

## **TEKKEN World Tour Official League Rules**

Last updated November 7, 2017

### **1. INTRODUCTION**

The TEKKEN World Tour competitions (the “**League**”) are brought to you by Twitch Interactive, Inc. (“**Twitch**”). The League is comprised of competitive esports gaming tournaments, featuring TEKKEN 7 (the “**Title Game**”), developed by Bandai Namco Studios (“**Bandai Namco**”) and published by Bandai Namco Entertainment (“**BNE**”).

The League is comprised of certain online and offline Tournaments for the Title Game which award Points to Players and aggregate such Points in Regional Leaderboards to determine the rankings of Players in the League. Tournaments fall under three (3) tournament categories: Online Tournaments, Evolution, and Offline Tournaments (each category and their individual events a “**Tournament**” and together, “**Tournaments**”). As set forth more fully in Section 3, entitled “League Format”, the League consists of such Tournaments, with the five (5) highest-ranked Players from the three (3) Regional Leaderboards and the winner of Evolution receiving an invitation to participate in the year-end TEKKEN World Tour Finals.

These Official League Rules (“**Official Rules**”) govern the League. The Official Rules are in addition to the rules that govern how the Title Game is played (the “**Game Play Rules**”). The Game Play Rules are set forth in Section 8, entitled “Game Play Rules”.

Each person who participates in a Tournament in the League is referred to as a “**Player**”. If the Player is under the age of majority in his or her state or country of residence (a “**Minor**”), such Minor Player represents and warrants that he or she has received permission from his or her parent or legal guardian to register for and participate in the League, and all references to “Player” shall include that Minor Player’s parent or legal guardian. Each Player unconditionally accepts and agrees to comply with and abide by these Official Rules and the decisions that Twitch and the other “League Entities” (as defined below) make about the League, including without limitation decisions about how to interpret or implement these Official Rules and administer the League, and such decisions shall be final and binding in all respects and not subject to challenge or appeal. Any aspects of the League or incidents that affect the League that are not outlined in these Official Rules may be addressed and resolved by Twitch and the other League Entities at the time of the incident and their decisions on such matters shall be final and binding and not subject to challenge or appeal.

These Official Rules are subject to change, as determined by Twitch in its sole discretion. The most recent version of these Official Rules will be posted on <http://tekkenworldtour.com> (the “**League Website**”), and Twitch may also use other means to communicate with those Players who have registered for the League using the contact information associated with their account or provided during registration. If a change would affect a Player’s place or

standing in the League if they were applied retroactively, that change will be applied only prospectively unless Twitch determines in its sole discretion that such changes must be applied retroactively for legal or other reasons. Entry into the League does not constitute entry into any other tournament, competition, contest or sweepstakes.

These Official Rules were drafted in English, but may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Official Rules and the English version of these Official Rules, the English version shall prevail, govern and control.

## **2. CERTAIN DEFINITIONS**

**Americas** – Anguilla, Antigua and Barbuda, Argentina, Aruba, Bahamas, Barbados, Belize, Bolivia, Brazil, British Virgin Islands, Caribbean Netherlands, Cayman Islands, Chile, Colombia, Costa Rica, Curaçao, Dominica, Dominican Republic, Ecuador, El Salvador, French Guiana, Grenada, Guadeloupe, Guatemala, Guyana, Honduras, Jamaica, Martinique, Mexico, Montserrat, Nicaragua, North America East, North America West, Panama, Paraguay, Peru, Puerto Rico, Saint Barthélemy, Saint Kitts and Nevis, Saint Lucia, Saint Martin, Saint Vincent and the Grenadines, Sint Maarten, Suriname, Trinidad and Tobago, Turks and Caicos Islands, U.S. Virgin Islands, Uruguay

**Asia-Pacific** – Australia, Bangladesh, Bhutan, Brunei, Cambodia, East Asia, East Timor, India, Laos, Nepal, New Zealand, Pakistan, Papua New Guinea, Southeast Asia, and Sri Lanka.

**East Asia** – China, Hong Kong, Japan, Macau, Mongolia, South Korea, and Taiwan.

**Best-of-X** – means a Match has X number of Games, and the Player that wins a majority of the Games is declared the winner. Once a Player wins the number of Games needed to reach the requisite majority, then that Player will be declared the winner of the Match, and any Games that have not been played at that point will not be played. For example, in a Best-of-Three Match, once a Player wins 2 Games, that Player will immediately be declared the winner of that Match.

**Eligibility Area** – the regions listed in the definitions of Americas, Asia-Pacific, and Europe.

**Europe-Africa-Middle East (“Europe”)** – Algeria, Bahrain, Egypt, Europe-East, Europe-West, Israel, Jordan, Kazakhstan, Kuwait, Morocco, Oman, Qatar, Saudi Arabia, South Africa, Tajikistan, Tunisia, Turkmenistan, United Arab Emirates, Uzbekistan, and Yemen.

**Europe East** – Albania, Armenia, Azerbaijan, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Estonia, Finland, Georgia, Greece, Hungary, Latvia, Lithuania, Macedonia, Moldova, Montenegro, Poland, Romania, Russia (except individuals located in Crimea), Serbia, Slovakia, Slovenia, Turkey, and Ukraine (except individuals located in Crimea)

**Europe West** – Andorra, Austria, Belgium, Denmark, France (not including its overseas collectivities or regions), Germany, Iceland, Ireland, Italy, Liechtenstein, Luxembourg, Malta, Monaco, Netherlands (not including its municipalities or the other constituent countries of the Kingdom of the Netherlands), Norway, Portugal, San Marino, Spain, Sweden, Switzerland, and United Kingdom of Great Britain (not including its overseas territories) and Northern Ireland

**Evolution** – the Evolution Championship Series to be held on July 14-16, 2017 in Las Vegas, Nevada at the Mandalay Bay Hotel.

**Game** – a single Title Game competition between two Players.

**League Entities** – Twitch, Bandai Namco, BNE, the Tournament Organizers, any official sponsors of the League, and each of their respective parent, subsidiary and affiliated entities, vendors, agents, and representatives, and the officers, directors and employees of all of the foregoing.

**Match** – Tournament play between two Players that may involve multiple Games, as described in Section 3, entitled “League Format”.

**North America East** – Alabama, Arkansas, Connecticut, Delaware, District of Columbia, Florida, Georgia, Illinois, Indiana, Iowa, Kentucky, Louisiana, Michigan, Minnesota, Mississippi, Missouri, Ohio, Tennessee, Maine, Maryland, Massachusetts, New Brunswick, New Hampshire, New Jersey, New York, Newfoundland and Labrador, North Carolina, Nova Scotia, Ontario, Pennsylvania, Prince Edward Island, Quebec, Rhode Island, South Carolina, Vermont, Virginia, West Virginia, and Wisconsin.

**North America West** – Alaska, Alberta, Arizona, British Columbia, California, Colorado, Hawaii, Idaho, Manitoba, Montana, Nevada, New Mexico, North Dakota, Northwest Territories, Nunavut, Saskatchewan, South Dakota, Texas, Utah, Washington, Wyoming, Oregon, Kansas, Nebraska, Oklahoma, and Yukon.

**Points** – means the numerical points awarded and assigned to a Player based on their performance in a Tournament, as further set forth in Section 3.2, allowing them to be ranked against other Players. The more Points a Player accumulates, the higher on the applicable Regional Leaderboard he or she will be. Twitch will track and update Points totals for each Player upon completion of each Tournament on the Regional Leaderboards.

**Regional Leaderboard** – means a leaderboard that tracks Points earned in Tournaments corresponding to each of the America, Asia-Pacific, and Europe regions.

**Round Robin** – means a phase of the Tournament where each Player plays against every other Player in the group.

**Southeast Asia** – Indonesia, Malaysia, Philippines, Singapore, Thailand, and Vietnam.

**Tournament** – an individual event in the League, including Online Tournaments, Offline Tournaments and the TEKKEN World Tour Finals.

**Tournament Organizers** – the respective organizer of each Tournament, any entity involved in supplying or fulfilling prizes, and any other entity involved in implementing, producing or managing a Tournament, in whole or in part.

**Winner** – any Player that is officially declared a Winner as set forth in Section 10, entitled “General Prize Restrictions”.

### 3. **LEAGUE FORMAT**

#### 3.1. **Tournaments**

##### 3.1.1. **Selection; Classification of Offline Tournaments**

The League is comprised of (a) Evolution; (b) online Tournaments operated and managed by Twitch (“**Online Tournaments**”); and (c) offline Tournaments that will be operated and managed by Tournament Organizers, which are independent from Twitch (“**Offline Tournaments**”).

Twitch will select in its sole discretion the Offline Tournaments that participate in the League and award qualifying Points to Players who compete. All Offline Tournaments that are included in the League, aside from Evolution and the TEKKEN World Tour Finals, are categorized as either “**Master**”, “**Challenger**”, or “**Regional**”. These designations are determined by Twitch in its sole discretion, and may take into account the location, size, and prestige of such Tournaments.

##### 3.1.2. **Format**

All Tournaments will be “double elimination” brackets, meaning that a Player will not be eligible to move forward if they lose two (2) Matches in the bracket. All Matches are Best-of-Three, except for Winners Finals, Losers Finals, and Grand Finals (Matches involving Players that are guaranteed at least 3<sup>rd</sup> place) which are Best-of-Five.

### 3.2. Points

All Tournaments included in the League will award Points which are used to rank the Players on Regional Leaderboards corresponding to the Americas, Asia-Pacific, and Europe regions in accordance with the table below:

Placement	Tournament Category			
	Regional	Master	Challenger	Online
1st	300	150	70	70
2nd	220	100	45	45
3rd	150	70	25	25
4th	100	45	10	10
5th	70	25	5	5
7th	45	10	1	1
9th	25	5		
13th	10	1		
17th	5			
25th	1			

If a Player would receive Points but is ineligible (due to residency, for example), those Points will not be awarded to any Player. Americas, Asia-Pacific, and Europe will each have a Regional Leaderboard. If two or more Players on the same Regional Leaderboard have the same number of Points, the tie in rank will be resolved by applying the following tie-breaking mechanisms, listed in order of application:

- 1) Points earned from the Regional;
- 2) Aggregate number of Points earned from Master Tournaments;
- 3) Aggregate number of Points earned from Challenger and Online Tournaments;
- 4) Average Points earned per Master Tournament attended;
- 5) Average Points earned per Challenger and Online Tournament attended; or
- 6) Coin flip.

### 3.3. Schedule

The schedule that corresponds to each League phase is outlined throughout this Section (such period referred to herein as the “**League Period**”).

#### 3.3.1. Americas

- **Online**
  - Online PS4 NA – East (September 10 & 12, 2017)
  - Online Xbox One NA – East (September 10 & 12, 2017)
  - Online PC NA – East (September 10 & 12, 2017)
  - Online PS4 NA – West (August 20 & 22, 2017)

- Online Xbox One NA – West (August 20 & 22, 2017)
- Online PC NA – West (August 20 & 22, 2017)
- **Master**
  - CEO (June 16-18, 2017 in Orlando, FL)
  - Socal Regionals (September 22-24, 2017 in Anaheim, CA)
  - The Fall Classic (September 29 – October 1, 2017 in Raleigh, NC)
  - TXT (October 7, 2017 in Santiago, Chile)
- **Challenger**
  - Dreamhack Atlanta (July 21-23, 2017 in Atlanta, GA)
  - Summer Jam (August 11-13, 2017 in Philadelphia, NJ)
  - Absolute Battle (August 25-27, 2017 in Dallas, TX)
  - East Coast Throwdown (September 2-3, 2017 in Morristown, NJ)
- **Regional**
  - Dreamhack Denver (October 20-22, 2017 in Denver, CO)

### 3.3.2. Asia-Pacific

- **Online**
  - Online – East Asia (September 10 & 13, 2017)
  - Online – Southeast Asia (August 20 & 23, 2017)
  - Online – Australia & New Zealand (August 13 & 16, 2017)
- **Master**
  - Rev Major (July 8-9, 2017 in Manila, Philippines)
  - TEKKEN World Tour Korea (August 6, 2017 in Seoul, Korea)
  - Tokyo TEKKEN Masters (September 3, 2017 in Tokyo, Japan)
  - TWFighter Major (October 7-8, 2017 in Taipei, Taiwan)
- **Challenger**
  - Thaiger Uppercut (July 1-2, 2017 in Bangkok, Thailand)
  - Abuget Cup (July 29-30, 2017 in Jakarta, Indonesia)
  - Let's Play Live Finals (August 23, 2017 in Auckland, New Zealand)
  - Ozhadou (September 15-17, 2017 in Sydney, Australia)
- **Regional**
  - South East Asia Major (October 13-15, 2017 in Singapore)

### 3.3.3. Europe

- **Online**
  - Online PS4 EU – East (September 10 & 12, 2017)

- Online Xbox One EU – East (September 10 & 12, 2017)
- Online PC EU – East (September 10 & 12, 2017)
- Online PS4 EU – West (August 27 & 29, 2017)
- Online Xbox One EU – West (August 27 & 29, 2017)
- Online PC EU – West (August 27 & 29, 2017)
- **Master**
  - VS Fighting (August 12-13, 2017 in Birmingham, UK)
  - Dreamolition Derby (September 1-3, 2017 in Munich, Germany)
  - TEKKEN Grand Battle (September 16-17, 2017 in Lyon, France)
  - Barcelona Games World (October 5-8, 2017 in Barcelona, Spain)
- **Challenger**
  - Moscow Fighting Arena (July 8-9, 2017 in Moscow, Russia)
  - Tattakai Holland (July 9, 2017 in Haarlem, Netherlands)
  - Celtic Throwdown (September 2-3, 2017 in Dublin, Ireland)
  - Milan Games Week (September 29 - October 1, 2017 in Milan, Italy)
  - Warsaw Games Week (October 6-8, 2017 in Warsaw, Poland)
  - The Colosseum (October 14-15, 2017 in Rome, Italy)
- **Regional**
  - Paris Games Week (November 4-5, 2017 in Paris, France)

#### 3.3.4. Evolution

- Evolution Championship Series (July 14-16, 2017 in Las Vegas, NV)

#### 3.3.5. Championship

- TEKKEN World Tour Finals (November 12, 2017 in San Francisco, CA)

### 3.4. TEKKEN World Tour Finals

The TEKKEN World Tour Finals is the final championship event of the League. It is an invitational Tournament featuring (1) the Player who places first at Evolution, and (2) the top five Players from each Regional Leaderboard that hasn't already qualified through (1). If any Players decline, invitations will be extended to the next Player from the respective Tournament or Regional Leaderboard until all spots are filled.

#### 3.4.1. Group Stage

In the “**Group Stage**” the sixteen (16) invited Players will be split into four (4) groups of four (4) Players each (each a “**Group**”). The Players in each Group will compete in a Round Robin with Best-of-Three Matches. Rankings in each Group will be determined by comparing the total number of Match wins achieved by each Player in the same Group. If a Player is disqualified from a Match by a Tournament Organizer, the Match will be recorded as a 2-0 win in favor of the opposing Player.

#### **3.4.1.1. Group Stage Assignments**

The Player who places first at Evolution and the top ranked Player from each Regional Leaderboard that did not place first at Evolution will each be put in separate Groups. The next highest ranked Players from each Regional Leaderboard will, at a random order decided by Tournament Organizers, choose which Group they will be placed in. This process will be repeated until all Players have been placed in a Group. Once a Group reaches four (4) Players, no more Players may be placed in that Group.

#### **3.4.1.2. Group Stage Tiebreakers**

If two or more Players from the same Group achieve the same number of Match wins at the end of the Group Stage, ties will be resolved by applying the following tiebreaking mechanisms, in order of application:

1. Game win differential defined as total number of Games won by a Player minus the total number of Games lost by such Player.
2. Total Game wins in Games between tied Players.
3. The tied Players will play an additional Tiebreaker Round Robin with Best-of-One Matches. The rankings of the tied Players will be determined by comparing the total number of Match wins achieved by each Player during the Tiebreaker. If the Players from the Tiebreaker remain tied, this step will be repeated.

#### **3.4.2. Bracket Stage**

The top two (2) Players from each Group will advance to the “**Bracket Stage**”, which is a “double elimination” bracket meaning that a Player will drop to the losers bracket if they lose one (1) Match in winners bracket, and will not be eligible to move forward if they lose one (1) Match in the losers bracket. Players ranked first (1<sup>st</sup>) in a Group will be placed in winners bracket. Players ranked second (2<sup>nd</sup>) in a Group will be placed in losers bracket. All Matches are Best-of-Three, except for Winners Finals, Losers Finals, and Grand Finals which are Best-of-Five. In the Grand Finals, the Player that advanced from the losers bracket must win two (2) Matches to be awarded first (1<sup>st</sup>) place in the Tournament.

### **4. GENERAL ELIGIBILITY AND PLAYER EQUIPMENT REQUIREMENTS**

Tournaments are open to individuals who are thirteen (13) years of age or older on the date they register for a Tournament.

Online Tournaments and Regionals are only open to legal residents of the respective Eligibility Areas that the Tournaments are associated with, as indicated above in Section 3.3. Individuals



who are not legal residents of the applicable Eligibility Area will not be allowed to participate in the relevant Online Tournament or Regional. For Offline Tournaments, Players who are not legal residents of the associated Eligibility Area of an Offline Tournament may participate and win prizes (as described in Section 9) but will not be eligible to earn qualifying Points from such Offline Tournament. Players may only participate in one Online Tournament.

Individuals must qualify and be eligible to participate in Tournaments under the terms of the applicable rules of such Tournaments. Players in the TEKKEN World Tour Finals will receive a formal invitation from Twitch or the Tournament Organizer to participate in accordance with these Official Rules. Individuals that do not receive an invitation to the TEKKEN World Tour Finals are not eligible.

Players must be able to provide proof of eligibility. Please also note that potential Winners will ultimately need to provide proof of residency and tax form information before they are officially declared the Winner. Section 10, entitled “General Prize Restrictions”, provides more information. Each Player will be known publicly by his or her real name, or gamertag or other name they use in the Title Game or otherwise choose a user name (in either instance, the “**User Name**”). Each Player represents and warrants that their User Name and logo will not violate or infringe upon the trademark, copyright, publicity rights or other intellectual property or other rights of any other person or entity and will otherwise comply with the Code of Conduct described in Section 7.

Any Player who is a Minor must get permission from his or her parent or legal guardian to enter. The form of that permission will be determined by Twitch or Tournament Organizers in their sole discretion. In addition, if a Minor is going to physically travel to a particular Tournament location, he or she must be accompanied by a parent or legal guardian at that Tournament location, and Twitch or the Tournament Organizers may require additional proof that the Minor has permission from his or her parent or legal guardian to participate. The form of that additional proof will be determined by Twitch or Tournament Organizers in their sole discretion. The League and/or Tournament is void where prohibited by law.

Officers, directors and employees of Twitch and the Tournament Organizers, and each of their immediate family members (spouses and siblings, parents and children and their spouses) are not eligible to participate in the League without express written permission from Twitch.

Players must supply their own controller and may optionally bring their own headphones (“**Player Equipment**”), but use of Player Equipment at a Tournament is solely at the discretion of the Tournament Organizers. Consoles and monitors will be provided by Tournament Organizers.

During a Tournament, Players may not bring, use, or wear any headsets, earbuds, microphones or other Player Equipment other than those approved by the Tournament Organizers. Player Equipment that is suspected by the Tournament Organizers of providing an unfair competitive advantage will not be approved for use. At their discretion, Tournament

Organizers may disallow the use of any individual piece of Player Equipment for reasons related to a Tournament's security, operational efficiency or effectiveness.

Each Player is responsible for obtaining any visas or other travel documentation needed to participate in a Tournament and the costs thereof shall be borne by the Player.

Each Player shall be deemed to have made and entered into all of the representations, warranties and agreements contained herein and shall be jointly and severally obligated and bound thereby. Except as otherwise expressly set forth herein, all of Twitch's or Tournament Organizers' rights pursuant to these Official Rules relate to and are exercisable against the Player. If any right of disqualification arises as to any Player, then the right of disqualification may be exercised to such Player as Twitch or the Tournament Organizers may elect in their sole discretion. Any Player who elects to end his or her participation in the League or Tournament, and/or is disqualified from the League or Tournament, will not be permitted to re-enter the League or Tournament in any capacity.

Please note that Twitch or the Tournament Organizer may require a Player to execute and deliver "Winner Forms" (as defined in Section 10) at any time during the Tournament, including as a condition of participating in a particular Match or phase of the Tournament.

## **5. HOW TO APPLY TO PLAY IN A TOURNAMENT**

Players can find information regarding each Tournament at <http://tekkenworldtour.com>.

There will be no open registration process for the TEKKEN World Tour Finals. Each TEKKEN World Tour Finals participant shall be determined by Evolution, and the Regional Leaderboards and will be at the invitation of Twitch, as provided in these Official Rules.

Your registration information will be collected and used in accordance with the privacy policies applicable to each Tournament and, notwithstanding anything to the contrary stated therein, such information will be shared with Twitch and used by Twitch in accordance with the privacy policy and terms of service (the "**Twitch Policies**") posted on [www.twitch.tv](http://www.twitch.tv) (the "**Twitch Website**"), which are incorporated herein by this reference. Please review the Twitch Policies carefully before participating in a Tournament or the League. In the event of a conflict or inconsistency between the terms of these Official Rules and the terms of the Twitch Policies, the terms of these Official Rules shall prevail, govern and control. Notwithstanding anything to the contrary in the Twitch Policies, Twitch may share Player information with the League Entities, who will use such information to the extent needed to perform their duties and functions in connection with the Tournament, League or otherwise in accordance with their own independent privacy practices. In addition, Twitch may engage third party application providers and other vendors to administer certain aspects of the League or Tournament, including without limitation, the online collection of Player information. Such third parties will provide your personally identifiable information to Twitch and the other League Entities and use your information for their own independent purposes in accordance with their own

independent privacy practices. Twitch is not responsible for the storage or any use of your entry information by such third parties or the League Entities.

## **6. PLAYER APPEARANCE RELEASE**

By participating in the League and/or Tournament, each Player hereby irrevocably grants Twitch and the other League Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and record the Player's performance in the League or Tournament itself and in other League or Tournament-related activities, including the Player's name, User Name, logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively, the "**Appearance**") and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity (except for Players who are known to be residents of France, which will expire within 5 years from date of participation), for any purpose, including but not limited to, advertising, marketing and promoting the League, the Tournament, the Twitch Website, the League Website, the Title Game, the Tournament Organizers, the League Entities and future tournaments.

As between each Player on the one hand, and Twitch, on the other hand, the Appearance shall be deemed a work-made-for-hire for Twitch prepared as a work specifically ordered and/or commissioned by Twitch, and therefore, Twitch shall be the author and exclusive copyright owner of the Appearance for all purposes throughout the Universe. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in Twitch, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to Twitch, all of his or her right, title and interest in and to the Appearance throughout the universe in perpetuity. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce Twitch's ownership of such rights.

Twitch and the other League Entities shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalize or otherwise alter the Appearance for any purpose which Twitch or the other League Entities deem necessary or desirable. To the fullest extent allowable under any applicable law, each Player hereby irrevocably waives any and all so-called moral rights or "droit moral" rights (which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world [including, without limitation, the so called right of paternity (droit a la paternite) right of integrity (droit au respect de l'oeuvre) right of withdrawal (droit de retrait or droit de repentir) and/or right of publication (droit divulgation)] he or she may have in the Appearance, and agrees that he or she will make no claim of any kind against Twitch or the other League Entities as a result of any of the uses described above, and irrevocably and unconditionally waives and releases Twitch and the other League Entities from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use including, without limitation, any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity,

defamation (including libel and slander) and any other personal and/or property rights. Each Player expressly acknowledges that Twitch and the other League Entities and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance. Accordingly, if under any applicable law, the above waiver or assignment by a Player of “moral rights” or “droit moral” is not effective, then each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.

Twitch shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. Twitch shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements.

## **7. CODE OF CONDUCT**

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all League or Tournament staff and spectators. Players must follow all instructions of Twitch or the Tournament Organizers. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by Twitch or the Tournament Organizers in their sole discretion, may be immediately disqualified from the League or Tournament and forfeit all potential prizes. Further, Twitch and the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Twitch or the Tournament Organizers. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament, the League, the Twitch Website, or the League Website;
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament or League, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (e.g., any agreement between two [2] or more Players or to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene User Names, avatars, logos, branding or gamertags;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of Twitch or the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency;
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;

- Offering any gift or reward to a Player, Twitch or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Betting or gambling on your own performance or the results of the League, the Tournament or any phase of the League or Tournament;
- Making any modification to the Title Game that has not been disclosed to and authorized by Twitch or the Tournament Organizers;
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Using any Tournament facilities, services or equipment provided or made available by Twitch or the Tournament Organizers to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct;
- Taking any action or performing any gesture directed at an opposing Player, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with lights, cameras or other studio equipment;
- Engaging in any other type of behavior or conduct deemed inappropriate by Twitch or the Tournament Organizers in their sole discretion; or
- Otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified, and Twitch reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

CAUTION: ANY DELIBERATE ATTEMPT TO DAMAGE ANY WEBSITE OR EQUIPMENT USED IN CONNECTION WITH THE TOURNAMENT OR LEAGUE, TAMPER WITH THE TITLE GAME OR THE TOURNAMENT FORMAT, OR OTHERWISE UNDERMINE THE LEGITIMATE OPERATION OF THE LEAGUE OR A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, TWITCH AND THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH PLAYER(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO THEM TO THE FULLEST EXTENT PERMITTED IN EQUITY OR UNDER THE LAW.

## **8. GAME PLAY RULES**

These are the “**Game Play Rules**” governing how the Title Game is played during the Tournament.

### **8.1. Gameplay**

### **8.1.1. Game Settings**

- Game Version:
  - PlayStation 4 (Offline Tournaments, Online PS4 NA / EU, and Asia-Pacific Online)
  - PC (Online PC NA / EU)
  - Xbox One (Online Xbox One NA / EU)
- Rounds: First to Three
- Timer: 60 seconds
- Stage Select: Random (detailed in Section 8.1.5)
- Character Customizations: Off

### **8.1.2. Match Procedure**

The following steps outline the process of playing a Match.

- 1) Players select their sides (see Section 8.1.3)
- 2) Players select their characters. Either Player may invoke Double Blind Character Selection (as defined in Section 8.1.4).
- 3) The Players play the first Game of the Match.
- 4) The losing Player of the preceding Match may choose to change characters.
- 5) Players go to Stage Select and select Random (see Section 8.1.5)
- 6) The next Game is played.
- 7) Repeat steps 4 and 5 for all subsequent Games until the Match is complete.

### **8.1.3. Side Selection**

Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively, at the start of the Match. Players are committed to this selection for the entirety of the Match. If Players cannot agree to a Side Selection, they will play a Best-of-One Rock-Paper-Scissors to determine who picks their side first. The winner selects a side first.

### **8.1.4. Double Blind Character Selection**

Either Player may request that a double blind selection occur. In this situation, a Tournament Organizer will be told, in secret, each of the Players' choices for the first round. Both Players are to then select their first round character, with the staff validating the character selections. If a player does not select the character they told to the bracket Referee or Tournament Organizer they forfeit that Game.

#### **8.1.5. Stage Selection**

For all Games in the Match, players will utilize Random Stage Selection. This includes rematches (see Tie Games in 8.1.6 for exceptions).

#### **8.1.6. Tie Games**

In the event of a tie Game, declared by a Double K.O. screen in the final Round of the Game, the Game will not be scored and both players will replay the tied Game with the same characters and on the same stage.

#### **8.1.7. Permitted Controllers**

All standard arcade sticks and controllers are permitted. Macro functions (e.g. turbo buttons) and wireless controllers other than DualShock 4 are not permitted. Players that use DualShock 4 but do not un-sync their controller after the Match are subject to disqualification at the discretion of Tournament Organizers.

### **8.2. Match Obligations**

#### **8.2.1. Punctuality**

All Players must be physically present by the Match start time. Players that are not ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.

#### **8.2.2. Forfeits**

Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.

### **8.3. Match Disruptions**

#### **8.3.1. Pauses**

If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits the current Round.

#### **8.3.2. Restarts**

Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or a Game or Match is unable to finish.

#### **8.3.3. Stalling**

Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers.

#### **8.4. Coaching**

Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.

#### **8.5. Cheating**

Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

#### **8.6. Names, Logos, and Branding Restrictions**

Tournament Organizers reserve the right to reject, in their sole discretion, names, logos, avatars or branding that violate the Code of Conduct, including without limitation, any that:

- infringe upon the rights of any 3rd party rights without explicit written permission
- Resemble or are identical to a brand or trademark
- Resemble or are identical to another identity or person
- Resemble or are identical to the name or persona of League Entities or other Players.

#### **8.7. Dress Code**

All Players must wear appropriate attire at the Tournament. Jerseys and all other attire worn at the Tournament are subject to the restrictions set forth in Section 8.6 above.

#### **8.8. Sponsorships; Other Content**

Players have the ability to acquire sponsorships. However, sponsors or content falling under the following categories may not be displayed during official Tournament play:

- Brands in categories that have been granted exclusive sponsorship rights for the League or Tournament by Twitch or the Tournament Organizers
- Religious programming, political matters
- 900 numbers
- X-rated material
- Habit-forming drugs, drug related paraphernalia
- Herbal remedies or “miracle cure” products
- Tobacco products
- Any adult-oriented products or services (including adult-oriented pay per view programs and male enhancement products)
- Salacious products or services or other material which would generally be considered obscene or indecent
- Content that a reasonable person would deem objectionable, indecent, vulgar or offensive



- Content which promotes discrimination, hate, violence, the use of illegal substances, illegal activity, mail fraud, pyramid schemes, or investment opportunities or advice not permitted by applicable law
- Content which is unlawful, pornographic, libelous, defamatory, or violates a third party's privacy or publicity rights
- Content which constitutes hate speech
- Content which discriminates, ridicules, advocates against, harasses, or attacks an individual or group on the basis of age, color, national origin, race, religion, sex, sexual orientation, gender identity, or disability
- Any other activity that contravenes any applicable laws or regulations (including lotteries, illegal gambling products or other illegal wagering activity)

### **8.9. Penalties**

Players who break the rules in this document are subject to penalties including (but not limited to) the following:

- Match Restart
- Loss of Game
- Match Forfeiture
- Removal from the League
- Temporary Player Bans
- Permanent Player Bans

Any penalties imposed on a Player may be made available to the public by Twitch and the Tournament Organizers in their sole discretion.

### **8.10. TEKKEN World Tour Finals Attendance**

Eligible Players will receive an invitation from Twitch to participate in TEKKEN World Tour Finals. A Minor Player must travel with his or her parent or legal guardian with the permission of such parent or legal guardian in form and substance acceptable to Twitch in its sole and absolute discretion.

#### **8.10.1. Travel Accommodations**

Travel consists of coach-class airfare for the invited Player, if a flight is necessary, and ground transportation to and from the Tournament venue as necessary. Any additional support individuals affiliated with the Player, whether a coach, manager, or parent / guardian, are responsible for their own transportation costs.

Players must possess all required travel documents, including visas and valid passports, if and as applicable. Airfare does not include government taxes, Passenger Facility Charge or September 11th Security Fee. Airline tickets are non-refundable/non-transferable and are not valid for upgrades and/or frequent flyer miles. All airline tickets are subject to the vagaries of flight variation, work stoppages, and schedule or route changes. Twitch reserves the right to structure

travel route and select hotels in its sole discretion. If the closest airport to any Player's home is in close enough proximity to the city where the Game or Match is being held so that, as Twitch may determine in its sole discretion, a flight is unnecessary, invitation will not include air transportation from Players' residence to the city where the Game or Match is being held, and no other substitution or compensation will be provided in lieu thereof. Changes are not permitted after ticket issue. The round trip air transportation element for any travel prize begins and ends at the point of departure (unless otherwise specified herein).

#### **8.10.2. Hotel Accommodations**

Twitch will provide one (1) hotel room for every two (2) Players, with two (2) beds in each room, for the duration of the Tournament (pairings to be determined at the discretion of Twitch). Player(s) must comply with all hotel check-in requirements, including but not limited to the presentation of a major credit card and are responsible for any incidentals or costs incurred to any hotel rooms including room service or damage.

#### **8.10.3. Punctuality**

Upon arrival, Players will receive a schedule and expected "Call Time" sheet for the duration of the event. Players are required to arrive at the designated location by the listed call times, and are expected to be available at the Tournament venue for the duration of all competitive Tournament days.

### **9. PRIZES**

Prizes are available for Master Tournaments, Regionals, Evolution, and the TEKKEN World Tour Finals. The prizes will be awarded and paid to the Player in accordance with the chart below. Payments will be made in United States dollars subject to the "General Prize Restrictions" described in Section 10 below.

#### **9.1. Master Tournaments**

Twitch will award Ten Thousand US dollars (\$10,000) for each Master Tournament (except for Tokyo TEKKEN Masters), according to the following table:

<b>Standing</b>	<b>Prize Money (USD)</b>
1 <sup>st</sup>	\$4,000
2 <sup>nd</sup>	\$2,000
3 <sup>rd</sup>	\$1,500
4 <sup>th</sup>	\$1,000
5 <sup>th</sup> (two Players)	\$500
7 <sup>th</sup> (two Players)	\$250

#### **9.1. Regionals**

Twitch will award Fifteen Thousand US dollars (\$15,000) for each Regional, according to the following table:

<b>Standing</b>	<b>Prize Money (USD)</b>
1 <sup>st</sup>	\$6,000
2 <sup>nd</sup>	\$3,000
3 <sup>rd</sup>	\$2,250
4 <sup>th</sup>	\$1,500
5 <sup>th</sup> (two Players)	\$750
7 <sup>th</sup> (two Players)	\$375

### **9.2. Evolution**

Twitch will award Fifteen Thousand US dollars (\$15,000) for Evolution, according to the following table:

<b>Standing</b>	<b>Prize Money (USD)</b>
1 <sup>st</sup>	\$6,000
2 <sup>nd</sup>	\$3,000
3 <sup>rd</sup>	\$2,250
4 <sup>th</sup>	\$1,500
5 <sup>th</sup> (two Players)	\$750
7 <sup>th</sup> (two Players)	\$375

### **9.3. TEKKEN World Tour Finals**

Twitch will award Fifty Thousand US dollars (\$50,000) for TEKKEN World Tour Finals, according to the following table:

<b>Standing</b>	<b>Prize Money (USD)</b>
1 <sup>st</sup>	\$15,000
2 <sup>nd</sup>	\$9,000
3 <sup>rd</sup>	\$6,500
4 <sup>th</sup>	\$4,500
5 <sup>th</sup> (two Players)	\$3,000
7 <sup>th</sup> (two Players)	\$1,500
9 <sup>th</sup> (four Players)	\$1,000
13 <sup>th</sup> (four Players)	\$500

## **10. GENERAL PRIZE RESTRICTIONS**

Each Player that has been declared the winner of a prize in the Tournament will not be an official winner (each such individual, a **“Winner”**) unless and until they execute (or, if the potential winner is a Minor, their parent or legal guardian executes) an Affidavit of Eligibility, a Liability Release, and where imposing such condition is legal, a Publicity Release and any required payment information and tax forms (**“Winner Forms”**) in order to receive payment. If a Player (or a Minor Player’s parent or legal guardian) fails or refuses to sign and return all the Winner Forms within ten (10) days (or a shorter time if required by exigencies) after receiving them, the Player may be disqualified. In the event a Player is disqualified, Twitch or the Tournament Organizer, as the case may be, reserves the right, but not the obligation, to award the affected prize to the Player that last lost to the disqualified Player. Within sixty (60) days of receiving an executed copy of the Winner Forms, Twitch or the Tournament Organizer, as the case may be, will deliver to Winner the applicable prize(s). Failure to take delivery of any prize may result in forfeiture, and such prize awarded to an alternate Winner. Prizes may not be transferred or assigned until after a Winner has complied with all his or her obligations under these Official Rules. No substitutions may be made for prize(s), except by Twitch or Tournament Organizer, as the case may be, who reserves the right to substitute a prize in whole or in part with another prize of comparable or greater value if the intended prize is not available for any reason as determined by Twitch or Tournament Organizer, as the case may be, in their sole discretion. By participating in a Tournament, Winner acknowledges that League Entities have not and will not obtain or provide insurance of any kind relating to the prizes. Winner will be responsible for all taxes (including but not limited to federal, state, local and/or income) on any prize won and on the value of any items or value transferred to the Player by Twitch or the Tournament Organizer, as the case may be, and will be required to provide his/her Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information for tax reporting purposes (at a time to be determined in Twitch’s or Tournament Organizer’s sole discretion, as the case may be, and which may be prior to participation in a particular round or prior to receipt of any prize by Player). Twitch or Tournament Organizer, as the case may be, will file an IRS Form 1099 or equivalent tax withholding documentation for the retail value of any prize or other items of value transferred to the Player by Twitch or Tournament Organizer, as the case may be, in accordance with IRS requirements, and Twitch or Tournament Organizer, as the case may be, may also share such documentation with a state or local government agency as required by law. Refusal or failure of a Winner to satisfy the requirements of all necessary and appropriate tax, withholding or other required compliance terms (including Social Security number, IRS Form W-8BEN, IRS Form W-9, or equivalent information), as determined by Twitch or Tournament Organizer in their sole discretion, will result in the Winner forfeiting the prize(s) and an alternate Winner being selected in accordance with these Official Rules. Twitch or Tournament Organizer, as the case may be, will award prizes subject to any applicable withholding taxes, and the amount of the prize transferred, as reduced by any applicable withholding taxes, will constitute full payment of the prize. Winners who do not claim the prize, or satisfy the information or documentation requirements within six (6) months of the close of the Tournament or such earlier time as designated by Twitch or Tournament Organizer, are void, and the League Entities shall have no further liability or responsibility to such Player(s) in connection with the prizes.

Any prizes pictured in advertising, promotional and/or other League or Tournament materials are for illustrative purposes only. The actual prize may vary. In the event there is a discrepancy or inconsistency between the description of a prize contained in any such materials and the description of a prize contained in these Official Rules, these Official Rules shall prevail, govern and control. All details and other restrictions of any prize not specified in these Official Rules will be determined by the Tournament Organizers in their sole discretion.

#### **11. DISCLAIMER OF WARRANTIES**

Twitch and the other League Entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize (including, without limitation, the Grand Prize) furnished in connection with the League or Tournament. WITHOUT IN ANY WAY LIMITING THE GENERALITY OF THE FOREGOING AND WITHOUT ABROGATING THE TWITCH POLICIES OR THE END USER LICENSE AGREEMENT FOR THE TITLE GAME OR OTHER AGREEMENTS THAT APPLY TO THE TITLE GAME, THE LEAGUE ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE TITLE GAME SOFTWARE, EQUIPMENT AND THE OPERATION OF THE LEAGUE OR TOURNAMENT, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

#### **12. IMPORTANT. PLEASE READ – GENERAL RELEASE AND LIMITATION ON LIABILITY**

Each Player knowingly consents to participate in any or all League or Tournament activities under his or her own free will and without duress or undue influence of any third party.

**BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE LEAGUE OR TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS TWITCH AND THE OTHER LEAGUE ENTITIES HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION, COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE LEAGUE OR TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY LEAGUE OR TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.**

Twitch and the Tournament Organizers are not responsible for any incorrect or inaccurate information or other materials, on, associated with or utilized as part of the Twitch Website or the League Website, and Twitch and the Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission,

communications line failure, theft, destruction, or unauthorized access to the Twitch Website or the League Website or the field of play in the Title Game. Although Twitch and the Tournament Organizers attempt to ensure the integrity of the League and Tournament, Twitch and the Tournament Organizers are not responsible for the actions of Players in connection with the League or Tournament, including a Player's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the League or Tournament. Without in any way limiting the generality of the foregoing, each Player agrees that Twitch and the other League Entities shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following:

- incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Player, Twitch, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the League or Tournament or send or receive messages requiring action or response by such Player;
- any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; and
- any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

### **13. INDEMNIFICATION**

Each Player hereby agrees to indemnify and hold Twitch, each Tournament Organizer and all the League Entities harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs (collectively, "**Third Party Claims**") relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these Official Rules.

Except for matters for which Player is obligated to indemnify Twitch or the other League Entities hereunder, Twitch will indemnify and hold each Player harmless from and against any Third Party Claims arising from production, distribution and exploitation of the League.

The Player or League Entity seeking indemnification (the "**Indemnified Party**") shall promptly notify the League Entity or Player, as the case may be, responsible for indemnification (the "**Indemnifying Party**") of the existence of any Third Party Claim giving rise to indemnification under these Official Rules. In the event of a Third Party Claim, the Indemnifying Party shall have a reasonable opportunity to defend the same at its own expense and with its own

counsel, provided that the Indemnified Party shall at all times have the right to participate in such defense at its own expense. If, within a reasonable time after receipt of notice of a Third Party Claim the Indemnifying Party fails to undertake the defense, the Indemnified Party shall have the right, but not the obligation, to defend and to compromise or settle (exercising reasonable business judgment) such Third Party Claim for the account and at the risk and expense of the Indemnifying Party. The Indemnified Party shall make available to the Indemnifying Party, at the Indemnifying Party's expense, such information and assistance as the Indemnifying Party shall reasonably request in connection with the defense of such Third Party Claim. The Indemnifying Party will keep the Indemnified Party informed of the status of the Third Party Claim and will not settle such Third Party Claim without the Indemnified Party's prior written consent unless the settlement includes a full and complete release of the Indemnified Party and its parent, subsidiary and affiliated entities and each of their respective officers, directors and employees. The indemnification obligations hereunder shall survive the expiration or earlier termination of the League and Tournament.

#### **14. FORCE MAJEURE**

Twitch reserves the right to modify, suspend, extend or terminate the League, a Tournament or any part thereof if it determines, in its sole discretion, that the League and/or Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the League, a Tournament or any portion thereof as contemplated herein. In the event Twitch is prevented from continuing with the League or Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within Twitch's or the Tournament Organizers' control (each a "**Force Majeure**" event or occurrence), Twitch shall have the right to modify, suspend, extend or terminate the League or Tournament.

Twitch or the Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the League or Tournament null and void by reason of any of the foregoing. In the event Twitch or the Tournament Organizers determine, in their sole discretion, that any individual Game or Match or other phase of the League or Tournament, has been tampered with or that the validity of any Game, Match or other phase of the League or Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the League or Tournament, and may conduct the League or Tournament on the basis of the remaining Game, Match and/or other phases of the League or Tournament.

#### **15. TRANSFER OF PLAYER INFORMATION**

By registering for and/or otherwise participating in the League or Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her

information to and in the United States and/or to other countries outside the country of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by Twitch in connection with the League or Tournament by following the instructions provided in the Privacy Policy posted on the Twitch Website.

## **16. DISPUTES**

These Official Rules are governed by the state and federal laws that apply to the State of California, United States of America. Except as otherwise provided herein, any legal suit, action or proceeding arising out of or relating to these Official Rules, the operation of the League or Tournament or otherwise, will be resolved by litigation in the courts located within the City and County of San Francisco in the State of California, United States of America. You, as a Player, hereby consent to the exclusive jurisdiction of and venue of such courts, will accept service of process by mail, and hereby waive any jurisdictional or venue defenses otherwise available to you. **Any dispute or claim relating in any way to these Official Rules, the terms thereof, or the League or Tournament will be resolved by binding arbitration as described in this paragraph, rather than in court**, in the City and County of San Francisco, California, except that (a) Player may assert claims in a small claims court if your claims qualify, and (b) either Party may bring suit by submitting to the courts in the aforementioned jurisdiction and waiving such Party's respective rights to any other jurisdiction to enjoin infringement or other misuse of intellectual property rights. **There is no judge or jury in arbitration, and court review of an arbitration award is limited. However, an arbitrator can award on an individual basis the same damages and relief as a court (including injunctive and declaratory relief or statutory damages), and must follow the terms of this agreement as a court would.** For Player to begin an arbitration proceeding, Player must send a letter requesting arbitration and describing the claim to Twitch's registered agent, Corporation Service Company, 2710 Gateway Oaks Drive, Suite 150N, Sacramento CA 95833. Arbitration shall be conducted by the American Arbitration Association ("**AAA**") under its rules, including the AAA's Supplementary Procedures for Consumer-Related Disputes. Payment of all filing, administration, and arbitrator fees will be governed by the AAA's rules. Twitch will reimburse those fees for claims totaling less than \$10,000 unless the arbitrator determines the claims are frivolous. Likewise, Twitch will not seek attorneys' fees and costs from Player in arbitration unless the arbitrator determines the claims are frivolous. Player may choose to have the arbitration conducted by telephone, based on submissions, or in person in the county in which Player is located, or the agreed upon jurisdiction described above. **The Parties agree that any dispute resolution proceedings will be conducted only on an individual basis and not in a class, consolidated or representative action. If for any reason a claim proceeds in court rather than in arbitration, the Parties each waive any right to a jury trial.**

## **17. WINNER'S LIST / OFFICIAL RULES**



To obtain the list of the winners, visit the League Website within six (6) weeks after the end of a Tournament. These Official Rules will be posted on the League Website during the League Period.

## **18. INVALIDITY / HEADINGS**

These Official Rules and the other agreements referenced herein constitute the full and complete agreement and understanding between each Player and the League Entities in connection with the League and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and such League Entity with respect to the subject matter hereof. These Official Rules cannot be modified or amended in any way except by a written instrument signed by Twitch. The waiver of any term, condition, or breach of these Official Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these Official Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these Official Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Headings and captions are used in these Official Rules solely for convenience and ease of reference, and shall not be deemed to affect in any manner the meaning or intent of these Official Rules or any provision hereof.

## **19. CHANGE LOG**

<b>Date</b>	<b>Version</b>	<b>Changes Made</b>
5/25/17	1.0	Document Published
6/27/17	2.0	Expanded online region definitions for Europe East and Europe West; clarified that Tokyo TEKKEN Masters has no bonus prize pool
8/3/17	2.1	Clarified that if an ineligible Player qualifies for Points, those Points will not be awarded to any Player; updated event dates
8/10/17	3.0	Dates for TWT Online revised; added New Zealand to TWT Online Australia
8/15/17	3.5	Gameplay rules clarified; procedure for tied Games added
11/7/2017	3.6	Updated information for TWT Finals format