Calgary Flames NHL 20 Chel Showdown, presented by Scotiabank (the “Tournament”)
Official Rules and Regulations

THE TOURNAMENT IS ONLY OPEN TO LEGAL RESIDENTS OF CANADA WHO ARE FOURTEEN (14) YEARS OF AGE OR OLDER AND LIVING WITHIN ONE HUNDRED TWENTY (120) KILOMETRES OF THE CITY OF CALGARY AT THE TIME OF ENTRY, AND MEET THE ELIGIBILITY REQUIREMENTS SET OUT IN SECTION 4 BELOW (EACH AN “ENTRANT”). 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.

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 “A” (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.
   ■ Calgary Sports and Entertainment Corporation (the “Calgary Flames”), 555 Saddledome Rise SE, Calgary, Alberta, T2G 2W1, is solely responsible for providing the prizes and for organizing and administrating the Grand Finals event.
   ■ WorldGaming and the Calgary Flames are collectively referred to as the Administrator.

2. TOURNAMENT DATES
   The following dates will apply to the Tournament:

<table>
<thead>
<tr>
<th>Stage</th>
<th>Date/Time</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>“Registration Period”</td>
<td>January 14, 2020 at 9:00 AM Eastern Time (“ET”) to February 8, 2020 at 12:55 PM ET</td>
<td>N/A</td>
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<tr>
<td>“Open Qualifiers”</td>
<td>PlayStation®4 (“PS4”): February 1 &amp; 2, 2020</td>
<td>N/A</td>
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<td></td>
<td>Xbox One: February 8 &amp; 9, 2020</td>
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<tr>
<td>“Grand Finals”</td>
<td>February 22, 2020</td>
<td>Scotiabank Saddledome 555 Saddledome Rise SE, Calgary, AB T2G 2W1</td>
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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
   ■ Prize Pool:
     ○ 1st place: $2,500 and Calgary Flames prize pack valued at $500
     ○ 2nd place: $1,000 and Calgary Flames prize pack valued at $250
     ○ 3rd/4th place: Scotiabank “Movies for a Year” pass and Calgary Flames prize pack valued at $100
       ● Scotiabank “Movies for a Year” pass includes 24,000 pre-loaded SCENE Points, valued at $240
   ■ All Finalists (as defined below) will receive:
     ○ Two (2) night hotel room (room & tax only) – arrival Friday, February 21st, 2020 and depart Sunday, February 23, 2020
     ○ One (1) Gas Card valued at $100
     ○ Flames Game Experience, including:
5. **ELIGIBILITY**

- To enter the Tournament, each Entrant must: (a) reside in Canada and live within one hundred twenty (120) kilometres of the City of Calgary while participating in the Tournament; (b) be a permanent resident (as such term is defined by Canadian immigration) or citizen of Canada; and (c) be 14 years of age or older on or before the date that they register for the Tournament.

- With the sole exception of Cineplex part-time Cast Members, employees, officers and directors, and each of their immediate family members (including those with whom they are domiciled) of the Administrator, Cineplex Entertainment LP (“Cineplex”), EA Sports, National Hockey League and its member teams, NHL Enterprises LP, and each party’s respective parents, affiliated and subsidiary entities, governors, agents, their advertising and promotional agencies are not eligible to participate in the Tournaments. Determinations of Tournament shall be made in the sole discretion of the Administrator and shall be final and binding.

- 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 at least 14 years old but is under the age of majority in their province 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 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 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 or an Xbox Live Account with active Xbox Live Gold paid membership (“Game Account”), and a copy or valid game license of NHL 20 for the corresponding console. There is a cost associated with maintaining a PlayStation Plus or Xbox Live Gold account.

- All Entrants must have a WorldGaming account and agree to the Terms and Conditions found at [http://worldgaming.com/terms-and-conditions](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, violation of the WorldGaming Code of Conduct attached to these Tournament Rules, 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 7 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”) 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 “NHL 20 – Accommodation Request” in the subject line at least 72 hours prior to the start of the Grand Finals. Administrator will work with you to arrange for a suitable accommodation.

6. **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.

**Glossary**

- **Game**: a single game competition played between two (2) Entrants.
- **Match**: a “Best of” series, consisting of either one (1), three (3), or five (5) Games, as identified below, between two (2) Entrants.
- **Round**: an individual round of the Tournament (i.e. Round One, Semifinals, etc.)

**Open Qualifiers**

- **How to Enter:**
  - The Open Qualifiers are open to all eligible Entrants and will consist of two (2) online tournaments to be held at 1:00 PM ET on:
    - **PS4**: February 1 & 2, 2020
      - February 1: All Rounds will be played up to the Top 8 (upper semifinals and lower equivalent).
      - February 2: Resuming at 1:00 PM ET, all Rounds will be played from the Top 8 onward.
    - **Xbox One**: February 8 & 9, 2020
      - February 8: All Rounds will be played up to the Top 8 (upper semifinals and lower equivalent).
      - February 9: Resuming at 1:00 PM ET, all Rounds will be played from the Top 8 onward.
  - To register for and participate in the Open Qualifiers, an Entrant must navigate to http://worldgaming.com/chelshowndown (the “Website”) during the Registration Period, and under “HOW TO JOIN”, select their preferred date from the options presented.
    - The Entrant will be required to create and/or login to their WorldGaming account on http://worldgaming.com/ (the “WorldGaming Website”) prior to being able to join any online tournament during the Open Qualifiers. Available spots are assigned on a first come, first served basis.
  - During registration, the Entrant must provide a valid Game Account. Only Entrants who’s Game Accounts match those initially registered are eligible to play in the Tournament. Any Entrant playing during any Stage of the Tournament using a Game Account that does not match the one initially registered 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 their 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 will be disqualified.
    - An Entrant may enter into more than one (1) online tournament, provided space is available.
- **Format**: Double elimination bracket; 1v1 Versus; all matches to Top 3 are Best of 1 Games series; Upper and Lower Finals are Best of 3 Games series; the Grand Finals will not be played.
Check-in: All online tournaments have a designated start time which can be found under the “My Tournaments” tab of the Entrant’s WorldGaming account. Entrants 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 Entrant 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 Entrants that check in.

Round “Byes”: Any Entrant 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 Entrant’s WorldGaming account when both participating Entrants have been determined.

No-shows: Any Entrant 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 Entrant requests a no-show victory through either a Support Ticket or through the Discord server, both Entrants will forfeit the Match and will be eliminated from the online tournament.

Discord: All Entrants must be available in the NHL 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: Entrants 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 top two (2) Entrants from each online tournament (the winners of the Upper and Lower Finals) will be deemed Finalists, will automatically qualify for the Grand Finals, and will not be permitted to participate in further online tournaments. Finalists must confirm their attendance at the Grand Finals by no later than February 14, 2020. In the event that a qualified Entrant 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 the Entrant that placed 3rd during the same online tournament.

Grand Finals

The Grand Finals will be hosted by the Calgary Flames at the Scotiabank Saddledome on February 22, 2020. The event will be open exclusively to the four (4) Finalists that qualified during the Tournament.

In order to participate in the Grand Finals, Finalists must check-in at the Venue no later than 60 minutes prior to the scheduled start time. Any Finalist that does not check-in on time may forfeit their right to participate in the Grand Finals.

All Matches during the Grand Finals will be played on Xbox One. All Finalists must provide and use their own controller, cables, adapters, converters (if necessary to use a PS4 controller), etc. All hardware is subject to approval by the Administrator. In the event of Finalist-provided equipment failure, the Finalist will have five (5) minutes to pause the current Game and either troubleshoot or find a suitable replacement, or will forfeit the current Game.

Additional details regarding the Grand Finals, including the format, will be announced by the Calgary Flames at a later time.

Gameplay Rules

Game Settings: If any game settings are not mentioned in the list below, they shall be left at the default value.

- Game Mode: Versus
- Difficulty: All-Star
- Period Length: 4 Minutes
- Game Type: Competitive
- Rules: Custom
- Fighting: On
- Penalties: On
- Injuries: Off
- Offsides: Delayed
- Icing: Hybrid Icing
- Tie Break: Continuous Overtime
- Control Goalie in Shootout: On

Teams: Both Entrants must be using the Calgary Flames with current standard rosters only.

Position Lock: No

“Ragging”: “Ragging” the puck, defined as purposely holding the puck away from your opponent for an extended period of time, is not permitted. If a player is caught ragging they will forfeit the current Game, at the discretion of the tournament officials. A second offence in the same online tournament will lead to their disqualification.
- **Game Hosting:** The higher-seeded Entrant (the Entrant that appears on top of the bracket) must host each Game. The hosting Entrant is responsible for inviting the opposing player in-game using their Game Account and for ensuring that all game settings are correct. Any Game started with the wrong settings may result in a forfeit for the hosting Entrant.

- **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.

- **Network Issues:** With the approval of the Administrator and within the first minute of any Game, Entrants may agree to restart and/or switch hosts if connectivity issues significantly hinder gameplay.

7. **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.

8. **RELEASES**

- All Entrants participating in the Grand Finals (the “Live Event Participants”), 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 Finals, and use the Entrant’s name, photo, image and any footage or photo taken of the Entrant; (iv) release of the Administrator, Cineplex, EA Sports, 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 Live Event Participants 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 must be received by Administrator prior to the Live Event Participant’s first Match at a Grand Finals.

9. **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 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](http://worldgaming.com/privacy). All Personal Information provided to the Calgary Flames will be handled in accordance with their Privacy Policy. You can review their Privacy Policy [here](http://worldgaming.com/privacy).

10. **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/legible, 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 Organizer 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/chelshowndown.

11. 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.

12. WINNERS LIST

- The list of winners will be posted on http://worldgaming.com/chelshowndown once the verification process has been completed.
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:
  o 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.
  o 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 players 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 players’ 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:
  o 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 players 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.

Updated: July 30, 2018