

EVENT RULES AND DETAILS

Call of Duty World League tickets are non-transferable and non-refundable, and the CWL reserve the right to deny admission to anyone who violates the terms of the CWL Ticket Agreement.

Due to fire regulations, access to the Call of Duty World League will be limited dependent on the venue. Seating will be on a first-come first-served basis.

Please note that while attending Call of Duty World League, you will be entering into areas where you may be filmed, photographed, or recorded by Call of Duty World League and other attendees. The Call of Duty World League Ticket Agreement requires that you release Call of Duty World League and its affiliates from any and all claims that may arise related to the use of your character, likeness, and/or voice in order to attend Call of Duty World League.

ATTENDEE AGE RESTRICTION

Some content at Call of Duty World League® may not be suitable for children. Competitors must be 18 years of age or older. Spectators 13 years of age or older are required to bring a parental consent form, anyone 16 years of age or under must be accompanied by an adult. Absolutely no children 12 years of age or under will be permitted to enter. No strollers will be allowed in the venue.

ACCESSIBILITY

Call of Duty World League is devoted to providing the best possible experience for all our Call of Duty World League attendees.

Accessible seating (compliant with ADA standards)

On-site registration services for attendees with accessibility needs.

Note: Due to safety concerns, we can't guarantee seating in the venue once we've reached capacity. All experiences are seated on a first-come, first-served basis. The Call of Duty World League twitter will have the most up-to-date schedule so you don't miss a minute of the action!

We'll make every effort to accommodate accessibility requests to make sure you have an epic experience. For information or questions about special accommodations for people with disabilities, including interpreter services, please email events@blizzard.com, and we will respond within 72 hours. Some limitations will apply.

CALL OF DUTY WORLD LEAGUE CODE OF CONDUCT

We want everyone at Call of Duty World League events to feel like they're part of one big Call of Duty family. To help make that happen, we ask that everyone at the show be respectful and courteous to their fellow attendees.

If you witness or experience any activity that puts someone's safety or enjoyment of the show at risk, inform a security guard or Call of Duty World League employee and let them know. We

have escalation procedures in place to handle these kinds of situations, and we can take the appropriate action from there.

In order to ensure the event provides a safe, enjoyable, and welcoming environment for everyone, Call of Duty World League reserves the right to remove from any CWL event where any person whose conduct is deemed to be disorderly or unbecoming, or who uses vulgar or abusive language.

ITEM RESTRICTIONS AND PROHIBITIONS

Bags up to 11" x 16" x 4" in size may be brought into the convention. Call of Duty World League Entertainment reserves the right to search any bags being brought into Call of Duty World League and to refuse entry if they are found to contain prohibited items below:

PROHIBITED ITEMS

Prohibited items include (but are not limited to):

Electronics: desktop computers, laptops, storage devices, professional video or audio recording equipment (unless requested via pr@mlg.tv), drones

Food: Alcohol, prepared food, glass bottles, cans

Weapons: Firearms, fireworks, flammable liquids or aerosol products, knives, daggers, swords, clubs, maces, other crushing or edged weapons, projectiles, air guns, long bows, crossbows

Miscellaneous: large containers, large bags (exceeding 11" x 16" x 4"), strollers, skateboards, hoverboards, scooters (except for people with disabilities), pets (except service animals)

****Any attendee found to have violated the prohibited items list may be removed from a Call of Duty World League event. ****

Tablets (such as iPads) and video cameras are permitted for use in the Call of Duty World League exhibit halls.

Personal equipment may not be connected to any computer for any reason at any time.

FILMING AND PHOTOGRAPHY POLICY

This area is being used to film/photograph: By your and/or your child's presence in this area, you acknowledge that you have been informed that you and/or your child (collectively, "you") may be photographed and recorded

Further, by your presence here you grant Activision Blizzard, and its affiliates, irrevocable permission to use your likeness, mannerisms, and voice to be included in photographs and/or video recordings without compensation and/or credit, and for such programming to be exploited in any and all media now known and hereafter devised, in perpetuity throughout the universe and the advertising and publicity thereof.

If you do not wish to be photographed or recorded, you should leave the immediate area.

Thank you for your cooperation.