



2023 Overwatch® World Cup
EUROPE AND MIDDLE EAST Trials Official
Rules
Version 1.0

1. Introduction.

- 1.1 **OWWC Trials Generally.** Blizzard Entertainment, Inc. and its affiliates (collectively, “Blizzard”) have created the Overwatch® World Cup Trials (the “OWWC Trials”) to serve as the open, entry-level component of the 2023 Overwatch® World Cup tournament (the “OWWC”). Participants in the OWWC Trials will compete in Overwatch 2 (the “Game”) to earn prizeing and a guaranteed spot in the team tryouts for their country or region. In the Region (as defined below) the OWWC Trials will be jointly administered by Blizzard and GameBattles (together, the “Administration”).
- 1.2 **Official Rule Applicability.** These 2023 Overwatch World Cup Europe and Middle East Trials Official Rules (these “Official Rules”) govern the conduct of the players, including, without limitation, any “starting” player or “substitute” player (each a “Player”), teams (“Teams”), and Team coaches and managers (collectively, “Team Managers”, and together with a Team’s Players, the “Team Members”). These Official Rules further establish the general rules of Tournament play, including rules governing Player eligibility, Tournament structure, and Tournament prizeing.
- 1.3 **Official Rule Acceptance.** Each Team Member is required to read, understand, and agree to these Official Rules before participating in a Tournament. Participation in a Tournament shall constitute full and unconditional agreement to these Official Rules, Blizzard’s Terms of Service, Blizzard’s Privacy Policy, and any subsequent competitive decision, which is final and binding. Participation in a Tournament is contingent upon fulfilling all requirements (including eligibility requirements) set forth in these Official Rules.
- 1.4 **Changes to and Enforcement of these Official Rules.** The field of esports competitions is still relatively new and changing rapidly, and these Official Rules will evolve in real time to keep pace with those changes. Accordingly, in its sole discretion, the Administration (a) may update, amend or supplement these Official Rules from time to time; and (b) may interpret or apply these Official Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Team Members. The Administration’s authority, responsibility, obligations, and consent rights as expressed herein will be exercised in the Administration’s sole discretion. Any material changes to these Official Rules will be provided to Team Members prior to the next Tournament in which the changed rules will apply. Participation in such Tournament will constitute acceptance of the changed Official Rules.
- 1.5 **Additional Authority.** The Administration reserves the right to exercise necessary authority, without limitation, to protect the interests of the Game, any person or entity who is associated with the Game or Administration, to provide products or services for the OWWC, any authorized person or entity to create and/or publish media for any reason at any time during the OWWC, and any person who is present at an event related to the OWWC. All decisions made by Administration are final.

2. Player Eligibility Requirements.

2.1. **Eligibility.** To be able to compete as a Player in a Tournament, an individual must:

- (a) be in good standing with respect to any Battle.Net or GameBattles accounts registered in such Player's name, with no undisclosed violations of the Blizzard End User License Agreement;
- (b) be over the age of eighteen (18) prior to October 1st, 2023;
- (c) be a citizen, national, or resident of the designated country or region for such Tournament. If a player does not reside in the designated country or region for such Tournament, they will be allowed to compete in such Tournament if their latency is acceptable for competition. Acceptable latency is at the sole discretion of the Administration;
- (d) not be a director, officer, or employee of Blizzard, relative of a Blizzard employee, or any entity which controls, is controlled by, or is under common control with Blizzard unless Blizzard has been notified of and has expressly authorized such relationship in writing; and
- (e) agree to be bound by these Official Rules and the decisions of the Administration.

2.2. **General Eligibility.** Team Members shall only participate in a Tournament so long as their participation does not violate applicable local laws and/or federal, state, and local laws of their respective country. Team Members are responsible for ensuring that their participation in a Tournament complies with all laws of the jurisdiction in which they are a resident, and participants must take all steps necessary to ensure sure compliance. The Administration shall have the right in its sole and absolute discretion to determine the eligibility of all Team Members to participate in each Tournament.

2.3. **Rank.** There is no rank requirement to participate in a Tournament.

2.4. **Player Rules.**

- (a) Players can compete for only one Team at a time.
- (b) Players must compete on their own "primary" Blizzard account and cannot use any other alternate account owned by such Player, or a Blizzard account owned by another individual.
- (c) Players must use a Blizzard account registered in their legal name.

2.5. **Player Streaming.** Players are allowed to stream their Tournament gameplay (including Team communication) on their personal streams provided that such streams have a minimum of a three (3) minute delay. Players shall be permitted to stream with no delay if their Tournament is being publicly broadcast by the Administration.

3. **Teams.**

- 3.1. **Minimum Players.** Teams must have at least five (5) Players before taking part in a Tournament.
- 3.2. **Team Names.** Team names may be denied at any time that may not reflect the professional standards of the Administration. Team names cannot include any sponsor unless approved by the Administration. Effected Teams will be required to submit and play under another approved name.
- 3.3. **Roster Lock.** Once registration for a Tournament has closed, a Team may not make any further changes to its Player roster for the duration of the Tournament.
- 3.4. **Player Substitutions.** Teams can substitute Players between maps. No substitutions may be made between stages of control maps.

4. **Tournament Structure.**

- 4.1. **Tournament Registration.** Players and Teams shall register for a Tournament by Participants (“Participants”) must be an active and registered member of the GameBattles.com site (the “GameBattles Site”) to enter. You may register for the Tournament by logging on to the GameBattles Site and completing the free on-line registration form at <https://accounts.majorleaguegaming.com/account/new>. Tournament registration is on a first come first serve basis and is open until all applicable Tournament spots are filled. One entry per person per Tournament. Valid Tournament entries must contain all information requested. Incomplete and/or multiple entries will be disqualified. All entries become the property of the Sponsor and will not be acknowledged or returned. Sponsor not responsible for lost, late, incomplete, misdirected or incomplete entries
- 4.2. **Tournament Countries and Regions.** The Administration will host Tournaments in the following countries or regions (collectively, the “Region”):
 - (a) Belgium
 - (b) France
 - (c) Germany
 - (d) Great Britain
 - (e) Italy
 - (f) Netherlands
 - (g) Norway
 - (h) Poland
 - (i) Saudi Arabia

- (j) Spain
- (k) Sweden
- (l) Turkey

4.3. **Tournament Dates** (Subject to final tournament size).

- (a) Belgium Tournament: February 17th – 19th
- (b) France Tournament: February 17th – 19th & 24th – 26th
- (c) Germany Tournament: February 17th – 19th & 24th – 26th
- (d) Great Britain Tournament: February 17th – 19th & 24th – 26th
- (e) Italy Tournament: February 24th – 26th
- (f) Netherlands Tournament: February 24th – 26th
- (g) Norway Tournament: February 24th – 26th
- (h) Poland Tournament: February 17th – 19th
- (i) Saudi Arabia Tournament: February 17th – 19th & 24th – 26th
- (j) Spain Tournament: February 24th – 26th
- (k) Sweden Tournament: February 17th – 19th
- (l) Turkey Tournament: February 24th – 26th

4.4. **Maximum Teams.** Each Tournament will host a maximum of 512 Teams. In the event that more than 512 Teams register for a Tournament, such additional Teams will be placed on a “stand-by” list and will be allowed to participate in the Tournament to the extent registered Teams are unable to participate or are otherwise removed from the Tournament.

4.5. **Tournament Format.** Each Tournament will follow a double elimination bracket structure. Teams that win Matches will continue to advance through the “Winners Bracket”, while Teams that lose a Match will drop into the “Losers Bracket”. If a Team loses a Match in the Losers Bracket, such Team will be eliminated from the Tournament.

4.6. **Match Format.** Each Tournament match (each, a “Match”) prior to a Tournament’s final Match will be conducted in a “first-to-two” map wins format, while final Match of each Tournament will be conducted in a “first-to-three” map wins format. If a map ends with a draw, neither Team will be awarded a map win and map selection will belong to the Team which selected the tied map.

4.7. **Seeding.** Teams will be randomly seeded into each Tournament by the Administration.

4.8. **“Home” Team.**

- (a) For the initial round of Matches and all and Winners Bracket Matches in each Tournament, Teams seeded closer to zero (0) will compete as the “Home” Team.
- (b) In each Losers Bracket Match, the Team that has advanced further in the Winners Bracket will be considered the “Home” Team for that Match. In the event that two Teams competing in a Losers Bracket Match each advanced to the same Winner4s, the Team with the higher initial seed will be deemed the Home Team for that Match.

4.9. **Lobby Hosting.** Private/Custom lobbies will be used to host each Match. The higher seeded Team will host the Match lobby and will be the “Red” side team for the first map of the Match. All Matches must be played on “Best Available” dropdown in the lobby menu with zero (0) minimum latency selected.

4.10. **Map Order.**

- (a) Regular Tournament Matches: Control-Escort-Push (tiebreak: Escort)
- (b) Tournament Finals Match: Control-Escort-Push-Hybrid (tiebreak: Control)

4.11. **Map Selection.**

- (a) The first map for each Match (which will be conducted in the Control game mode) will be preselected by the Administration as described in Section 4.11(d)(v).
- (b) Subsequent maps in a Match will be chosen by the Team who lost the previous map. This map selection must be communicated to the opposing Team within a reasonable time following the conclusion of the previous map.
- (c) Maps may not be selected more than once in a given Match.
- (d) Available Maps.
 - (i) **Control:** Antarctic Peninsula, Busan, Ilios, Lijiang Tower, Nepal, Oasis
 - (ii) **Escort:** Circuit Royal, Dorado, Havana, Junkertown, Rialto, Route 66, Shambali Monastery, Watchpoint: Gibraltar
 - (iii) **Hybrid:** Blizzard World, Eichenwalde, Hollywood, King’s Row, Midtown, Numbani, Paraiso
 - (iv) **Push:** Colosseo, Esperanca, New Queen Street
 - (v) First Maps.

1. Winners Bracket.

- (a) Round of 512 (as applicable) – Oasis

- (b) Round of 256 (as applicable) – Lijiang Tower
- (c) Round of 128 (as applicable) – Busan
- (d) Round of 64 (as applicable) – Ilios
- (e) Round of 32 (as applicable) - Antarctic Peninsula
- (f) Round of 16 (as applicable) – Nepal
- (g) Winners Quarterfinals – Lijiang Tower
- (h) Winners Semifinals – Oasis
- (i) Winners Finals – Busan
- (j) Grand Finals - Antarctic Peninsula

2. Losers Bracket.

- (a) Round 1 (as applicable) – Lijiang Tower
- (b) Round 2 (as applicable) – Busan
- (c) Round 3 (as applicable) – Ilios
- (d) Round 4 (as applicable) - Antarctic Peninsula
- (e) Round 5 (as applicable) - Nepal
- (f) Round 6 (as applicable) – Oasis
- (g) Round 7 (as applicable) – Lijiang Tower
- (h) Round 8 (as applicable) – Busan
- (i) Round 9 (as applicable) – Ilios
- (j) Round 10 (as applicable) - Antarctic Peninsula
- (k) Round 11 (as applicable) - Nepal
- (l) Round 12 (as applicable) - Oasis
- (m) Round 13 (as applicable) – Lijiang Tower
- (n) Round 14 (as applicable) - Busan
- (o) Losers Semifinals - Ilios

5. Match Rules.

- 5.1. **Game Settings.** Game settings during each Tournament will conform to the following standards:
- (a) Matches will be played on the “Competitive” ruleset with Killcam off within the live Game server.
 - (b) Skins must be disabled during all Tournament Matches.
 - (c) Matches will enforce limited roles consisting of two damage, one tank, and two support Players per Team.
 - (d) Players must lock in their role prior to the completion of the “Assembling heroes” phase.
 - (e) Players may switch roles between maps. Players are not allowed to switch roles while a map is live.
 - (f) Spectators, including Team coaches or managers, are not allowed in the custom game lobby.
- 5.2. **No Show Procedure.** Teams are allotted ten (10) minutes from the scheduled Match start time to join the Match lobby. Failure to do so will result in map or Match forfeit, as determined by the Administration.
- 5.3. **Technical Pause Time.**
- (a) Teams are allotted ten (10) minutes of technical pause time per Match due to a Player disconnection or other conditions rendering gameplay unplayable. After such time expires, the disconnected Team will forfeit the map if they are unable to field a full Team of Players.
 - (b) If a Team must forfeit a map due to a Player disconnect, they will receive an additional ten (10) minutes of time in between maps to resolve the issue. If the issue is not resolved after this period, the Team will forfeit the Match.
- 5.4. **Match Reporting.** Teams shall report the result of each Match by result within 10 minutes of its completion. Team Leaders must report the results of the match on their Match page. Failure to report the match results on time or respond to any messages that you receive from a tournament official may result in your team receiving the loss.
- (a) **Proof:** At least one member of each team should take a video or screenshot(s) of each game’s results. All proof should be clearly visible and contain player names, and match results.

Failure to report Match results or to respond to messages from the Administration may result in a forfeited Match.

- 5.5. **Disputes.** All Match disputes are to be reported to representatives of the Administration for review. The Administration maintains absolute discretion to decide Match disputes, and all such rulings made by the Administration shall be final and binding.
- 5.6. **Hero and Map Bans.** The Administration reserves the right to effectuate hero or map bans for any duration of time during a Tournament.

6. Tournament Prizing.

- 6.1. **First Place.** The winning Team of each Tournament will receive the following:

- (a) Each Player on the winning Team (a maximum of six Players) shall each be guaranteed an Overwatch World Cup Team tryout, consisting of two (2) hours of scrimmage time or four (4) total maps over the selection period. During this tryout, the Players must play on a minimum of two (2) separate teams, both on their primary role.
- (b) Two-thousand United States Dollars (\$2,000 USD), to be paid to the winning Players in accordance with Section 6.4.

- 6.2. **Prizing Terms and Conditions.** All prizes awarded pursuant to this Section 6 are subject to the below terms and conditions and such additional terms and conditions as the Administration may provide to Players in its sole discretion.

- (a) Prizing details are subject to change in the Administration's sole discretion.
- (b) The awarding of prizes is void and null to the extent to be prohibited or restricted by the applicable laws and regulations of a Player's country or region. Blizzard and the Administration reserve the right to withhold any prizing amounts to the extent paying such amounts would be in violation of country or regional law.
- (c) Prizes are non-transferable and not exchangeable for any other prize. In the case of unavailability of a prize, the Administration reserves the right, in its sole discretion, to substitute a prize of equal or greater value. All cash prizes will be paid in U.S. Dollars (unless the Administration permits an alternate method of payment).
- (d) Players who are eligible for the award of a prize ("Potential Winners") assume all liability for the use of the prize.
- (e) Potential Winners shall have no right to any prize unless such Player satisfies the conditions and other requirements set forth in these Official Rules and any other applicable rules. Requirements may include submission of documentation reasonably sufficient and detailed to evidence a Player's satisfaction of eligibility requirements and compliance with these Official Rules.

- (f) Players are responsible for all costs and expenses associated with their prize that are not specifically set forth herein. National, state, and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Player.
- 6.3. **Payment.** Potential Winners will receive a notification from Blizzard after the end of the applicable Tournament. Each Potential Winner is required to follow the instructions in the notification. In order to be eligible to claim a prize, each Potential Winner of a prize will be required to fill out and sign, within the prescribed period of time in the notification, an affidavit of eligibility and liability/publicity release form, as well as all applicable governmental and tax forms required to receive a prize, including an IRS form W-8 or W-9 and any other forms required. Potential Winners receiving prizing in the form of U.S. Dollars and who are residents of the U.S. will receive an IRS Form 1099 at the end of the calendar year, and a copy of such form will be filed with the IRS. Additional paperwork that Blizzard requests, including waivers and releases, must be submitted to Blizzard before Blizzard will provide the Potential Winner with any prize. Following Blizzard's verification of eligibility and compliance with the terms of these Official Rules, the Potential Winner will be declared the winner of the prize. Prizes will be fulfilled approximately 8 – 10 weeks after conclusion of the event and receipt of all necessary documentation. If a Potential Winner cannot be contacted, does not respond, or fails to sign and return the required documentation within fourteen (14) days of the first notification attempt, the Potential Winner forfeits his or her eligibility to claim a prize.

7. Conduct.

7.1. Behavior.

- (a) All Team Members must at all times observe the highest standards of personal integrity and good sportsmanship and act in a manner consistent with the best interests of the OWWC, in each case as determined by Administration. Team Members must behave in a professional and sportsmanlike manner in their interactions with other competitors, the Administration, the media, and fans.
- (b) Team Members shall not use obscene or offensive gestures or profanity in their tags, player handles, game chat, live play communications, lobby chat, shoulder content, interviews, or other public-facing communications of any kind. This rule applies to English and all other languages and includes abbreviations and/or obscure references.
- (c) Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at any time or place, or against any person including competitors, fans, referees and officials.
- (d) The obligation to behave in a professional and sportsmanlike manner includes an obligation on the part of Team Members to arrive on time and ready to compete for

Matches. Such obligation also prohibits forfeiting a game or Match without reasonable cause.

- (e) The OWWC is a place for players from around the world, from different cultures, and from different backgrounds, to come together to compete and share their passion for the Game. Team Members competing in the OWWC Trials should be focused on bringing the world together through epic entertainment, celebrating the Game, players, and fans, and building diverse and inclusive communities. Team Members must refrain from disruptive or divisive behavior, commentary, or other forms of expression during a Tournament. To the extent a Team Member will be visible on a broadcast of a Tournament, such Team Member shall not wear, display or otherwise convey personal messages without express approval from the Administration, which approval shall not be granted for political messages.

7.2. Cheating and Game Integrity.

- (a) Any form of cheating by Team Members will not be tolerated. All Team Members are prohibited from influencing or manipulating any Match with the intent that any aspect of the Match is determined by anything other than the competitive merits. Examples of cheating or behavior impacting game integrity are not exhaustive, and include without limitation:
 - (i) Collusion, match fixing or any other action to intentionally alter, or attempt to alter, the results of any map, Match or Tournament (or any components thereof);
 - (ii) Attempts to interfere with another Player's connection to the game service through Distributed Denial of Service (DDoS) or any other means;
 - (iii) Allowing an individual who is not the registered owner of a Battle.net Account to play on that Battle.net Account in a Match and/or playing in a Match while logged in to a Battle.net Account registered to someone else; and
 - (iv) Any intentional use, or attempted use, by a Player of any bugs or exploits in the Game is prohibited. The Administration will determine the bugs and exploits prohibited by this rule and whether a Player has taken advantage of a bug or exploit in violation of this rule.

7.3. Illegal or Detrimental Conduct.

- (a) Team Members must comply with all applicable laws at all times.
- (b) A Team Member shall not engage in any activity or practice which (i) brings such Team Member into public disrepute, scandal or ridicule, or shocks or offends a portion or group of the public, or derogates from such Team Member's public image, or (ii) is, or could reasonably be expected to be, detrimental to the image or reputation of, or result in public criticism of or reflect badly on, Blizzard,

Administration, or any of their respective representatives, the OWWC, the Game, or any other product or service of Blizzard. A non-exhaustive list of such types of misconduct are as follows:

- (i) Actual or threatened violence toward a person, including domestic violence, partner violence, dating violence and child abuse;
 - (ii) Sexual assault and other types of sexual offenses;
 - (iii) Illegal possession or distribution of a weapon;
 - (iv) Possession, use or distribution of performance-enhancing substances;
 - (v) Conduct that poses a danger to the safety of another person;
 - (vi) Animal cruelty;
 - (vii) Theft and other property crimes; and
 - (viii) Crimes involving dishonesty.
- (c) Each Team Member acknowledges that Administration and the Teams may have an obligation under applicable law to report illegal activities to local law enforcement authorities or respond to formal inquiries from law enforcement or judicial authorities in jurisdictions where suspected violations of law have taken place.

7.4. **Anti-Harassment.**

- (a) The Administration is committed to providing a competitive environment that is free of harassment and discrimination.
- (b) Team Members are prohibited from engaging in any form of harassment or discrimination (either in-game or outside the game), including without limitation that which is based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity, or any other class or characteristic.

7.5. **Penalties.** The following are a list of penalties which may be incurred for any violation of this Section 7 or any other provision of these Official Rules:

- (a) Verbal Warning(s)
- (b) Written Warning(s)
- (c) Loss of Side Selection for Current or Future Game(s)
- (d) Map Forfeiture(s)
- (e) Match Forfeiture(s)

- (f) Player or Team Suspension(s)
- (g) Prize Forfeiture(s)
- (h) Player or Team Disqualification(s)
- (i) Ban for future Blizzard tournament events.

8. Limitations of Liability and General Release.

- 8.1. As a condition to being allowed to participate in the OWWC Trials and to the greatest extent permitted by the applicable laws and regulations, each Team Member agrees to release and hold harmless Blizzard, the Administration, and their respective parents, subsidiaries, and affiliates, and each of their respective officers, directors, employees and other representatives from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with their participation in OWWC Trials or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other theory.
- 8.2. IN NO EVENT WILL BLIZZARD, THE ADMINISTRATION, OR ANY OF ITS PARENTS, SUBSIDIARIES, AFFILIATES OR THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES OR OTHER REPRESENTATIVES BE LIABLE UNDER THESE LEAGUE RULES TO ANY TEAM MEMBER, OR ANY PERSON OR ENTITY CLAIMING RIGHTS DERIVED FROM ANY TEAM MEMBER, FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, EXEMPLARY, SPECIAL OR PUNITIVE DAMAGES, AND/OR DAMAGES FOR LOSS OF DATA, REVENUE, PRIZES OR PROFIT, WHETHER ARISING OUT OF BREACH OF CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, REGARDLESS OF WHETHER SUCH DAMAGES WERE FORESEEABLE AND WHETHER OR NOT THE LEAGUE OFFICE, BLIZZARD OR ANY OF THEIR AFFILIATES OR REPRESENTATIVES WERE ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
- 8.3. To the fullest extent permitted by applicable law, each Team Member acknowledges that he/she is aware of the risks, dangers and hazards associated with esports competitions and he/she freely accepts and fully assumes all such risks, dangers and hazards and the possibility of personal injury, death, property damage or loss resulting from his/her participation in such activities.

9. Grant of Rights; Confidentiality.

- 9.1. **Rights Grant.** By agreeing to these Official Rules and participating in the OWWC Trials, each Team Member hereby grants to Blizzard, the Administration, and their respective

parents, subsidiaries and affiliates a perpetual, royalty-free, fully paid-up, worldwide, right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use the Team Member's name, logos, trade or service marks, copyrighted material, nickname, BattleTag (or replacement tags), logo, initials, likeness, image, photograph, animation, avatar, autograph, voice, video or film portrayal, public persona, game play data and statistics, biographical information, backstory and any streams of the Overwatch game or streams of any other Activision Blizzard, Inc. video game in which the Team Member participates, and create derivative works thereof, in any and all present and future media whether now known or hereafter created, on any and all platforms and via any method of delivery, on or in connection with (a) any OWWC event (whether in full or in part and whether on a live or delayed basis and all or any part of such event) and the broadcast, streaming, webcast or other distribution of any audio visual, visual and/or audio coverage of any of the foregoing; (b) the marketing and promotion of OWWC and the Game in general; (c) (i) the exploitation of media rights, (ii) the creation and sale of in-game or digital merchandise, and (iii) any group licensing or other agreements with third parties that are negotiated by Blizzard; and/or (d) the creation, distribution, promotion and sale of hats, shirts or other apparel, footwear, gaming gear or peripherals, novelties, souvenirs, toys, collectibles and any and all other tangible goods or products, including the sleeves, jackets and packaging for such goods or products, and the other products and services of Blizzard.

- 9.2. **Collection of Personal Data.** Blizzard will collect, store and use information collected in connection with OWWC Trials and the Tournaments in accordance with Blizzard's online privacy policy (the "Blizzard Online Privacy Policy") for the applicable region below. By accepting these Official Rules, each Team Member also agrees to the terms of the Blizzard Online Privacy Policy.

- (a) <http://us.blizzard.com/en-us/company/about/privacy.html>
- (b) <http://us.blizzard.com/es-mx/company/about/>
- (c) <http://us.blizzard.com/pt-br/company/about/>
- (d) <http://eu.blizzard.com/en-gb/company/about/>
- (e) <http://eu.blizzard.com/de-de/company/about/>
- (f) <http://eu.blizzard.com/fr-fr/company/about/>
- (g) <http://eu.blizzard.com/it-it/company/about/>
- (h) <http://eu.blizzard.com/pl-pl/company/about/>
- (i) <http://eu.blizzard.com/es-es/company/about/>
- (j) <http://eu.blizzard.com/ru-ru/company/about/>

- (k) <https://www.blizzard.com/ko-kr/legal/42327971-aa61-47cb-89cb-c30c5542c2ff/%EA%B0%9C%EC%9D%B8%EC%A0%95%EB%B3%B4-%EC%B2%98%EB%A6%AC%EB%B0%A9%EC%B9%A8>
- (l) <https://www.blizzard.com/ja-jp/legal/9d854c03-3014-4eb2-b937-5389e502e6b7/blizzard-entertainment%C2%AE-%E3%82%AA%E3%83%B3%E3%83%A9%E3%82%A4%E3%83%B3%E3%83%97%E3%83%A9%E3%82%A4%E3%83%90%E3%82%B7%E3%83%BC%E3%83%9D%E3%83%AA%E3%82%B7%E3%83%BC>
- (m) <http://tw.blizzard.com/zh-tw/company/about/>
- (n) <http://us.blizzard.com/en-sg/company/about/>
- (o) <https://www.blizzardgames.cn/zh/legal-cn/privacy>

Blizzard may, in certain territories, collect, store and use information collected in connection with OWWC Trials and the Tournaments also in accordance with GameBattles & Major League Gaming’s online privacy policy & Terms of Service (the “Major League Gaming Privacy Policy” & the “Major League Gaming Terms of Service”). By accepting these Official Rules, each Team Member also agrees to the terms of the Major League Gaming Privacy Policy & Major League Gaming Terms of Service as linked below.

- (a) https://accounts.majorleaguegaming.com/privacy_policy
- (b) https://accounts.majorleaguegaming.com/terms_of_service

9.3. **Confidentiality.**

- (a) Team Members must keep confidential and not disclose to any third party confidential and proprietary information concerning the Game, the OWWC, the Administration, Blizzard, or their respective affiliates and sponsors.
- (b) This Section 9.3 does not, in any way, restrict or impede a Team Member from complying with any applicable law or a valid order of a court of competent jurisdiction or an authorized government agency, provided that such compliance does not exceed that required by the law or order