

**2020 Blackhawks CHEL Tournament (the “Tournament”)  
Official Rules and Regulations**

THE TOURNAMENT IS ONLY OPEN TO LEGAL RESIDENTS OF USA WHO ARE FOURTEEN (14) YEARS OF AGE OR OLDER AND LIVING WITHIN SEVENTY-FIVE (75) MILES OF THE CITY OF CHICAGO AT THE TIME OF ENTRY, AND MEET THE ELIGIBILITY REQUIREMENTS SET OUT IN SECTION 5 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.
- Wirtz Corporation (the “Chicago Blackhawks”), 1901 W Madison St, Chicago, IL 60612, United States, is solely responsible for providing the prizes.
- WorldGaming and the Chicago Blackhawks are collectively referred to as the Administrator.

**2. TOURNAMENT DATES**

The following dates will apply to the Tournament:

Stage	Date/Time	Location
“Registration Period”	March 3, 2020 at 9:00 AM Eastern Time (“ET”) to March 14, 2020 at 12:55 PM ET	N/A
“Online Tournaments”	PlayStation®4 (“PS4”): March 7 & 8, 2020 Xbox One: March 14 & 15, 2020	N/A

All dates, times, and locations are subject to change. If 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 (for each Online Tournament):
  - 1<sup>st</sup> place: \$2,000, two (2) tickets to the March 31st Chicago Blackhawks home game, hotel accommodations for one (1) night, and a Chicago Blackhawks jersey
  - 2<sup>nd</sup> place: \$1,000 and a Chicago Blackhawks jersey
- All cash prize values are listed in United States dollars (“USD”), are non-transferable, and must be accepted as awarded, without substitutions.
- Prizes will be distributed to the winners within 45 days of verification by Administrator. Additional information regarding prize distribution may be provided to the winners at the time of notification. Unclaimed prizes will not be awarded.
- Winner shall be solely responsible for all federal, state, and/or local taxes, and the reporting consequences thereof, and for any other fees, costs or required withholdings associated with the applicable prize as required by law.

**4. ACCOMMODATION ALLOWANCE**

- The winner of each online tournament will be provided with paid accommodation (one room) from March 31 through to April 1, 2020 at the Administrator’s selection. All decisions of the Administrator are final.

- The specific details will be determined by the Administrator at its sole discretion. No change in arrangements will be made once the booking has been confirmed. The Releasees (as defined below) are not responsible if any scheduled event is delayed, postponed or cancelled for any reason. All other costs and expenses associated with the trip, including but not limited to, additional accommodations if required, meals, gratuities, items of a personal nature, personal charges at lodging, or other expenses not specifically described herein are the sole responsibility of each Finalist. Entrants will be required to present valid photo 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 the United States (“US”) and live within seventy-five (75) miles of the City of Chicago while participating in the Tournament; (b) be a permanent resident (as such term is defined by US immigration) or citizen of the United States; 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 (the “Releasees”) are not eligible to participate in the Tournament. 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 state of residence (each a “Minor”), must have permission from a parent or legal guardian to participate. If it is determined that an Entrant is a Minor 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 state of residence. It is an Entrant’s responsibility to verify the age of majority where they live.
- Prior to the start of the Tournament, all Entrants must have: a PlayStation Network ID with active PlayStation Plus account 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> (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.
- The Tournament is subject to all applicable Canadian federal, provincial and local laws and regulations and is VOID WHERE PROHIBITED BY LAW.

## 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.)

## Online Tournaments

- One (1) individual Online Tournament will be held for each console – PS4 and Xbox One. The results of the Online Tournaments will determine the final results of the 2020 Blackhawks CHEL Tournament.
- How to Enter:
  - The Online Tournaments are open to all eligible Entrants and will consist of two (2) online tournaments, one (1) per console, to be held at 1:00 PM ET on:
    - PS4: March 7 & 8, 2020
      - March 7: All Rounds will be played up to the Top 8 (upper semifinals and lower equivalent).
      - March 8: Resuming at 1:00 PM ET, all Rounds will be played from the Top 8 onward.
    - Xbox One: March 14 & 15, 2020
      - March 14: All Rounds will be played up to the Top 8 (upper semifinals and lower equivalent).
      - March 15: Resuming at 1:00 PM ET, all Rounds will be played from the Top 8 onward.
  - To register for and participate in the Online Tournaments, an Entrant must navigate to <https://worldgaming.com/blackhawks> (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 whose 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.
  - **Multiple Entries:** An Entrant may enter more than one (1) Online Tournament, provided space is available and they have not already placed 1<sup>st</sup> or 2<sup>nd</sup> in a preceding Online Tournament.
- **Format:** Double elimination bracket; 1v1 Versus; all matches to Top 3 are Best of 1 Games series; Upper, Lower, and Grand Finals are Best of 3 Games series.
- **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.

## 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 Chicago Blackhawks 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. 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/>. All Personal Information provided to the Calgary Flames will be handled in accordance with their Privacy Policy. You can review their Privacy Policy [here](#).

## 9. LIMITATION OF LIABILITY

- By entering this Tournament, each Entrant, or in the case of a Minor, their parent or legal guardian on their behalf, acknowledges compliance with, and agrees to be bound by, these Tournament Rules and consents to the use of their name, city of residence, and/or likeness in any publicity carried out by Releasees, and/or their advertising and promotional agencies and agents without further notice or compensation. Entrants release and hold harmless the Releasees from and against any and all manner of action, causes of action, suits, debts, covenants, contracts, claims and demands, including legal fees and expenses, whatsoever, including but not limited to, claims based on negligence, breach of contract and fundamental breach and liability for physical injury, death, or property damage which the Entrants or their administrators, heirs, successors or assigns might have or could have, by reason of or

arising out of the Entrants participation in the Tournament, Grand Finals, and/or in connection with the acceptance, use and/or misuse by the Entrant of the prize.

- None of the Releasees shall be responsible for or bear any liability for: (i) late-received, lost, unintelligible/illegible, incomplete, or misdirected registrations, entries or Game scores; (ii) entries or game plays which fail to comply with the Tournament Rules; (iii) any technical or human error that may occur in the administration of the Tournament, including any problems or technical malfunction of any computer online systems, servers, access providers, computer equipment, software, failure of any e-mail or entry to be received on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, all of which may affect an Entrants ability to participate in the Tournament, or the ability of the Administrator to receive and/or record and Entrants Game score; and (iv) any unauthorized human and/or mechanical intervention in any part of the entry process of the Tournament.
- As a condition of participating in this Tournament, Entrant agrees that (i) under no circumstances will Entrant be permitted to obtain awards for, and Entrant hereby waives all rights to claim, punitive, incidental, consequential, or any other damages, (ii) all causes of action arising out of or connected with this Tournament, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and (iii) any and all claims, judgments, and awards shall be limited to actual out-of-pocket costs incurred, but shall in no event include attorney's fees. Void if prohibited by law.
- Any attempt to deliberately undermine the legitimate operation of this Tournament is a violation of the Tournament Rules and criminal and civil laws, and should such an attempt be made, the Administrator reserves the right to seek remedies and damages to the fullest extent permitted by law, including criminal prosecution. Entrants agree to abide by the Tournament Rules.
- The Administrator reserves the right, in their sole discretion, to disqualify any Entrant who violates the Code of Conduct, tampers with the entry process and/or void any game results submitted fraudulently. Should multiple users of the same email account enter the Tournament and a dispute thereafter arise regarding the identity of the Entrant, the authorized account holder of said e-mail account at the time of entry will be considered the Entrant. "Authorized account holder" is defined as the natural person who is assigned an e-mail address by an Internet access provider, online service provider or other organization which is responsible for assigning email addresses or the domain associated with the submitted e-mail address. If, for any reason, the Tournament is affected by any computer virus, worm, bug, tampering, hacking, unauthorized intervention, fraud, technical failure or other cause which, in the sole opinion of the Administrator, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Tournament, the Administrator may, in their sole discretion, cancel, terminate, modify, or suspend the Tournament, and determine winners from gameplay already received or as otherwise deemed fair and equitable by the Organize and/or Administrator. Automatic gameplay is prohibited, and any use of automated devices will cause disqualification.
- Administrator reserves the right, in its sole discretion, to terminate the Tournament, in whole or in part, and/or to modify, amend or suspend the Tournament, and/or to the Tournament Rules in any way, at any time, for any reason without prior notice. Any changes will be made available on <http://worldgaming.com/blackhawks>.

## 10. 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.

## 11. WINNERS LIST

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

## **Schedule "A"**

### **Esports Code of Conduct**

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

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

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

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

#### **The following rules apply to individuals participating in an event or tournament (each a "player").**

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

##### **■ Competition:**

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

##### **■ Sportsmanship:**

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

social origin, ability, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

■ **Prohibited Content:**

We encourage players to wear their own jerseys and to create unique team names and player nicknames. However, jerseys, team names and 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