

**Cineplex® WorldGaming™ Canadian Championship Series
featuring Counter-Strike: Global Offensive (the “Tournament”) Official Rules and Regulations**

PLEASE NOTE THAT A TEAM REGISTRATION FEE OF \$25.00 IS REQUIRED TO COMPETE FOR ANY AVAILABLE PRIZE. ALL FEES ARE IN CANADIAN DOLLARS. TEAM REGISTRATION FEE IS NON-REFUNDABLE AND NON-TRANSFERABLE. AT LEAST ONE PLAYER ON A TEAM MUST HAVE A WORLDGAMING ACCOUNT AT THE TIME OF PARTICIPATION AND AT THE TIME PRIZES ARE AWARDED TO BE ELIGIBLE.

THE TOURNAMENT IS OPEN TO LEGAL RESIDENTS OF CANADA OR THE CONTINENTAL UNITED STATES (EXCLUDING ARIZONA, MARYLAND, TENNESSEE AND NEW JERSEY), WHO ARE AT LEAST 17 YEARS OF AGE AT THE TIME THEY REGISTER FOR THE TOURNAMENT. PLEASE REVIEW SECTION 3 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.

1. TOURNAMENT DATES

- The following dates will apply to the Tournament:

	Date/Time	Location
“Registration Period”	July 20, 2017 at 9:00 AM Eastern Time (“ET”) to September 3, 2017 at 11:59 AM ET	N/A
“Online Qualifiers”	August 12, 2017 to September 3, 2017, see Section 4.1 for start times.	N/A
“Regional Finals”	September 10, 2017 at 10:00 AM local time	Regional Finals will take place at 8 Cineplex theatre locations across Canada. See Section 6 for locations.
“National Finals”	September 23 and 24, 2017, start time to be determined by Administrator.	Scotiabank Theatre, 259 Richmond Street West, Toronto, ON, M5V 3M6

- 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 Organizer and/or the Administrator, the decisions of which are final and binding in all respects.
- 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, Organizer and/or Administrator will use reasonable efforts to notify all Entrants (as defined below) at least 72 hours prior to the event date.
- Any Entrant with a disability that requires accommodation to play at the Regional Finals and/or the National Finals must contact the Organizer at accessible@cinplex.com with “Counter-Strike: Global Offensive – 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.

2. ORGANIZER/ADMINISTRATOR

- WorldGaming Network LP, 1303 Yonge Street, Toronto, Ontario, M4T 2Y9, is the Tournament organizer (“Organizer”). CEVO, Inc., 7106 Harlan Ln, Sykesville, MD 21874, is solely responsible for administrating the Tournament (“Administrator”) on behalf of the Organizer.

3. ELIGIBILITY

- The Tournament is open to legal residents of Canada and the continental United States, excluding Arizona, Maryland, Tennessee and New Jersey, who reside in their respective country during the duration of the Tournament schedule. Eligible individuals (each an “Entrant”, or collectively, “Entrants”) must be 17 years of age or older before participating. Any Entrant 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 17 or is a Minor and who 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 of five (5) 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 four (4) 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 Regional Finals.
 - All Team Members must have:
 - a Steam account (<http://store.steampowered.com/>) and a CEVO account (<http://cevo.com/>). There are no fees or service charges to create or maintain either account.
 - a paid and active Counter-Strike: Global Offensive (the "Game Title") game license.
 - All Team Captains must also have a WorldGaming account and agree to the Terms and Conditions found at <http://worldgaming.com/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.
 - All Team Captains must pay the Team Registration Fee of \$25.00 before being permitted to register for the Tournament. The Team Registration Fee is paid through WorldGaming.com when registering for one of the Online Qualifiers online tournaments.
 - THE TEAM CAPTAIN MUST FIRST DEPOSIT APPROPRIATE FUNDS INTO THEIR WORLDGAMING ACCOUNT BALANCE THROUGH THE WORLDGAMING.COM CASHIER USING A VALID CREDIT CARD OR PAYPAL ACCOUNT.
 - THE WORLDGAMING WEBSITE USES UNITED STATES DOLLARS (USD) AS ITS CURRENCY. ALL ONLINE ENTRY FEES WILL BE PAID IN USD AT AN EXCHANGE RATE OF \$1.00 CDN = \$0.75 USD.
 - **LOUISIANA AND MONTANA RESIDENTS:** PRIOR TO DEPOSITING THROUGH THE CASHIER, PLEASE CONTACT SUPPORT@WORLDGAMING.COM REGARDING REGISTRATION WITH THE SUBJECT LINE "Canadian Championship Series – Louisiana/Montana Registration".
- Employees, officers and directors of the Organizer, Administrator, Cineplex Entertainment LP ("Cineplex"), Intertaintech Inc., WG Limited (Intertaintech Inc. and WG Limited are collectively referred to as "WorldGaming") and any Tournament sponsors, Valve Corporation, 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.
- As set out in Section 10 below, all Entrants that qualify for and participate in the Regional Finals and/or 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 Organizer or 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.

4. TOURNAMENT

4.1 – STRUCTURE

Entrants should note that all Tournament gameplay will be played through the CEVO CS:GO Desktop client (the "Platform"), which can be downloaded for free [here](#). Entrants not using the Platform are not permitted to participate in the Tournament.

For all in-game, server, or client related questions/issues, please contact the Administrator through <http://cevo.com/support> or through TeamSpeak 3 at ts.cevo.com. For all other inquiries please contact support@worldgaming.com.

All Tournament Matches will be played using CEVO's default CS:GO ruleset, configuration, and Match guidelines. For more details see "Section 4.2 – Gameplay Rules" and visit <https://cevo.com/event/ccs-csgo> (the "CEVO Website").

Online Qualifiers

- How to Enter:
 - The Online Qualifiers are open to all eligible Entrants and will consist of two (2) online tournaments per region as set out in Section 6, open to up to 32 Teams each, to be held on:
 - Toronto and Edmonton regions
 - Saturday August 12
 - Sunday August 27
 - Montreal and Winnipeg regions
 - Sunday August 13
 - Saturday August 26
 - Oakville and Calgary regions
 - Saturday August 19
 - Sunday September 3
 - Ottawa and Vancouver regions
 - Sunday August 20
 - Saturday September 2
 - A Team may participate in the Online Qualifiers by:
 - Step 1: WorldGaming registration
 - Designating a Team Captain, having said Team Captain navigate to <http://worldgaming.com/csgo> (the "Website") during the Registration Period and, under "REGISTER", click the "COUNTER-STRIKE: GLOBAL OFFENSIVE TOURNAMENTS" button and select their preferred location, date, and time from the options presented. Available spots are assigned on a first come, first served basis.
 - The Team Captain will be required to create and/or login to their WorldGaming account on <http://worldgaming.com/> (the "WorldGaming Website") and deposit funds through the Cashier prior to being able to register for the selected tournament.
 - During registration, the Team Captain must provide a Team Name and valid Steam IDs for all Team Members.
 - Steam IDs must be numerical (ie. STEAM_0:1:52359371).
 - If you do not know your Steam ID you may find it by inputting your Steam Username or customURL on [this website](#).
 - Only Entrants whose Steam 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 Steam 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 Organizer and/or Administrator to verify that his/her name is registered to the Steam ID used to enter the Tournament. In the event Organizer and/or Administrator are unable to conclusively verify that the name of an Entrant matches the Steam 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 and the Team Registration Fee is paid each time.
 - Step 2: CEVO registration
 - After registering for any of the online tournaments on the WorldGaming Website, all Team Members must visit the CEVO Website and complete the registration process there for the corresponding online tournament.
 - For example, during Step 1, if a Team Captain registers for the August 12 Toronto online tournament on the WorldGaming Website, that Team Captain

- should also register for the August 12 Toronto online tournament on the CEVO Website.
 - Only Team Members whose Steam IDs match the Steam IDs registered by the Team Captain during Step 1 will be permitted to join the online tournament on the CEVO Website. Roster changes are permitted, with the exception of the Team Captain, up to 24 hours before the start time of the online tournament. Please contact support@worldgaming.com regarding roster changes.
- How to Play:
 - All online tournaments are region-specific, and correspond with the Regional Finals location that a Team will be required to attend if they qualify. Teams may register for more than one (1) online tournament and/or region, but will be required to attend the location that they first qualify in. There are no exceptions.
 - Format for all online tournaments:
 - Single elimination; Best of 1 games series to top 4; Best of 3 games series for Semifinals and Finals
 - Seeding is generated randomly prior to the first match of each online tournament. Entrants will only be playing against other Entrants that have registered for the same online tournament. All online tournaments will begin at their designated start time regardless of the number of registered Entrants. If a tournament does not fill to maximum capacity by the designated start time it will still play out in full and all Entrants that have registered up to that point will be able to compete. Any Entrant 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 an Entrant’s WorldGaming account.
 - All Matches are automatically generated within the Platform on the day of the online tournament at the designated start time.
 - 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 Entrant checks in to their Match and/or if a Match is not played and neither Entrant submits a Ticket requesting the forfeit win, both Entrants will forfeit the Match and be eliminated from the online tournament.
 - Format, modes, settings, and restrictions are subject to change at the discretion of the Administrator.
 - The winning Team and the 2nd place Team from each online tournament will qualify for the corresponding Regional Finals event, and each Team Member will be deemed a Regional Finalist. In the event that a qualified Team is unable to attend the Regional 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 the Team that the qualified Team eliminated in the Semifinals of the online tournament that they initially qualified during.

Regional Finals

- Each region’s Regional Finals event will consist of a two-stage live tournament to be held on September 10, 2017 beginning at 10:00 AM local time, open exclusively to the four (4) Teams that qualified through that region’s Online Qualifiers.
- Each Regional Finalist must be willing, available, and able to (at their sole cost and expense) travel to and participate in their respective Regional Finals event on the date and time as determined by the Organizer or the Regional Finalist will forfeit their right to participate in said event. No player substitutions are permitted. If one or more Entrants on a qualified Team are not available to participate in the Regional Finals that Team will be disqualified. Releasees, as defined below, are not responsible and not liable if any Regional Finalist is not able to or prevented from travelling to their theatre location. If a Regional Finalist does not arrive in time to compete in the Regional Finals, that Regional Finalist will be disqualified and no longer eligible to win a prize.
- The Regional Finals will be in accordance with the instructions of the Organizer and/or Administrator. Any disputes will be resolved by the Organizer, 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 Regional Finals.
- Format for all Regional Finals events:
 - Stage One: Swiss, Best of 1 games series
 - Each Team plays two matches.

- Match 1: 1st seed vs 4th seed; 2nd seed vs 3rd seed
 - Match 2: Two Teams who won Match 1 play each other; two Teams that lost Match 1 play each other.
 - The Team that wins both matches will be 1st seed in Stage Two.
 - The Teams that win one match and lose one match will be 2nd and 3rd seed in Stage Two. The higher seed will be awarded based on the following:
 - Round Wins Differential (Rounds won minus Rounds lost)
 - Head-to-head Match results
 - Initial seeding of the Regional Finals
 - The Team that loses both matches will be 4th seed, and will be eliminated from the Regional Finals.
- Stage Two, Playoffs: Single elimination, Best of 3 games series
 - 2nd seed from Stage One plays 3rd seed from Stage One in the Semifinals. The winner plays 1st seed from Stage One in the Finals.
- Teams will be seeded into the Regional Finals based on the results of the Online Qualifiers, as follows:
 - Online Qualifier A: 1st place = 1st seed
 - Online Qualifier A: 2nd place = 2nd seed
 - Online Qualifier B: 1st place = 3rd seed
 - Online Qualifier B: 2nd place = 4th seed
- Format, modes, settings, and restrictions are subject to change at the discretion of the Organizer and/or Administrator. Any changes will be communicated to each Regional Finalist and posted on the Website as early as possible.
- **Quebec Entrants ONLY:** 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 a regional event he/she will be required to play the Game in English.
- The winning Team from each Regional Finals event 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 the Team that finished in 2nd place in the corresponding Regional Finals event.

National Finals

- The National Finals event will consist of a two-stage live tournament to be held on September 23 and 24, 2017, open exclusively to the eight (8) Teams that won their respective Regional Finals event.
- 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 Organizer or the entire Team will forfeit their right to participate in said event. No player substitutions are permitted. If one 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 Regional Finalist is not able to or prevented from travelling to Toronto, Ontario. If a Regional Finalist does not arrive in time to compete in the Regional Finals, that Regional Finalist will be disqualified and no longer eligible to win a prize.
- The National Finals will be in accordance with the instructions of the Organizer and/or Administrator. Any disputes will be resolved by the Organizer, 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 Regional Finals.
- Format:
 - Stage One, Group Stage: Double elimination, Best of 1/Best of 3 games series
 - All Round One and Winners Finals Matches are Best of 1 games series; all other Matches are Best of 3 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 3 games series
 - The 1st seed of Group A plays 2nd seed of Group B and 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.
- The Groups, seeded by region, will be posted on the Website on or before September 15, 2017.

- Format, modes, settings, and restrictions are subject to change at the discretion of the Organizer and/or Administrator. Any changes will be communicated to each Regional Finalist and posted on the Website as early as possible.
- **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.

4.2 – GAMEPLAY RULES

- Each game will consist of two 15-round halves. A game will end if a Team reaches 16 round wins. If the score of a game is ever tied at 15 round wins, Overtime will be played.
- Settings:
 - Team size: 5
 - Freeze Time: 15 seconds
 - Bomb Timer: 40 seconds
 - Round Time: one-minute and 55 seconds
 - Max Rounds: 30
 - Start Money: \$800
 - Side selection will be determined by a Knife Round immediately before all Best of 1 games series, and, if applicable, before the third game in all Best of 3 games series.
 - Pauses/Timeouts are allowed, but only in Freeze Time.
 - Overtime: 3 rounds per half; \$10,000 start money
 - Maps for selection:
 - de_inferno
 - de_cache
 - de_nuke
 - de_mirage
 - de_train
 - de_cbble
 - de_overpass
- Knife Rounds
 - Knife Rounds will begin with the standard Freeze Time/Buy Time and all Players will spawn with only knives and full body armor. Players will not have the ability to purchase weapons or grenades.
 - The Knife Round will last for one-minute and the win conditions will be as follows:
 - 1) The Round Win will be awarded to the Team with the largest number of Players alive at the end of the Knife Round.
 - 2) If the number of living Players at the end of the Knife Round is the same for both Teams, the Round Win will be awarded to the Team with the largest sum of HP amongst all living Players at the end of the Knife Round.
 - 3) If the number of living Players at the end of the Knife Round is the same for both Teams, and the sum of HP amongst all living Players is also the same for both Teams, the Knife Round Winner will be picked at random by the game server.
- The higher seeded Team in any Match will be designated the Home Team.
- Map selection will be determined through the Platform's built-in map veto process.
 - VETO Process – Best of 1 games series:
 - 1) Home Team bans 1 map
 - 2) Away Team bans 1 map
 - 3) Home Team bans 1 map
 - 4) Away Team bans 1 map
 - 5) Home Team bans 1 map
 - 6) Away Team bans 1 map
 - 7) Remaining map will be played (Knife Round for side selection)
 - VETO Process – Best of 3 games series:
 - 1) Home Team bans 1 map
 - 2) Away team bans 1 map
 - 3) Home Team picks 1 map (side selection by Away Team)
 - 4) Away Team picks 1 map (side selection by Home Team)

- 5) If applicable, a map is selected at random out of the 3 that remain to be played as the third map (Knife Round for side selection)
- Timeouts:
 - To call a Timeout, a Team Member must type ".timeout" inside of the in-game chat.
 - Each Team is allowed one five-minute tactical Timeout per game.
 - After a Timeout has been called, a pause will occur at the next (or current) Round's Freeze Time/Buy Time.
 - If a Team Member on each Team types ".resume" the game will resume immediately; if both Teams do not type ".resume" the game will automatically resume at the end of the five minutes.
 - A countdown in the center of the screen will show the remaining time before the game automatically resumes.
 - After a Team has used their tactical Timeout, they will not be able to use another Timeout for the duration of the current game.
- Technical Problems (hardware/network issues, etc.):
 - To call a technical pause, a Team Member must type ".problem" inside of the in-game chat. ".problem" is for technical issues only and will not charge a Team their tactical Timeout.
 - Each Team is allowed an indefinite number of ".problem" technical pauses per game.
 - To resume the game a Team Member on the pausing Team must type ".resume". The other Team will have two minutes to confirm that they are ready to resume by having a Team Member type ".resume". If they do not type ".resume" within the two-minute window the Match will automatically resume.
 - A countdown in the center of the screen will show the remaining time before the game automatically resumes.
 - Teams/Team Members that are caught abusing the .problem command will be penalized at the discretion of the Administrator.
- Competition Rules:
 - Teams will have 10 minutes before the start of a Match and, for Best of 3 games series, between each game of a Match, to setup and ensure their PC, client, mouse, keyboard, earbuds, and headset are working properly. 10-minute time limits will begin immediately after the end of the preceding Match, or for Best of 3 games series, after the end of the preceding game. Teams will be given a five-minute break at half-time. Both Teams must wait for the Organizer and/or Administrator's approval prior to starting the next game and/or half. 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.
 - If a Team Member disconnects from a Game within the first 30 seconds and before the first kill the Game will be restarted. Disconnected Team Members are allowed to rejoin a Game in progress.
- Equipment – Regional and National Finals only:
 - All Players must use the provided PC, monitor, and headset, but may provide their own mouse, keyboard, mouse pad, and earbuds. All Players competing in a Tournament Match must wear their earbuds in their ears and the provided headset over their ears for the duration of all games.
 - Mice and keyboards must utilize standard USB interfaces. Players may not use PS2 interface equipment.
 - If any Player finds that an issue has occurred with any of the provided equipment, they should Pause the game immediately by entering the ".problem" command and notify the Organizer and/or Administrator. If the Organizer and/or Administrator is able to confirm that an issue has occurred, they will determine whether the Game should be restarted, the Game win should be awarded to a Team, or the conditions under which the Game should be resumed. Players are responsible for ensuring proper function of the audio equipment prior to the start of all Games. Organizer and/or Administrator will attempt to help Players with technical issues related to their mouse, keyboard, or earbuds, but will not allow such issues to delay the Tournament.
 - All equipment is subject to approval. Organizer and/or Administrator reserves the right to deny the use of any equipment suspected of providing an unfair competitive advantage.
 - Players may not use 3rd party applications or programs.
 - Players may not use a USB Flash Drive or other storage device.
 - Players may not alter game files or modify drivers.
 - Players may not change the video settings in Windows.
 - During a Game, Players may not have applications, browsers, or streams open other than the CEVO CS:GO Desktop client and any necessary drivers.

5. CODE OF CONDUCT

- All Entrants are expected to conduct themselves in a manner that reflects positively on the Organizer, 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 Organizer 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:
 - Organizer 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 Organizer and/or 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 Organizer and/or 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 Organizer and/or Administrator and are final and binding.

6. REGIONS AND LOCATION OF EACH REGIONAL FINALS EVENT

- **Quebec**
 - Montreal – Cinéma Banque Scotia Montréal
- **Ontario**
 - Ottawa – Scotiabank Theatre Ottawa
 - Toronto – Cineplex Cinemas Scarborough
 - Oakville – Cineplex Cinemas Winston Churchill
- **Manitoba**
 - Winnipeg – Scotiabank Theatre Winnipeg
- **Alberta**
 - Calgary – Scotiabank Theatre Chinook
 - Edmonton – Scotiabank Theatre Edmonton
- **British Columbia**
 - Vancouver – Cineplex Cinemas Langley

Organizer reserves the right to change the location of one or more of the Regional Finals to another Cineplex theatre or to host them online should the need arise. Organizer or Administrator will notify all Entrants as soon as possible if one or more of the locations have changed.

7. TOURNAMENT PRIZES

National Finals:

- First place: \$25,000
- Second place: \$12,000
- Third/Fourth place: \$6,000
- Fifth/Sixth place: \$3,500

Regional Finals (per event location):

- First place: \$2,500
- Second place: \$1,000
- Third place: \$500
- Fourth place: \$250

All prize values are listed in Canadian dollars ("CAD"), and will be divided equally between all participating Team Members. The total approximate retail value of all cash and additional prizes is \$90,000.

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 September 22, 2017 through to September 24, 2017 at the Organizer'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 Organizer) an alternate form of transportation may be provided. Hotel accommodation will be provided for all National Finalists. Championship Qualifying Teams 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. All decisions of the Organizer and/or 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 Organizer 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 have a valid identification to travel to or within Canada, including a valid passport (if required), and to present ID at hotel check-in along with a valid credit card for potential incidentals or damages.

8. GENERAL PRIZE RESTRICTIONS

- All prizes are non-transferable, and must be accepted as awarded, without substitutions. In the event that a prize, or any portion thereof, cannot be awarded as described in these Tournament Rules, Organizer reserves the right to substitute a prize of equivalent or greater retail value. Approximate Retail Value ("ARV") is as of the date of printing of these Tournament Rules. The difference in value of prizes as stated herein and value at the time of prize notification, if any, will not be awarded.
- Select prizes will be distributed to the winner within one (1) month of verification by Organizer and/or Administrator. Additional information regarding prize distribution may be provided to the winner at the time of notification. Unclaimed prizes will not be awarded.
- 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.

9. 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 Organizer 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. Cash prizes valued at \$500 or less will be awarded in the form of a pre-paid credit card. In the event of any dispute concerning the

operation of any element of the Tournament, the Regional Finals, the National Finals, or these Tournament Rules, the decision of the Organizer and/or 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 Organizer that the Entrant has violated the Tournament Rules.

10. RELEASES

- All Entrants at both the regional events and National Finals (collectively, the "In-Theatre Participants") will be required to execute and deliver to the Organizer 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 Organizer, 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 a regional event and/or National Finals, as the case may be. 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 and their Team will be disqualified. Declarations for the regional events must be received by Organizer no later than 10:00am local time on September 10, 2017. Declarations for the National Finals must be received by Organizer no later than 11:59pm EST on September 22, 2017.

11. PUBLICITY RELEASE

- Please note, the Regional Finals and 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 Organizer 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 Regional Finals and/or 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 Organizer's privacy policy located at <http://worldgaming.com/privacy/>.

12. 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, Regional Finals, 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 on-line 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 Organizer and/or 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 Organizer and/or Administrator reserve the right, in their sole discretion, to disqualify any individual who tampers with the entry process and/or void any games 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, on-line 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 Organizer and/or Administrator, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Tournament, the Organizer and/or Administrator may, in their sole discretion, cancel, terminate, modify, or suspend the Tournament, and determine winners from game play already received or as otherwise deemed fair and equitable by the Organizer and/or Administrator. Automatic game play is prohibited, and any use of automated devices will cause disqualification.
- Organizer 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/csgo>.

13. 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.

14. WINNERS LIST

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