

Super League Gaming Summer Boot Camp Official Rules

Introduction, Purpose and Roles

These Official Rules (“Rules”) of the Super League Gaming’s Summer Boot Camp (“Summer Boot Camp”) apply to each participant in the 2018 Summer Boot Camp events. The 2018 Summer Boot Camp Rules will apply to each individual scheduled event. These Rules apply only to official Summer Boot Camp play and not to other competitions, tournaments or organized play of Minecraft (“MC” or the “game”) or Super League Gaming.

Super League Gaming, Inc. (“SLG”), a Delaware corporation, has established these Rules for the competitive play of Minecraft in order to unify and standardize any rulings made in Summer Boot Camp competitive play.

These Rules are designed solely to ensure the integrity of the system established by SLG for play of Minecraft and create a positive atmosphere for the players. Standardized rules benefit all parties who are involved in the play of Minecraft.

SLG is the sole administrator, sponsor and is the prize provider of the Summer Boot Camp competition. All determinations of eligibility and otherwise shall be made solely by SLG.

1.0 Competition Eligibility

1.1 Eligibility Rules

1.1.1 Super League Gaming Account.

In order to be eligible to compete in the Summer Boot Camp, players must be registered for a Super League Gaming account.

1.1.2 Age

In order to be eligible to compete in the Summer Boot Camp, players must be at least 17 years or younger as of July 22nd, 2018. For clarity, this is defined as having a birthday of 7/22/01 or later.

1.1.3 Equipment.

Summer Boot Camp is playable on Minecraft: Java Edition on PC or Macintosh computers and Minecraft (also known as Bedrock Edition) on iOS, Android and Windows 10 devices.

Minimum Requirements for Minecraft: Java Edition:

- CPU: Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent
- RAM: 2GB
- GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4*
- GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4
- HDD: At least 1GB for game core, maps and other files
- OS:
 - Windows: Windows 7 and up
 - macOS: OS X 10.9 Mavericks

Minimum Requirements for Minecraft requires one of the following:

- Android version 4.2 “Jelly Bean” or higher; with 158 MB of storage space available
- iOS 8.0 or later with 203.7 MB of storage space available
- Windows 10
- Valid xbox live account.

1.1.4 Eligible Minecraft Account.

Players must have a Minecraft account in good standing with Microsoft or Mojang and eligible for online play in order to compete. This same account must be used for the duration of the competition. Players may not change their account name without permission during the competition.

1.1.5 United States or Canada Residency.

In order to be eligible for prizes in the Summer Boot Camp, players must currently reside in either: (i) one of the fifty (50) states of the United States of America, (ii) Washington, D.C., (iii) one of the sixteen (16) territories of the United States of America, or (iv) Canada.

2.0 Prizes and Giveaways

2.1 Team Prize Eligibility

Prizes may be distributed over the course of the tournament. Players must participate in the event in order to be eligible for prizes.

2.2 Individual Prize Eligibility

The players with the highest individual score during each of the three (3) Boot Camp competitions (a “Grand Prize Winner”) will be awarded a \$3,000 scholarship (each, a “Grand Prize”). The player must play at least 5 matches during the tournament to be eligible for a Grand Prize. The Grand Prizes are provided by SLG. The difference between the ARV and the actual value of each Grand Prize will not be awarded. An IRS Form 1099 may be issued in the name of a Grand Prize Winner’s parent/legal guardian for the actual value of the Grand Prize received. Each Grand Prize Winner and Grand Prize Winner’s parent/legal guardian must sign any legal documents required by SLG including, but not limited to, an Affidavit of Eligibility, a Liability Release/Publicity Release (except where prohibited) (collectively referenced herein as the “Affidavit/Release”) and a W-9 tax form, within three (3) business days from the date SLG or its designee sends such documents to a Grand Prize Winner and Grand Prize Winner’s parent/legal guardian or be subject to disqualification. If the documents are not returned within that time, or a Grand Prize Winner is found to be ineligible, or does not comply with the terms and conditions as set forth herein (collectively, the “Rules”), then he/she will forfeit the Grand Prize. Players who have previously won any of the three (3)

Grand Prizes from previous Boot Camp events are not eligible to win another Grand Prize in a Boot Camp Event. Grand Prize winners are still eligible for the Sub-Category Winner prizing. The Placement Score is unaffected by their Grand Prize eligibility unless the winner is deemed disqualified for the tournament for reasons other than winning the Grand Prize.

Grand Prize Winner and his/her parent or legal guardian agree (and agree to affirm to such in writing) to forever and irrevocably release, discharge, indemnify and hold harmless the SLG, and each of their respective officers, directors, licensors, employees, representatives, contractors, and agents (the “Released Parties”) from any liability, claims, demands, and causes of action from personal injury, loss or damage of any kind, including death, or property damage, theft, or loss suffered or resulting in whole or in part, directly or indirectly, from participation in this competition or the use, misuse or acceptance or possession of the Grand Prize or any portion thereof, or participation in any Grand Prize-related activity or any claims based on publicity rights, defamation or invasion of privacy, or merchandise delivery. By participating in the competition and accepting the Grand Prize, Grand Prize Winner and Guests agree that the Released Parties are not responsible for any claims, damages, lawsuits, causes of action, proceedings, or liability due to any injuries, theft, damages, expenses, costs, or losses to any person (including death) or property of any kind resulting from, arising from, or in connection with, in whole or in part, directly or indirectly, from: (i) any typographical or other error in the publication or printing of the Rules, and/or the offering or announcement of any prize; (ii) any wrongful, negligent, or unauthorized act or omission on the part of any of the Released Parties, or any of their agents or employees; (iii) acceptance, receipt, possession, attendance at, travel related to, defects in, misuse, inability to use, or use of any component of the Grand Prize including, but not limited to, lost, stolen, damaged, delayed, or misdirected or destroyed prize (or any element thereof); or (iv) any change in the Grand Prize (or any components thereof) due to unavailability, any of which is due to reasons beyond Released Parties’ control, including, but not limited to, by reason of any acts of God, any action(s), regulation(s), order(s) or request(s) by any governmental or quasi-governmental entity (whether or not such action(s), regulation(s), order(s) or request(s) prove(s) to be invalid), threatened or actual terrorist acts, air raid(s), blackout(s), act(s) of public enemy, earthquake, war (declared or undeclared), fire, flood, epidemic(s), explosion, unusually severe weather, hurricane, embargo, labor dispute or strike (whether legal or illegal), labor or material shortage, transportation interruption of any kind, work slow-down, civil disturbance, insurrection, riot, or any other cause beyond any of the Released Parties’ sole and reasonable control, or as otherwise permitted in these Rules.

Grand Prize Winner assumes all liability for any injury or damage caused, or claimed to be caused, by participating in or use or redemption of this Grand Prize. The Released Parties are not responsible if entry or participation is prevented, or if any component of the Grand Prize cannot be awarded, due to cancellations, delays, or interruptions due to acts of god, acts of war, natural disasters, weather, or terrorism.

WITHOUT LIMITING THE FOREGOING, THE GRAND PRIZE AND ALL OTHER PRIZES ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT. SOME JURISDICTIONS MAY NOT ALLOW LIMITATIONS OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OR EXCLUSION OF IMPLIED WARRANTIES, SO SOME OF THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. CHECK YOUR LOCAL LAWS FOR ANY RESTRICTIONS OR LIMITATIONS REGARDING THESE LIMITATIONS OR EXCLUSIONS.

Additional eligibility and other requirements may be added at a later at the discretion of SLG.

The Player with the lowest “placement score” across all three Summer Boot Camp events (the “sub-category winner”) will be awarded a \$1,000 scholarship. Placement Score is derived by totally the players rank from each summer series event in which they participated in the minimum number of games to be eligible for prizing. (i.e. finishing in 3rd place, 5th place and 19th place would give participant a Placement Score of 27). Winning Participant must compete in the entirety of a minimum of three (3)

events to be eligible for the sub-category prize. In the case of a tie, the total number of games played will be used as the first tiebreaker. The second tiebreaker will be whoever registered for the boot camp event first.

The Top 20 players as determined by Super Leagues scoring will receive 4000 Minehut Credits ARV \$20. The Top 20 players will be listed on the Super League Website's Leaderboard (<https://www.superleague.com/leaderboard/mc/bootcamp2018/>) following the conclusion of the event.

3.0 Player Commitment, Lateness/Absence, Replacement Rules and User Names

3.1 Player Commitment

Players must play in the Summer Boot Camp events on the date and time of the Summer Boot Camp schedule.

3.2 Lateness and Absence

Player acknowledges that the Summer Boot Camp events will run according to schedule. Any player who arrives late will miss a portion of gameplay.

3.3 Substitutes

Players may not provide their own substitutes to any Summer Boot Camp events. Account sharing between multiple players in this tournament is not allowed and will result in disqualification.

3.4 Username Restrictions

User Names may not contain: vulgarities or obscenities; or derivatives of any commercially available products or services that may create confusion.

3.5 Name Approval

All User Names must be approved by SLG officials in advance of use in play. Unapproved name changes are not allowed under any circumstances. SLG officials have the ability to deny a User Name if it does not meet the standards of SLG. A player will be notified by a SLG official if their name does not meet the standard, and will be allowed to change their name.

3.6 Sponsorships

No Summer Boot Camp player may acquire any sponsors in conjunction with their play in the Summer Boot Camp events.

4.0 Summer Boot Camp Competition Structure

4.1 Definition of Terms

- Player: Single Minecraft player.
- Team: Group of 3 players.
- Game: Minecraft game mode on which the Boot Camp event is based.
- Match: Single instance of the game
- Event: Series of matches over the course of one play session.
- Game Instance / Server: Single server instance.

4.2 Phase Details

4.2.1 Competition Phase: Boot Camp Event 1

Players compete to earn the highest average score in the event. This event takes place over the course of three (3) hours on July 22, 2018, from 12:00 PM PT to 3:00 PM PT.

4.2.1.2 Teams

Each Player will be assigned randomly to a team of three players at the onset of each match. SLG determines team assignments. Subsequent matches played by the same Player will feature new randomly assigned teams.

4.2.1.3 Points

Scoring information will be available at www.superleague.com/minecraft prior to the event

4.2.1.4 Tie-breakers

Tiebreaker information will be available at www.superleague.com/minecraft prior to the event

4.2.1.5 Eligibility for the Grand Prize or for the Second Prizes

A Player must compete in a minimum of five (5) Matches in order to qualify for the Grand Prize or for the Second Prizes.

4.2.2 Competition Phase: Boot Camp Event 2

Players compete to earn the highest average score in the event. This event takes place over the course of three (3) hours on August 5, 2018, from 12:00 PM PT to 3:00 PM PT.

4.2.2.2 Teams

Each Player will be assigned randomly to a team of three players at the onset of each match. SLG determines team assignments. Subsequent matches played by the same Player will feature new randomly assigned teams.

4.2.2.3 Points

Scoring information will be available at www.superleague.com/minecraft prior to the event

4.2.2.4 Tie-breakers

Tiebreaker information will be available at www.superleague.com/minecraft prior to the event

4.2.2.5 Eligibility for the Grand Prize or for the Second Prizes

A Player must compete in a minimum of five (5) Matches in order to qualify for the Grand Prize or for the Second Prizes.

4.2.3 Competition Phase: Boot Camp Event 3

Players compete to earn the highest average score in the event. This event takes place over the course of three (3) hours on August 26, 2018, from 12:00 PM PT to 3:00 PM PT.

4.2.3.2 Teams

Each Player will be assigned randomly to a team of three players at the onset of each match. SLG determines team assignments. Subsequent matches played by the same Player will feature new randomly assigned teams.

4.2.3.3 Points

Scoring information will be available at www.superleague.com/minecraft prior to the event

4.2.3.4 Tie-breakers

Tiebreaker information will be available at www.superleague.com/minecraft prior to the event

4.2.3.5 Eligibility for the Grand Prize or for the Second Prizes

A Player must compete in a minimum of five (5) Matches in order to qualify for the Grand Prize or for the Second Prizes.

5.0 Match Process

5.1 Minecraft PC Version & Server

The Summer Boot Camp events will be played on SLG's live server, so players must update their Minecraft client with the version indicated by SLG for each event.

5.2 Setup and Player Responsibilities for Matches

All players must be ready to join the game lobby during the time period specified by the SLG officials. Readiness includes, but is not limited to, player having completed client patching, configuration of in-game settings, and confirming that all player-used peripherals are functional.

5.3 Player Equipment Functionality

All players are responsible for ensuring the performance of their chosen setup, including computer hardware, peripherals, and power. A problem with player equipment is not an acceptable reason for lateness regardless of the root cause of the problem.

5.4 No In-Client Spectators

Only Summer Boot Camp event players are allowed in the game lobby. No additional in-client spectators are permitted for any reason.

6.0 Player Conduct & Unsportsmanlike Behavior

6.1 Competition Conduct

6.1.1 Unfair Play.

The following actions will be considered unfair play and will be subject to penalties at the discretion of Super Zombie Strikers Tournament officials.

6.1.1.1 Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

6.1.1.1.1 Soft Play

Defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

6.1.1.1.2 Prearranging

Prearranging to split prize money and/or any other form of compensation.

6.1.1.1.3 Signaling

Sending or receiving signals, electronic or otherwise, to/from a confederate to/from another player.

6.1.1.1.4 Deliberate Loss

Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

6.1.1.2 Competitive Integrity

Players are expected to play at their best at all times within any Super Zombie Strikers Tournament game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty or fair play.

6.1.1.3 Hacking

Hacking is defined as any modification of the Minecraft game client by any player or person acting on behalf of a player.

6.1.1.4 Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in Champion ability performance, or any other game function that, in the sole determination of Super Zombie Strikers Tournament officials, is not functioning as intended.

6.1.1.5 Ringing

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

6.1.1.6 Cheating Device

The use of any kind of cheating device and/or cheat program.

6.1.1.7 Intentional Disconnection

An intentional disconnection without a proper and explicitly stated reason (e.g. rage quit).

6.1.1.8 SLG Tournament Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of SLG officials, violates these Rules and/or the standards of integrity established by SLG for competitive game play.

6.1.2 Profanity and Hate Speech

A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Player may not use any facilities, services or equipment provided or made available by Super Zombie Strikers Tournament or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Player may not use this type of language on social media or during any public facing events such as streaming.

6.1.3 Disruptive Behavior / Insults

A Player may not take any action or perform any gesture directed at an opposing Player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

6.1.4 Abusive Behavior

Abuse of SLG officials, opposing Players, or spectators will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Players and their guests (if any) must treat all individuals attending a match with respect.

6.2 Unsportsmanlike Behavior

6.2.1 Responsibility Under Code

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

6.2.2 Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

6.2.3 Sexual Harassment

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.2.4 Discrimination and Denigration

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or derogatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

6.2.5 Statements Regarding SLG, Summer Boot Camp, Microsoft, Mojang, or Minecraft

Players may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of SLG, the Summer Boot Camp events, Microsoft, Mojang, or its affiliates, or Minecraft, as determined in the sole and absolute discretion of SLG.

6.2.6 Player Behavior Investigation

If SLG, Microsoft or Mojang determines that a Player has violated the Microsoft Terms of Service, Mojang Terms of Service, Minecraft Terms of Service, or other rules of the aforementioned companies, SLG officials may assign penalties at their sole discretion. If a SLG official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player lies to a SLG official creating obstruction of the investigation then the Player is subject to punishment.

6.2.7 Criminal Activity

A Player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

6.2.8 Moral Turpitude

A Player may not engage in any activity which is deemed by SLG to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

6.2.9 Confidentiality

A Player may not disclose any confidential information provided by SLG or any affiliate of Microsoft or Mojang, by any method of communication, including all social media channels.

6.2.10 Bribery

No Player may offer any gift or reward to a player, SLG official, Microsoft/Mojang employee, or person connected with or employed by another Summer Boot Camp team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

6.2.11 Gifts

No Player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game.

6.2.12 Noncompliance

No Player may refuse or fail to apply the instructions or decisions of SLG officials.

6.2.13 Match-Fixing

No Player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

6.2.14 Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the Super Zombie Strikers Tournament as requested by SLG officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the Summer Boot Camp events.

6.3 Association with Gambling

No Player or SLG official may take part, either directly or indirectly, in betting or gambling on any results of any Minecraft tournament or match globally.

6.4 Prohibition of Solicitation or Sale of Goods

Players are prohibited from soliciting any service or selling any goods during a Summer Boot Camp event.

6.5 Commercial Use of Super League Gaming Assets and Imagery

Players are prohibited from any commercial use of SLG Assets and Imagery without the express, written consent of SLG. Personal use of SLG, including on social media, is allowed and specifically subject to the Player Conduct rules above, including but not limited to no harassment, sexual harassment or disruptive behavior.

6.6 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that SLG believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of SLG.

6.7 Penalties

Upon discovery of any Player committing any violations of the rules listed above, SLG may, without limitation of its authority under Section 8, issue the following penalties:

6.7.1 Verbal Warning

6.7.2 Prize Forfeiture

6.7.3 Suspension

6.7.4 Disqualification

6.8 Penalty Schedule

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in SLG events. It should be noted that penalties may not always be imposed in a successive manner. SLG, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by SLG.

6.9 Right to Publish

SLG shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against the Summer Boot Camp events, SLG, Microsoft, Mojang, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

7.0 Spirit of the Rules

7.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the Summer Boot Camp events, and penalties for misconduct, lie solely with SLG, the decisions of which are final. SLG decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

7.2 Rule Changes

These Rules may be amended, modified or supplemented by SLG, from time to time, in order to ensure fair play and the integrity of the Summer Boot Camp events.

7.3 Best Interests of the Summer Boot Camp events

SLG officials shall at all times act with the necessary authority to preserve the best interests of the Summer Boot Camp events. This power is not constrained by lack of specific language in this document. SLG officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the Summer Boot Camp events.