

**WorldGaming™ Call of Duty®: WWII Canadian Championships (the “Tournament”)  
Official Rules and Regulations**

**THE TOURNAMENT IS OPEN TO LEGAL RESIDENTS OF CANADA AND THE CONTINENTAL UNITED STATES (EXCLUDING ARIZONA, MARYLAND, TENNESSEE AND NEW JERSEY), WHO ARE AT LEAST 18 YEARS OF AGE AT THE TIME THEY REGISTER FOR THE TOURNAMENT.** 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.

**1. ADMINISTRATOR**

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

**2. TOURNAMENT DATES**

- The following dates will apply to the Tournament:

Stage	Date/Time	Location
“Registration Period”	December 1, 2017 at 1:00 PM Eastern Time (“ET”) to January 28, 2018 at 2:59 PM ET	N/A
“Online Qualifiers”	January 6 to January 28, 2018. See Section 6.1 for start times.	N/A
“Online Playoffs”	February 9 and 10, 2018. See Section 6.1 for start times.	N/A
“National Finals”	March 3 and 4, 2018. Start time to be determined by Administrator.	Scotiabank Theatre, 259 Richmond Street West, Toronto, ON, M5V 3M6

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

**3. TOURNAMENT PRIZES**

- First place: \$25,000
- Second place: \$13,000
- Third/Fourth place: \$6,000
- Fifth/Sixth place: \$3,000
- Seventh/Eighth: \$2,000

Total prize pool: \$60,000

- All 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 four (4) Team Members that participate in the National Finals.
- Individual prizes valued at \$750 or less will be awarded in the form of a pre-paid credit card.
- Prizes will be distributed to the winners within forty-five (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 provincial, state and/or local taxes, and the reporting consequences thereof, and for any other fees or costs associated with the applicable prize.

#### 4. TRAVEL ALLOWANCE

- Each National Finalist will be provided with airfare (economy class and from the closest airport with direct flights to Toronto) and paid accommodation from March 2 through to March 5, 2018 at the Administrator's selection. If a National Finalist lives close enough to the location of the National 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 National Finalists. National 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 National Finals and their Team will be disqualified. All decisions of the Administrator are final. For US tax reporting purposes: the approximate retail value of the travel allowance is \$1,000 CAD.
- The specific details of the trips will be determined by Administrator at its sole discretion. No change in travelling arrangements can 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 National 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 passport), 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 National Finalist. Entrants will be required to have valid photo identification required to travel to Toronto, including a valid passport for US entrants, 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) reside in Canada or the Continental United States (excluding Arizona, Maryland, Tennessee, and New Jersey) during the Tournament schedule; and (b) be a permanent resident (as such term is defined by Canadian or US immigration, as the case may dictate) or citizen of Canada or the US, or a holder of a permit or visa to work or study in Canada or the US; and (c) be eighteen (18) years of age or older before registering.
- Any Entrant that is 18 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 under the age of 18, or is 18 but 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.
- In order to participate:
  - Eligible individuals must be a member of a team made up of four (4) Entrants (a "Team", or collectively "Teams"), as either the "Team Captain" or "Team Participant", (each a "Team Member" or collectively, "Team Members"). A Team of three (3) or fewer Team Members will not be eligible to participate at any Stage of the Tournament. Each Entrant is only permitted to be a Team Member of one (1) Team that qualifies for the Online Playoffs.
    - **Player Substitutions:** In addition to a Team's four registered Team Members, each Team Captain may register one (1) additional Entrant as a substitute player (a "Substitute"), to participate in place of one of the registered Team Members, with the exception of the Team Captain, during any Stage of the Tournament and for any reason. The Team Captain must register the Substitute in advance, at least one (1) hour prior to the Team's participation in the Online Qualifiers, otherwise they forfeit the right to add a Substitute for the remainder of the Tournament. Substitutes may not be registered as a Team Member or Substitute on any other

actively registered Team. The Team Captain must advise the Administrator if they plan to use the Substitute in place of one of their other registered Team Members at least one (1) hour prior to the Team's participation in the Online Qualifiers and the Online Playoffs. For the National Finals, the Team Captain must advise the Administrator if they plan to use the Substitute in place of one of their registered Team Members before travel arrangements have been made. If a Team does not register a Substitute, and one of their Team Members is unable to participate during any Stage of the Tournament, the Team will be disqualified. Please contact [support@worldgaming.com](mailto:support@worldgaming.com) to register a Substitute, with the subject "Call of Duty®: WWII Canadian Championships – Team Substitute". Only the Team Captain can register a Substitute. Substitute players must meet the eligibility requirements set out in these Tournament Rules.

- **Roster Changes:** A Team Captain may change any of their Team Members or Substitute, with the exception of themselves, up to one (1) hour prior to the start of the Online Qualifier that the Team is registered to play in. Team Captains may not change the roster anytime thereafter, other than to use the Substitute in lieu of one of the other registered Team Members. Please contact [support@worldgaming.com](mailto:support@worldgaming.com) regarding roster changes with the subject "Call of Duty®: WWII Canadian Championships – Roster Change". Only the Team Captain can make roster changes.
- All Team Members must have:
  - a PS4™ with controller;
  - a PS4™ copy of Call of Duty®: WWII;
  - and an active PlayStation® Plus paid membership. There is a cost associated with maintaining a PlayStation® Plus account.
- All Team Captains must also have a WorldGaming account and agree to the Terms and Conditions found at <http://worldgaming.com/terms-and-conditions> (the "World Gaming 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, and his/her Team, will be disqualified.
- With the sole exception of Cineplex part-time Cast Members, employees, officers and directors of the Administrator, Cineplex Entertainment LP ("Cineplex"), Intertaintech Inc., WG Limited (WorldGaming Network LP, Intertaintech Inc., and WG Limited are collectively referred to as "WorldGaming") and any Tournament sponsors including but not limited to Sony Computer Entertainment Canada Inc. ("SCEC") (collectively referred to as "Tournament Sponsors") and each parties respective parents, affiliated and subsidiary entities, and the immediate family (spouse, parent, sibling, child) or members of their same households (whether related or not) of such employees, officers or directors are not eligible to participate in the Tournament.
- If it is determined by Administrator, at any stage of the Tournament, that any Entrant that has or had a WorldGaming account that is or was suspended or 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 ineligible and 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 9 below, all Entrants that qualify for and participate in the National Finals will be required to sign a declaration and release confirming his or her understanding of, compliance with, and acceptance of the Tournament Rules with a standard release of all liability (the "Declaration") before being permitted to participate. If the Entrant is a Minor, his/her 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 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.
- The Tournament is subject to all applicable Canadian federal, provincial and local laws and regulations and is VOID WHERE PROHIBITED BY LAW.

## 6. TOURNAMENT

### 6.1 – STRUCTURE

**All Games will be played using the in-game Esports Modes, to ensure that the most current CWL ruleset is utilized. For more information on settings and restrictions see Section 6.2 - GAMEPLAY.**

## Online Qualifiers

### ■ How to Enter:

- The Online Qualifiers are open to all eligible Teams and will consist of sixteen (16) online tournaments, open to up to 64 Teams each, to be held at 12:00 PM ET and 3:00 PM ET on:
  - January 6, 2018
  - January 7, 2018
  - January 13, 2018
  - January 14, 2018
  - January 20, 2018
  - January 21, 2018
  - January 27, 2018
  - January 28, 2018
- A Team may participate in the Online Qualifiers by designating a Team Captain, having said Team Captain navigate to <http://worldgaming.com/callofdutywwii> (the "Website") during the Registration Period and, under "REGISTER", click the "CALL OF DUTY: WWII TOURNAMENTS" button and select their preferred date and time from the options presented. The Team Captain will be required to create and/or login to their WorldGaming account on <http://worldgaming.com/> (the "WorldGaming Website") prior to being able to register for the selected online tournament. Available spots are assigned on a first come, first served basis.
- With the exception of the first four online tournaments, which will open for registration on December 1, 2017 at 1:00 PM ET, all other online tournaments will open for registration on the Sunday of the weekend immediately prior to when they take place, at 9:00 PM ET. For example, Teams will be able to register for the January 13 online tournaments on Sunday, January 7, at 9:00 PM ET.
- During registration, the Team Captain must provide a Team Name and a valid PlayStation® Network ID ("PSN™ ID") for all Team Members.
- Only Entrants whose PSN™ IDs 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 PSN™ ID 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 PSN™ ID used to enter the Tournament. In the event the Administrator is unable to conclusively verify that the name of an Entrant matches the PSN™ ID 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.

### ■ How to Play:

- Format:
  - Single elimination; Best of 5 Games series; Game Mode and Map combinations for each Game will be posted on the online tournament page on the WorldGaming Website.
- Seeding is generated sequentially based on time of entry. Teams will only be playing against other Teams that have registered for the same online tournament. All online tournaments will begin at their designated start time regardless of the number of registered Teams. If an online tournament does not fill to maximum capacity by the designated start time it will still play out in full and all Teams that have been registered up to that point will be able to compete. Any Team without an opponent in a tournament round will receive a "bye" to the next round, at the discretion of the Administrator.
- Each online tournament entered into has a designated start time which can be found by viewing the tournament under the "My Tournaments" tab of the Team Captain's WorldGaming account.
- All Matches are automatically generated on the WorldGaming Website on the day of the online tournament at the designated start time. Team Captains must check in to all of their Matches. Failure to do so will result in immediate disqualification. There are no exceptions.
- All Teams **must** have at least one (1) Team Member in 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.
- If neither Team Captain checks into their Match and/or if a Match is not played and neither Team Captain submits a Ticket requesting a no-show victory, both Entrants will forfeit the Match and be eliminated from the online tournament.

- Team Captains are required to take appropriate in-game screenshots 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 information, may result in immediate disqualification, at the discretion of the Administrator.
- **MINIMUM WINS:** A Team must win three or more individual matches in a single online tournament before they will be eligible to qualify for the Online Playoffs. This is to prevent any one Team from receiving multiple byes and having a significant advantage over other Teams, as a result.
- Format, modes, settings, and restrictions are subject to change at the discretion of the Administrator.
- The winning Team from each online tournament (16 Teams in total) will qualify for the Online Playoffs. In the event that a qualified Team is unable to participate in the Online Playoffs 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 that the qualified Team eliminated in the Finals of the online tournament that they initially qualified during.

### Online Playoffs

- The 16 qualified Teams will be divided into four (4) Groups of four (4) Teams, and each Group will play a double elimination bracket to determine the eight (8) Teams that will qualify for the National Finals (two Teams, per Group).
- The Online Playoffs will be held in accordance with the instructions of the Administrator. 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 for the Online Playoffs.
- Format:
  - Double elimination; Best of 5 Games series
    - The Team that wins the Winners Finals will be deemed the 1<sup>st</sup> seed of the Group
    - The Team that wins the Losers Finals will be deemed the 2<sup>nd</sup> seed of the Group
    - Any Team that loses two matches during Stage One will be eliminated from the Tournament.
- Game Mode/Map combinations and Groups will be provided to Team Captains on January 29, 2018.
- Teams will be seeded into the Online Playoffs based on the results of the Online Qualifiers, with the highest seeds going to the Teams that qualified during the earliest online tournaments. For example:
  - Online Qualifier A: 1<sup>st</sup> place = 1<sup>st</sup> seed
  - Online Qualifier B: 1<sup>st</sup> place = 2<sup>nd</sup> seed
  - Online Qualifier C: 1<sup>st</sup> place = 3<sup>rd</sup> seed
  - Online Qualifier D: 1<sup>st</sup> place = 4<sup>th</sup> seed
- Team Captains are required to take appropriate in-game screenshots 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 information, may result in immediate disqualification, at the discretion of the Administrator.
- Format, modes, settings, and restrictions are subject to change at the discretion of the Administrator. Any changes will be communicated to each qualified Team and posted on the Website as early as possible.
- The winning Team and the 2<sup>nd</sup> place Team from each Group will qualify for the National Finals, and each Team Member will be deemed a National Finalist. In the event that a qualified Team is unable to attend the National 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 in 3<sup>rd</sup> place in their Group during the Online Playoffs.

### National Finals

- The National Finals event will consist of a two-stage live tournament to be held on March 3 and 4, 2018, open exclusively to the eight (8) Teams that qualified during the Online Playoffs.
- Each Nationalist Finalist must be willing and available to travel to Toronto, Ontario and participate in the National Finals on the date and time as determined by the Administrator or the entire Team will forfeit their right to participate in said event. No player substitutions, aside from the designated Substitute, are permitted. If two or more Entrants on a qualified Team are not available to participate in the National Finals that Team will be disqualified. Releasees, as defined below, are not responsible and not liable if any National Finalist is not able to or prevented from travelling to Toronto, Ontario.
- The National Finals will be in accordance with the instructions of the Administrator. Any disputes will be resolved by the Administrator, whose decision shall be final, conclusive and binding. The judges' decisions shall be made

strictly in accordance with these Tournament Rules and any other rules and procedures put in place for the National Finals.

- **Format:**
  - Stage One, Groups Stage: Double elimination, Best of 5 Games series
    - The Team that wins the Winners Finals will be deemed the 1<sup>st</sup> seed of the Group
    - The Team that wins the Losers Finals will be deemed the 2<sup>nd</sup> 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 1<sup>st</sup> seed of Group A plays 2<sup>nd</sup> seed of Group B and 2<sup>nd</sup> seed of Group A plays 1<sup>st</sup> seed of Group B in the Semifinals.
    - The two Teams that win their Semifinals Matches will play each other in the Grand Finals.
- Game Mode/Map combinations will be provided to Team Captains on or before February 19, 2018.
- Groups will be posted on the Website on or before February 19, 2018.
- Groups Seeding: Each Team will be randomly assigned into Group A or Group B based on the results of the Online Playoffs, ensuring that a 1<sup>st</sup> seed (from the Online Playoffs) will always play a 2<sup>nd</sup> seed (from the Online Playoffs) in Round One, and that the 1<sup>st</sup> and 2<sup>nd</sup> seeds of each Online Playoffs Group will always be placed on opposite sides of the National Finals bracket. The following example of potential Round One Matches is for further clarity only:
  - Group A: A1 vs D2, C1 vs B2
  - Group B: B1 vs C2, D1 vs A2
- Format, modes, settings, and restrictions are subject to change at the discretion of the Administrator. Any changes will be communicated to each National Finalist and posted on the Website as early as possible.
- Any Entrant with a disability that requires accommodation to play at the National Finals must contact the Administrator at [accessible@cinplex.com](mailto:accessible@cinplex.com) with "Call of Duty®: WWII Canadian Championships – Accommodation Request" in the subject line at least two (2) weeks prior to the event date. Administrator will work with you to arrange for a suitable accommodation.
- **Quebec Entrants ONLY:** The National Finals event 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 his/her language preference at least 24 hours prior to the start of the National Finals, he/she will be required to play the Game in English.

## 6.2 – GAMEPLAY

- All Matches will be played using the following in-game Esports Game Modes:
  - Hardpoint
  - Search and Destroy
  - Capture the Flag
  - Gridiron
- Game Mode & Map Combinations:
  - Hardpoint
    - Ardennes Forest
    - Gibraltar
    - London Docks
    - Saint Marie Du Mont
  - Search and Destroy
    - Ardennes Forest
    - London Docks
    - Saint Marie Du Mont
    - USS Texas
  - Capture the Flag
    - Ardennes Forest
    - Flak Tower
    - London Docks
  - Gridiron
    - Flak Tower
    - London Docks
    - Saint Marie Du Mont

- Game Settings - All Games will be played using the in-game Esports Modes, to ensure that the most current CWL ruleset is utilized. For any instances where the following settings differ from those found in-game, the in-game settings will be used. Any exceptions to this will be posted on the WorldGaming Website.
  - Hardpoint
    - Game Rules
      - Time Limit: 5 Minutes
      - Score Limit: 250 Points
      - Activation Delay: None
      - Location Order: Normal
      - CODCaster: Enabled
    - General Settings
      - Pre-Match Timer: 15 Seconds
      - Team Change In-Game: Enabled
      - Spectating: Team Only
      - Spectating POV: First Person Only
      - Killcam: Enabled
      - Mini-Map: Normal
      - Battle Chatter: Disabled
      - Announcer: Enabled
    - Spawn Settings
      - Respawn Delay: None
      - Force Respawn: Enabled
      - Wave Spawn Delay: Disabled
      - Suicide Penalty: 2.5 Seconds
      - Team Kill Penalty: None
    - Health and Damage
      - Hardcore Mode: Disabled
      - Health: Normal
      - Health Regeneration: Normal
      - Friendly Fire: Enabled
      - Number of Lives: Unlimited
      - Teamkill Kick Limit: Unlimited
      - Headshots Only: Disabled
      - Explosive Delay: 7.5 seconds
      - Scorestreak Delay: 15 Seconds
    - Lobby Options
      - Join-In-Progress: Allowed
      - Intermission: Disabled
  - Search and Destroy
    - Game Rules
      - Round Length: 1.5 Minutes
      - Score Limit: 6 Points
      - Bomb Timer: 45 Seconds
      - Plant Time: 5 Seconds
      - Defuse Time: 7.5 Seconds
      - Multi Bomb: Disabled
      - Switch Sides: Every Round
      - Silent Plant: Disabled
      - CODCaster: Enabled
    - General Settings
      - Pre-Match Timer: 15 Seconds
      - Pre-Round Timer: 5 Seconds
      - Team Change In-Game: Enabled
      - Spectating: Team Only
      - Spectating POV: First Person Only
      - Killcam: Enabled

- Mini-Map: Normal
    - Battle Chatter: Disabled
    - Announcer: Enabled
  - Spawn Settings
    - Respawn Delay: None
    - Force Respawn: Enabled
    - Wave Spawn Delay: Disabled
    - Suicide Penalty: None
    - Team Kill Penalty: None
  - Health and Damage
    - Hardcore Mode: Disabled
    - Health: Normal
    - Health Regeneration: Normal
    - Friendly Fire: Enabled
    - Number of Lives: 1 Life
    - Teamkill Kick Limit: Unlimited
    - Headshots Only: Disabled
    - Explosive Delay: 7.5 seconds
    - Scorestreak Delay: 15 Seconds
  - Lobby Options
    - Join-In-Progress: Allowed
    - Intermission: Disabled
- Capture the Flag
  - Game Rules
    - Time Limit: 10 Minutes
    - Capture Limit: Unlimited
    - Winning Conditions: Flag Captures
    - Auto Return Time: 30 Seconds
    - Pickup Time: None
    - Enemy Carrier: Delayed
    - Extra Time: 1 Minute
    - CODCaster: Enabled
  - General Settings
    - Pre-Match Timer: 15 Seconds
    - Pre-Round Timer: 5 Seconds
    - Team Change In-Game: Enabled
    - Spectating: Team Only
    - Spectating POV: First Person Only
    - Killcam: Enabled
    - Mini-Map: Normal
    - Battle Chatter: Disabled
    - Announcer: Enabled
  - Spawn Settings
    - Respawn Delay: 7.5 Seconds
    - Force Respawn: Enabled
    - Wave Spawn Delay: Disabled
    - Suicide Penalty: None
    - Team Kill Penalty: None
  - Health and Damage
    - Hardcore Mode: Disabled
    - Health: Normal
    - Health Regeneration: Normal
    - Friendly Fire: Enabled
    - Number of Lives: Unlimited
    - Teamkill Kick Limit: Unlimited
    - Headshots Only: Disabled



- Explosive Delay: 7.5 seconds
    - Scorestreak Delay: 15 Seconds
  - Lobby Options
    - Join-In-Progress: Allowed
    - Intermission: Disabled
- Gridiron
  - Game Rules
    - Time Limit: 10 Minutes
    - Capture Limit: Unlimited
    - Winning Conditions: Flag Captures
    - Auto Return Time: 30 Seconds
    - Pickup Time: None
    - Enemy Carrier: Delayed
    - Extra Time: 1 Minute
    - CODCaster: Enabled
  - General Settings
    - Pre-Match Timer: 15 Seconds
    - Pre-Round Timer: 5 Seconds
    - Team Change In-Game: Enabled
    - Spectating: Team Only
    - Spectating POV: First Person Only
    - Killcam: Enabled
    - Mini-Map: Normal
    - Battle Chatter: Disabled
    - Announcer: Enabled
  - Spawn Settings
    - Respawn Delay: 5 Seconds
    - Force Respawn: Enabled
    - Wave Spawn Delay: Disabled
    - Suicide Penalty: None
    - Team Kill Penalty: None
  - Health and Damage
    - Hardcore Mode: Disabled
    - Health: Normal
    - Health Regeneration: Normal
    - Friendly Fire: Enabled
    - Number of Lives: Unlimited
    - Teamkill Kick Limit: Unlimited
    - Headshots Only: Disabled
    - Explosive Delay: 7.5 seconds
    - Scorestreak Delay: 15 Seconds
  - Lobby Options
    - Join-In-Progress: Allowed
    - Intermission: Disabled
- Restrictions
  - Weapons
    - Lewis
    - MG 15
    - Bren
    - MG 42
  - Attachments
    - High Caliber
    - Rapid Fire
    - FMJ
  - Scorestreaks
    - Recon Aircraft

- Counter Recon Aircraft
  - Care Package
  - Emergency Airdrop
  - Paratroopers
  - Molotov Cocktail
- Basic Trainings
  - Espionage
  - Launched
  - Requisitions
  - Instincts
  - Rifleman
  - Lookout
  - Ordnance
  - Concussed
  - Bang
- Equipment
  - S-Mine 44
  - Satchel Charge
- Turrets
  - Players may not utilize Turrets.
- Incendiary Shells
  - Players may not utilize Incendiary Shells while using shotguns.
- Match hosting and side choice:
  - The Team that appears on top of the bracket will be designated Team A, and the Team that appears on the bottom of the bracket will be designated Team B.
    - 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 A Hosts, Team B chooses sides
  - 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-minute grace period between Games is permitted to allow the new Host to setup.
- Disconnections:
  - A Game must be restarted if a Team Member disconnects in the first 30 seconds AND before the first kill.
  - For Search and Destroy Games, if a Team Member disconnects from a Game after the first 30 seconds or after the first kill, the current round must be played to completion and then the Game will be restarted. The restarted Game will feature the same score as before the restart, and will end when one Team's total score hits 6.
  - For all other Game Modes, 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.
- Broadcasts:
  - The Administrator reserves the right to broadcast any Match of the Tournament, at its sole discretion. If Administrator chooses to broadcast a Match, Administrator will choose to either: (a) host each individual Game, and all participating Team Members on both Teams must join that Game; or (b) join a Game that's being hosted by a participating Team Member.
- Competition Rules - National Finals only:
  - Teams will have 10 minutes before the start of a Match and two minutes between each Game of a series to setup and ensure their console, controller, earbuds, and headset are working properly. 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 – National Finals only:
  - All National Finalists must use the PS4™ system, software, monitor, headset, and any other additional third-party hardware provided for the duration of all Games. If a National 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 National Finalists must provide their own controller, controller cables, and earbuds. Administrator will attempt to help resolve technical issues related to player-provided equipment, but will not allow such issues to delay the Tournament.
  - All player-provided equipment is subject to approval. Administrator reserves the right to deny the use of any equipment suspected of providing an unfair competitive advantage.
  - All National Finalists competing in a Tournament Match must wear their earbuds in their ears and the Administrator-provided headset over their ears for the full duration of all Games.

## 7. CODE OF CONDUCT

- All Entrants are expected to conduct themselves in a manner that reflects positively on the Administrator, Administrator, Tournament Sponsors, Press, Spectators, and other Entrants. By participating in the Tournament, Entrants agree to abide by the following Code of Conduct.
  - Competition:
    - Entrants are expected to compete at the best of their ability at all times during the Tournament.
    - Cheating is defined as any act that gives one Entrant a competitive advantage over another. If an Entrant feels that they have been cheated by another Entrant, that Entrant must raise their concern with the Administrator immediately, providing as much detail as possible. Complaints should always be accompanied by video evidence. All complaints will be handled on a case-by-case basis, and depending on severity may result in: i) an initial warning followed by forfeit of current Game or Match for a second offence; ii) immediate forfeit of current Game or Match; or iii) immediate disqualification from Tournament. Examples of cheating include, but are not limited to:
      - Collusion and Match Fixing, defined as any agreement between two (2) or more Entrants to disadvantage opposing Entrants.
      - Hacking or modifying the Game.
      - Spectating an opposing Entrants' monitor or live streams.
      - Using restricted items during a Game.
      - Using restricted hardware 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 Entrants.
  - Sportsmanship:
    - Administrator and Administrator are committed to providing Entrants with a competitive environment that is free of harassment and discrimination. To that end:
      - Entrants may not use language in relation to the Tournament that is deemed by Administrator to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable.
      - Entrants 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, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
    - Entrants may not disclose any confidential information provided by Administrator, Tournament Sponsors, or Press, by any method of communication, including all social media channels.
  - Responsiveness:
    - Entrants are expected to respond to requests from Administrator in a timely manner. All communications between Administrator and Entrants will be made via the email address associated with each Entrant's WorldGaming account.

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

## **8. WINNER NOTIFICATION**

- Winners will be notified by email within twenty-four (24) hours of the conclusion of the National Finals. Each Winner must send his/her 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 National 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 at the National Finals (collectively, the "In-Theatre Participants") will be required to execute and deliver to the Administrator a Declaration that confirms the Entrant's: (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) release of the Administrator, Administrator, Cineplex, WorldGaming, Tournament Sponsors and promoters, and their 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 National Finals, if deemed a National Finalist. In the event that an In-Theatre Participant is a Minor, his/her parent or legal guardian must sign the Declaration on his/her behalf and provide consent for their Minor child to travel to the National Finals. While a parent or legal guardian is permitted to travel with their Minor child, it is at their sole cost and expense. If the parent or legal guardian does not consent to the foregoing, the affected In-Theatre Participant will be disqualified. Further, if the Team Captain did not register an eligible Substitute, the Team will be disqualified. Declarations for the National Finals must be received by Administrator no later than 11:59pm EST on February 28, 2018.

## **10. PUBLICITY RELEASE**

- Please note, the National 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 with the right to use: (i) his/her name, email address, mailing address, telephone number and other personal information provided during his/her 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 National Finals; and (ii) his/her 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. Entrants who have opted-in to receive marketing communications agree that the Releasees may use his/her Personal Information to contact him/her with marketing and other promotional messages related to products and services of the Releasees. 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 acknowledges compliance with, and agrees to be bound by, these Tournament Rules and consents to the use of his/her 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 his/her administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Entrants participation in the

Tournament, National 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 reserve the right, in their sole discretion, to disqualify any individual who 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/callofdutywwii>.

## 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 Official Rules, the English version shall govern and supersede.

## 13. WINNERS LIST

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

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