after the end of the preceding Match or Game (of a series). Both

Teams must wait for the Administrator's approval prior to starting all Games. All time limits will be strictly enforced. Any Team that is not ready to start at the designated time may forfeit the Game and/or Match.

■ **Equipment:**

- All Finalists must use the hardware, software, monitor, over-ear headset, and any other additional third-party hardware provided for the full duration of all Games. If a Finalist finds that an issue has occurred with any provided equipment, they should notify the Administrator immediately. If an issue with provided equipment has occurred, the Administrator will determine the appropriate course of action.
- All Finalists must provide and use their own wired controller, controller cables, and in-ear earphones. All equipment is subject to approval by the Administrator. Administrator will not permit the use of any equipment that may provide an unfair competitive advantage. If a Finalist suspects that their opponent is using prohibited equipment that Finalist must inform the Administrator immediately. Administrator will attempt to help resolve technical issues related to Finalist-provided equipment, but will not allow such issues to delay the Tournament.

Gameplay Rules

■ **Match hosting and side choice:**

- The Team that appears on top of the bracket (higher seeded) must choose whether they will be Team A or Team B.
 - Open Qualifiers & Closed Qualifier (Game Mode/Map combinations will be provided on the tournament page):
 - Game 1: Team A hosts, Team B chooses sides
 - Game 2: Team B hosts, Team A chooses sides
 - Game 3: Team A hosts, Team B chooses sides
 - Game 4 (if necessary): Team B hosts, Team A chooses sides
 - Game 5 (if necessary): Team B hosts, Team A chooses sides
 - Grand Finals:
 - Team A vetoes one Hardpoint Map.
 - Team B vetoes one Hardpoint Map.
 - Team A chooses which remaining Hardpoint Map will be played Game 1. Team B chooses which sides they will be on for Game 1.
 - Team B chooses which remaining Hardpoint Map will be played Game 4. Team A chooses which side they will be on for Game 4.
 - Team B vetoes one Search and Destroy Map.
 - Team A vetoes one Search and Destroy Map.
 - Team B chooses which remaining Search and Destroy Map will be played Game 2. Team A chooses which side they will be start on for Game 2.
 - Team A chooses which remaining Search and Destroy Map will be played Game 5. Team B choose which side they will be start on for Game 5.
 - Team A vetoes one Control Map.
 - Team B vetoes one Control Map.
 - Team B chooses which remaining Control Map will be played Game 3. Team A chooses which side they will start on for Map 3.
- The hosting Team Captain must invite all of their Team Members to each Game, as well as the opposing Team Captain. The opposing Team Captain is responsible for inviting all of their respective Team Members. If either Team invites a Player/Spectator to a Game that is not a registered member of their Team they may forfeit that Game, at the discretion of the Administrator.
- The hosting Team is responsible for ensuring that all Game Modes, Maps, and settings are correct. Any Game started with the wrong settings may result in a forfeit for the hosting Team.
- A five (5) minute grace period between Games is permitted to allow the new Host to setup.

■ **Disconnections:**

- A Game must be restarted if any Team Member disconnects in the first 30 seconds and/or before the first kill.
- If a Team Member disconnects from a Game after the first 30 seconds or after the first kill, the Game must continue and the Team Member must rejoin the Game as soon as possible.
- Any Team that leaves a Game following a Team Member disconnection, unless specifically provided for above, may forfeit the current round, Game, or Match, at the discretion of the Administrator.

■ **Tied Game:**

- If a Game ends in a draw, both teams ending with the same score, the Game will be restarted on the same Map and Mode.

■ **Finality of Results:**

- At the discretion of the Administrator, any Game that is played in full will not be open for review and the results will be considered final.

■ **Equipment:**

- Entrants may not use a Turbo controller, a Button Macro controller, or a Keyboard/Mouse.

8. WINNER NOTIFICATION

- Entrants that win a prize (each a "Prize") will be notified by email within twenty-four (24) hours of the conclusion of the Grand Finals. Each Winner must send their full mailing address to the Administrator within five (5) days from the date of the email advising them that they are a winner, to successfully claim the Prize or such Prize may be deemed forfeited. In the event of any dispute concerning the operation of any element of the Tournament, the Grand Finals, or these Tournament Rules, the decision of the Administrator will be final. Any Entrant found to have violated these Tournament Rules, even after a Prize has been awarded, will be disqualified and will be required to return the Prize awarded, or cash equivalent in full within thirty (30) days following notice from Administrator that the Entrant has violated the Tournament Rules.

9. RELEASES

- All Entrants participating in the Grand Finals (the "Finalists"), will be required to execute and deliver to the Administrator a Declaration that confirms: (i) eligibility to participate in the Tournament and acceptance and compliance with these Tournament Rules; (ii) acceptance of the Prizes as offered (if deemed a winner); (iii) permission to record the Entrant's participation in and presence at the Grand Finals, and use the Entrant's name, photo, image and any footage or photo taken of the Entrant; (iv) release of the Administrator, Cineplex, any Tournament sponsors and promoters, and each party's respective parent, related and affiliated companies and entities, subsidiaries, members, dealers, advertising and promotional agencies, and each of their respective directors, successors, sponsors, partners, licensees, officers, subsidiaries, agents, employees, advisors, assignees, and all others associated with the development and execution of the Tournament (collectively, the "Releasees") from any and all liability in connection with this Tournament or participation in any Tournament related activities, including any travel related thereto and attendance at the Grand Finals. In the event that Finalist is a Minor, their parent or legal guardian must sign the Declaration on their behalf and provide consent for their Minor child to travel to the Grand Finals. While a parent or legal guardian is permitted to travel with their Minor child to the Grand Finals, it is at their sole cost and expense. If the parent or legal guardian does not consent to the foregoing, the affected Finalist will be disqualified. Declarations for the Grand Finals must be received by Administrator no later than 12:00 PM ET on April 1, 2019.

10. PUBLICITY RELEASE

- Please note, the Grand Finals will be filmed for entertainment and promotional purposes and that photographs and video footage will be taken during the events. By participating in the Tournament, each Entrant grants the Administrator, Cineplex, the Game providers, and Tournaments sponsors with the right to use: (i) their name, email address, mailing address, telephone number and other personal information provided during their registration in the Tournament and any data collected while the Entrant is playing the Game, for the purpose of administering the Tournament, including but not limited to contacting and announcing the individuals who have qualified for the Grand Finals; and (ii) their name, city and province or state of residence, video footage, images, voice recording, comments and opinions for entertainment, publicity and promotional purposes relating to the Tournament, in any and all media now known or hereafter devised, without further compensation unless prohibited by law. In addition, by participating in the Tournament all Entrants acknowledge and agree that the Releasees may disclose their Personal Information to third-party agents and service providers in order to affect any of the activities listed above, in accordance with the Administrator's privacy policy located at <http://worldgaming.com/privacy/>.

11. LIMITATION OF LIABILITY

- By entering this Tournament, each Entrant, or in the case of a Minor, their parent or legal guardian on their behalf, acknowledges compliance with, and agrees to be bound by, these Tournament Rules and consents to the use of their name, city of residence, and/or likeness in any publicity carried out by Releasees, and/or their advertising and promotional agencies and agents without further notice or compensation. Entrants release and hold harmless the Releasees from and against any and all manner of action, causes of action, suits, debts, covenants, contracts, claims and demands, including legal fees and expenses, whatsoever, including but not limited to, claims based on negligence, breach of contract and fundamental breach and liability for physical injury, death, or property damage which the Entrants or their administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Entrants participation in the Tournament, Grand Finals, and/or in connection with the acceptance, use and/or misuse by the Entrant of the prize.
- None of the Releasees shall be responsible for or bear any liability for: (i) late-received, lost, unintelligible/illegible, incomplete, or misdirected registrations, entries or Game scores; (ii) entries or game plays which fail to comply with the Tournament Rules; (iii) any technical or human error that may occur in the administration of the Tournament, including any problems or technical malfunction of any computer online systems, servers, access providers, computer equipment, software, failure of any e-mail or entry to be received on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, all of which may affect an Entrants ability to participate in the Tournament, or the ability of the Administrator to receive and/or record and Entrants Game score; and (iv) any unauthorized human and/or mechanical intervention in any part of the entry process of the Tournament.
- As a condition of participating in this Tournament, Entrant agrees that (i) under no circumstances will Entrant be permitted to obtain awards for, and Entrant hereby waives all rights to claim, punitive, incidental, consequential, or any other damages, (ii)

all causes of action arising out of or connected with this Tournament, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and (iii) any and all claims, judgments, and awards shall be limited to actual out-of-pocket costs incurred, but shall in no event include attorney's fees. Void if prohibited by law.

- Any attempt to deliberately undermine the legitimate operation of this Tournament is a violation of the Tournament Rules and criminal and civil laws, and should such an attempt be made, the Administrator reserves the right to seek remedies and damages to the fullest extent permitted by law, including criminal prosecution. Entrants agree to abide by the Tournament Rules.
- The Administrator reserves the right, in their sole discretion, to disqualify any Entrant who violates the Code of Conduct, tampers with the entry process and/or void any game results submitted fraudulently. Should multiple users of the same email account enter the Tournament and a dispute thereafter arise regarding the identity of the Entrant, the authorized account holder of said e-mail account at the time of entry will be considered the Entrant. "Authorized account holder" is defined as the natural person who is assigned an e-mail address by an Internet access provider, online service provider or other organization which is responsible for assigning email addresses or the domain associated with the submitted e-mail address. If, for any reason, the Tournament is affected by any computer virus, worm, bug, tampering, hacking, unauthorized intervention, fraud, technical failure or other cause which, in the sole opinion of the Administrator, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Tournament, the Administrator may, in their sole discretion, cancel, terminate, modify, or suspend the Tournament, and determine winners from gameplay already received or as otherwise deemed fair and equitable by the Organize and/or Administrator. Automatic gameplay is prohibited, and any use of automated devices will cause disqualification.
- Administrator reserves the right, in its sole discretion, to terminate the Tournament, in whole or in part, and/or to modify, amend or suspend the Tournament, and/or to the Tournament Rules in any way, at any time, for any reason without prior notice. Any changes will be made available on <http://worldgaming.com/callofdutyblackops4>.

12. CHOICE OF LAW

- The Tournament is subject to all applicable Canadian federal, provincial and local laws. All issues and questions concerning the construction, validity, interpretation and enforceability of the Tournament Rules or the rights and obligations as between the Entrant and the Administrator in connection with the Tournament shall be governed by and construed in accordance with the laws of the Province of Ontario. By entering, Entrants consent to the jurisdiction and venue of the federal, provincial and local courts located in the city of Toronto, Ontario.
- Should there be any discrepancies between the English and French versions of these Tournament Rules, the English version shall govern and supersede.

13. WINNERS LIST

- The list of winners will be posted on <http://worldgaming.com/callofdutyblackops4> once the verification process has been completed.

Schedule "A"
Gameplay Rules

The following Gameplay Rules are subject to change at any time to align with the [Call of Duty World League 2019 Official Handbook](#) (the "CWL Handbook"). For any discrepancies between these Gameplay Rules and those listed in the CWL Handbook, the rules listed in the CWL Handbook will apply.

All Matches must be played using the following CWL game modes:

- CWL Hardpoint
- CWL Search and Destroy
- CWL Control

Map & Mode Combinations

- Hardpoint
 - Arsenal
 - Frequency
 - Gridlock
 - Hacienda
 - Seaside
- Search and Destroy
 - Arsenal
 - Frequency
 - Gridlock
 - Hacienda
 - Payload
- Control
 - Arsenal
 - Frequency
 - Gridlock
 - Seaside

Game Settings

- Lobby Settings
 - Team Assignment: Open
 - Team Change In-Game: Enabled
 - CODcasting: Enabled
 - 3rd Person Spectating: Disabled
 - Dynamic Map Elements: Enabled
 - Revenge Voice: Disabled
 - Battlechatter: Disabled
 - Announcer: Enabled
 - Best Play: Enabled
 - 3rd Person Gestures: Disabled
 - Gesture Camera Control: Disabled
- Specialist Settings
 - Roster
 - Ajax: 0
 - Battery: 1
 - Crash: 1
 - Firebreak: 1
 - Nomad: 0
 - Prophet: 1
 - Recon: 1
 - Ruin: 1
 - Seraph: 1
 - Torque: 0
 - Zero: 0
 - Position Draft Settings
 - Draft: Enabled
 - Draft Time: 30 Seconds

- Minimum Team Size: None
 - Health and Damage
 - Health: 150
 - Manual Healing: Enabled
 - Manual Heal Regeneration Speed: Normal
 - Friendly Fire: Enabled
 - Teamkill Kick Limit: Disabled
 - Headshots Only: Disabled
 - Hit Indicator: Enabled
 - Cooldowns
 - Specialist Weaponry: Enabled
 - Specialist Weaponry Cooldown: Normal
 - Specialist Weaponry ready on respawn: Disabled
 - Equipment: Enabled
 - Equipment Cooldown: Normal
 - Equipment ready on respawn: Disabled
 - Create a Class
 - Custom Classes: Enabled
 - Selections Allowed: 10
- Hardpoint
 - Win Conditions
 - Time Limit: 5 Minutes
 - Score Limit: 250 Points
 - Advanced
 - Lifetime: 1 Minute
 - Capture Time: Disabled
 - Activation Delay Time: Disabled
 - Locations: Linear Order
 - Scoring: Constant
 - Pause Time: Enabled
 - Spawn
 - Number of Lives Per Player: Unlimited
 - Respawn Delay: 2 Seconds
 - Force Respawn: Enabled
 - Wave Spawn Delay: Disabled
 - Suicide Penalty: 3 Seconds
 - Team Killed Penalty: Disabled
 - Select Spawn: Disabled
 - Number of Lives Per Team: Unlimited
 - Gameplay
 - Pre-Match Timer: 15 Seconds
 - Pre-Round Timer: Disabled
 - Mini-map: Normal
 - Explosive Delay: Disabled
 - Killcam: Enabled
 - Scorestreak Delay: 10 Seconds
 - Score Multiplier: 1 Second
 - Reveal Fog of War: Enabled
- Search and Destroy
 - Win Conditions
 - Time Limit: 1.5 Minutes
 - Round Win Limit: 6 Rounds
 - Advanced
 - Bomb Timer: 45 Seconds
 - Plant Time: 5 Seconds
 - Defuse Time: 7.5 Seconds
 - Multi Bomb: Disabled
 - Switch Sides: Every Round
 - Silent Plant: Enabled
 - Spawn

- Number of Lives Per Player: 1 Life
 - Respawn Delay: Disabled
 - Force Respawn: Enabled
 - Wave Spawn Delay: Disabled
 - Suicide Penalty: Disabled
 - Team Killed Penalty: Disabled
 - Select Spawn: Disabled
 - Number of Lives Per team: Unlimited
- Lobby Options
 - Join-In-Progress: Allowed
 - Intermission: Disabled
- Gameplay
 - Pre-Match Timer: 15 Seconds
 - Pre-Round Timer: 5 Seconds
 - Mini-map: Normal
 - Explosive Delay: Disabled
 - Killcam: Enabled
 - Scorestreak Delay: 10 Seconds
 - Score Multiplier: 1
 - Reveal Fog of War: Enabled
- Control
 - Win Conditions
 - Time Limit: 1.5 Minutes
 - Round Win Limit: 3 Rounds
 - Round Limit: 5 Rounds
 - Advanced
 - Capture Time: 60 Seconds
 - Activation Delay Time: Disabled
 - Extra Time: 1 Minute
 - Pause Time: Enabled
 - Cap Decay: Enabled
 - Capture Rate Increase: Enabled
 - Teamkill/Suicide Reduces Lives: Enabled
 - Spawn
 - Number of Lives Per Player: 1 Life
 - Respawn Delay: 2 Seconds
 - Force Respawn: Enabled
 - Wave Spawn Delay: Disabled
 - Suicide Penalty: 3 seconds
 - Team Killed Penalty: Disabled
 - Select Spawn: Disabled
 - Number of Lives Per team: 25 Lives
 - Gameplay
 - Pre-Match Timer: 15 Seconds
 - Pre-Round Timer: 5 Seconds
 - Mini-map: Normal
 - Explosive Delay: Disabled
 - Killcam: Enabled
 - Scorestreak Delay: 10 Seconds
 - Score Multiplier: 1
 - Reveal Fog of War: Enabled

Restrictions (the use of any restricted item(s) may result in a forfeit of the current Game or Match, at the discretion of the Administrator)

- Weapons
 - Titan
 - Hades
 - VKM 750
 - Daemon 3XB
 - Swat RFT
- Secondary Weapons

- MOG 12
 - SG12
- Attachments
 - Rapid Fire
 - High Caliber
 - Laser Sight II
 - Max Load
 - Rocket Cache
 - High Explosive
- Scorestreaks
 - UAV
 - Care Package
 - Counter-UAV
 - Sentry
 - Mantis
 - RC-XD
 - Dart
- Perks
 - Skulker
 - Gung-Ho
 - Team Link
 - Tracker
- Wildcards
 - Overkill
 - Primary Operator Mod
 - Secondary Operator Mod
- Gear
 - Acoustic Sensor
- Specialists
 - Ajax
 - Nomad
 - Torque
 - Zero
- Specialists Equipment
 - Tac-Deploy
 - Seeker Drone
 - Reactor Core
- Optics
 - Fast Lock

Schedule “B”
Esports Code of Conduct

At WorldGaming and Collegiate StarLeague, we are a team of passionate esports enthusiasts. It is our desire to create a community of equally passionate individuals who wish to compete in and/or watch esports events. In order to do so, we aspire to create esports events and tournaments that are engaging, fun, and welcoming to all players and spectators.

As the esports world is ever evolving, this document will continue to change. Any changes to this document will be posted online. Your continued participation in any event or tournament, either as a player or spectator, means that you consent to the rules below, and any updates. We recommend that you review the Code of Conduct (the “Code”) regularly to ensure you are aware of your rights and responsibilities.

The following Code applies to all online and live esports events and tournaments operated by either WorldGaming Network LP or Collegiate StarLeague Inc.

The Code is meant as a guide to ensure that all players compete in a fair and sportsmanlike manner, and that players and spectators demonstrate appropriate social behaviour. Anyone participating in or watching an event or tournament is bound by the Code, and may be asked to leave the venue, and if applicable, disqualified or prohibited in participating in future events or tournaments if they fail to do so.

The following rules apply to individuals participating in an event or tournament (each a “player”).

All players are expected to conduct themselves in a manner that reflects positively on the event or tournament, including all individuals and organizations affiliated with the event or tournament.

■ **Competition:**

- Players are expected to compete to the best of their ability at all times during the event or tournament, and must at all times act in accordance with the rules for the event or tournament, including any direction given by the administrator or anyone acting on its behalf.
- Cheating is defined as any act that gives one player a competitive advantage over another. If a player feels that they have been cheated by another player, that player must raise their concern with the administrator immediately, by providing as much detail as possible. Complaints should always be accompanied by video or photographic evidence, if available, or other documentation to validate the claim. All complaints will be handled on a case-by-case basis, and depending on severity may result in: i) an initial warning, or for a second offense, immediate forfeit of the current game or match; ii) immediate forfeit of current game or match; or iii) immediate disqualification from the event or tournament and prohibition from participating in future events or tournaments. Examples of cheating include, but are not limited to:
 - Collusion and Match Fixing, defined as any agreement between two (2) or more players to disadvantage opposing players.
 - Hacking or modifying the game.
 - Using a prohibited class, team, weapon, item, or action during a game.
 - Spectating an opposing player's monitor or live streams.
 - Using restricted hardware or equipment during a game.
 - Using any player that was not registered during registration.
 - Intentionally disconnecting from any game prior to its official conclusion.
 - Exploiting known in-game bugs, glitches, and unintended game features to disadvantage opposing players.

■ **Sportsmanship:**

- We are committed to providing players with a competitive environment that is free of harassment and discrimination. To that end:
 - Players may not use language in relation to the event or tournament that is deemed by the administrator to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable.
 - Players may not engage in the harassment of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, ability, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

■ **Prohibited Content:**

- We encourage players to wear their own jerseys and to create unique team names and player nicknames. However, jerseys, team names and player nicknames containing the following are prohibited, and may not be worn or used at any event related to the event tournament, including but not limited to, game play, player/team interviews, public

appearances, or any other event where the players are appearing on behalf of or representing the event or tournament:

- Sponsorship categories including but not limited to, drugs, alcohol or tobacco, legal or otherwise, pornography, or R rated content, firearms, political or religious organizations, hazardous products or services, gambling related products or services, products or services that represent trade with countries subject to embargoes or trade sanctions by Canada and/or the United States;
- Language that is obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable;
- Language that espouses insults, hate or harassment, or is demeaning towards individuals or groups; or
- Content that may infringe the rights of any third party, including but not limited to intellectual property rights, or rights of a person, including parodies or satirical references to third party intellectual property.

■ **General:**

- Players are expected to respond to requests from administrators in a timely manner. Players may not disclose any confidential information provided by administrators or any parties related to the event or tournament, by any method of communication, including all social media channels.
- In addition to the Code of Conduct, players may be obligated to comply with any rules or regulations imposed on them by the game manufacturer or equipment providers (i.e. terms and conditions associated third party accounts required for participation in an event or tournament, including but not limited to PlayStation, Xbox, or Blizzard).

The following rules apply to individuals attending a live event or tournament (each a “Spectator”):

- While watching an esports tournament live is an exciting opportunity, players are not merely participating for the enjoyment of the audience. They are there to compete in an event or tournament, which requires a level of concentration.
- Applauding and cheering for your favourite player or team is encouraged. However, heckling and abusive language towards players, referees, commentators or other spectators is not. Further, any attempt by a spectator to influence the result of a game will be dealt with accordingly and may result in immediate expulsion from the venue (for example, calling out one player’s position on a map, to give an advantage to another player).
- Spectators found to be using language that is deemed by the administrator to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive, objectionable espouses insults, hate or harassment, or is demeaning towards individuals or groups will be asked to leave the venue.

The following rules apply to both Players and Spectators:

■ **No Drugs or Alcohol:**

- Use of drugs or alcohol, legal or otherwise, may lead to disruptive behaviour. Players and spectators believed to be under the influence of drugs or alcohol may be removed, and in the case of players, disqualified from the event or tournament at the sole discretion of the administrator.

All decisions regarding the enforcement of the Code are at the discretion of the Administrator and are final and binding.

Dated: July 30, 2018