

Super League Gaming
Build Your Spider-Verse
Official Rules

Introduction, Purpose and Roles

These Official Rules (“Rules”) of the Super League Gaming’s Build Your Spider-Verse (“BYSV”) apply to each participant in the Build Your Spider-Verse event. These Rules apply only to official BYSV 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 BYSV 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 administrator, sponsor and is the prize provider of the BYSV competition. Marvel is neither a sponsor, administrator, endorser, or prize provider for the BYSV competition and is a released party from any claims that arise from any participants in the BYSV competition.

1.0 Competition Eligibility

1.1 Eligibility Rules

1.1.1 Super League Gaming Account.

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

1.1.2 Equipment.

BYSV 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.

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.

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 Maverick

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.

1.1.3 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.

1.1.4 United States or Canada Residency.

In order to be eligible for prizes in the BYSV, 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 Definitions:

- Limited Edition PS4: A special PlayStation 4 provided by Sony valued at \$400 USD
- Spider-Man Game: A physical copy of the Spider-Man PS4 game valued at \$60 USD
- Spider-Man: Into the Spider-Verse prize pack: The items are exclusive and available as a prize only.
 - Spider Man Beanie
 - Spider Man Headphones
 - Spider Man Bag
 - Spider Man Stickers

2.2 BYSV Prizing:

Prizing is broken down as follows:

- First Place: Limited Edition PS4, Spider-Man Game, and Spider-Man: Into the Spider-Verse prize pack
- Second Place: Spider-Man Game and Spider-Man: Into the Spider-Verse prize pack
- Third Place: Spider-Man Game and Spider-Man: Into the Spider-Verse prize pack

Approximate retail value of the total prizing is \$580.00 USD.

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

3.1 Player Commitment

Players must play in the BYSV events on the date and time of the BYSV schedule.

3.2 Lateness and Absence

Player acknowledges that the BYSV 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 BYSV 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 BYSV player may acquire any sponsors in conjunction with their play in the BYSV events.

4.0 BYSV Competition Structure

4.1 Definition of Terms

- Player: Single Minecraft player.
- Server: The BYSV official server.
- Plot: An area of the BYSV official server. Each participant will have 1 plot designated to them.
- Build: Participant's submissions for the BYSV event.
- Preliminary Judges: Members of Super League Staff will serve as judges to determine the BYSV finalists.
- Finals Judges: The Finals judges will be Mari Takahashi and James Delaney.

4.2 Phase Details

4.2.1 Build Phase

The window during which players will access the server and build on their plots. Players will be automatically assigned to an empty plot where only they can build. Plots are separated by only a couple of blocks, so players can fly around and view all the plots in the entire competition (players are not able to edit/modify other players creations).

This phase will last from December 1st, 2019 (12/1/19) until December 9th, 2019 (12/9/19). Throughout the competition, players can build at any time as much as they want up until the window is closed. When the window is closed, players will no longer be able to modify their builds, and anything built in the player's plot will be viewed as a submission during the Judging Phase.

4.2.2 The Judging Phase

Upon completion of the Build Phase, Judges will enter the server and begin the judging phase. There will be a Preliminary Judging Phase and a Finals Judging Phase. The Preliminary Judging phase will be overseen by Super League staff via a scoring system and will narrow the number of participants down to thirty (30) or less finalists.

The Finals Judging Phase will be overseen by Mari Takahashi and James Delaney, who will determine the final rankings of the finalists and the grand winners of the event

4.2.3 Preliminary Judging Scoring

The Preliminary Judging phase will be subject to a scoring regime, with participants able to earn a maximum of 30 points across the following categories:

- Creativity: How original was the concept? (Max. 10 pts)
- Skill: How well was the build executed? (Max. 10 pts)
- Relevancy: How did you connect your build to Spider-Verse? (Max. 10 pts)

5.0 Player Conduct & Unsportsmanlike Behavior

5.1 Competition Conduct

5.1.1 Unfair Play.

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

5.1.1.1 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:

5.1.1.1.1 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.

5.1.1.1.2 Prearranging

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

5.1.1.1.3 Deliberate Loss

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

5.1.1.2 Competitive Integrity

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

5.1.1.3 Hacking

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

5.1.1.4 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 BYSV Tournament officials, is not functioning as intended.

5.1.1.5 Ringing

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

5.1.1.6 Cheating Device

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

5.1.1.7 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.

5.1.2 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 BYSV 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.

5.1.3 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.

5.1.4 Abusive Behavior

Abuse of SLG officials, opposing Players, or spectators will not be tolerated. Repeated etiquette violations will result in penalties.

5.2 Unsportsmanlike Behavior

5.2.1 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.

5.2.2 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.

5.2.3 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.

5.2.4 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.

5.2.5 Statements Regarding SLG, BYSV, 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 BYSV events, Microsoft, Mojang, or its affiliates, or Minecraft, as determined in the sole and absolute discretion of SLG.

5.2.6 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.

5.2.7 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.

5.2.8 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.

5.2.9 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.

5.2.10 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 BYSV team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

5.2.11 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.

5.2.12 Noncompliance

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

5.2.13 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.

5.2.14 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 BYSV events.

5.3 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.

5.4 Prohibition of Solicitation or Sale of Goods

Players are prohibited from soliciting any service or selling any goods during a BYSV event.

5.5 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.

5.6 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.

5.7 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:

5.7.1 Written Warning

5.7.2 Prize Forfeiture

5.7.3 Suspension

5.7.4 Disqualification

5.8 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.

5.9 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 BYSV events, SLG, Microsoft, Mojang, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

6.0 Spirit of the Rules

6.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the BYSV event, 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.

6.2 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 BYSV event.

6.3 Best Interests of the BYSV event

SLG officials shall at all times act with the necessary authority to preserve the best interests of the BYSV event. 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 BYSV event.