



# **City Champs: Minecraft Official Rules**

Version 4.2; December 6, 2018

## Introduction and Purpose

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

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

These Rules are designed solely to ensure the integrity of the system established by Super League 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. Marvel is neither a sponsor, administrator, endorser, or prize provider for the City Champs: Minecraft competition and is a released party from any claims that arise from any participants in the City Champs: Minecraft competition.

### 1.0 Competition Eligibility

#### 1.1 City Association

All City Champs players will be associated with a Super League City Club (“Club”) in the United States or Canada.

#### 1.2 Eligibility Rules

##### 1.2.1 Age

In order to be eligible to compete in City Champs, players must be at least 17 years or younger as of October 27, 2018. For clarity, this is defined as having a birthday of 10/27/01 or later.

##### 1.2.2 Equipment.

Players must have access to bring and use a laptop or mobile device that meets the City Champs: Minecraft minimum specifications listed below:

Minimum Requirements for PC 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 on a Mobile Device 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
- Valid Xbox live account.

### 1.2.3 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.

### 1.2.4 Eligible Xbox Live Account.

Players must have an Xbox Live account if playing on a Mobile Device in good standing with Microsoft 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.

## 2.0 Prizes and Giveaways

### 2.1 Team Prize Eligibility

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

### 2.2 Grand Prize Eligibility

The City Club with the highest point score during the Grand Finals (the “City Club Champions”) will be awarded the Nickelodeon Victory Party. The Nickelodeon Victory Party package shall consist of a lunch party package (“Lunch Package”) for the members of the City Club Champions (the “Members”) and up to one (1) guest for each of the Members (which must be a Member’s parent or legal guardian) (each, a “Guest”, collectively the “Guests”). The Lunch Package shall consist of the following: (i) a catered lunch (the “Catered Lunch”) for up to 120 persons at a restaurant within 10 miles of the City Club Champions host movie theatre, and (ii) appearance by a Nickelodeon costume character; **Total Approximate Retail Value (“ARV”) of the Lunch Package is \$4,800.00.** The Lunch Package will occur within thirty (90) days of the Grand Finals. For clarity, the Lunch Package must occur on or before February 18<sup>th</sup> 2019. The Catered Lunch shall consist of food and non-alcoholic beverages for both the Members and the Guests. Members and Guests are responsible for informing Nickelodeon and Super League Gaming in advance of any food allergies or other dietary restrictions in order to allow Nickelodeon and Super League Gaming to inform Members and Guests of the contents of the Catered Lunch. Members and Guests acknowledge and agree that they are solely responsible for monitoring their dietary intake and

neither Nickelodeon nor Super League Gaming are under any obligation to modify the contents of the Catered Lunch or provide an alternate meal.

**Each Member and his/her Guest must be able to provide their and their Guest's own transportation to/form the location where the Lunch Package is offered. No transportation will be provided by Nickelodeon or Super League Gaming. If a Member cannot attend, that Member forfeits the Lunch Package in its entirety and acknowledges that neither Super League Gaming nor Nickelodeon shall have any further obligation to or requirement to further compensate the Members and/or Guests.** The Members and Guests must be able to travel on dates to be determined by Nickelodeon. Exact dates of travel to be determined at Nickelodeon's sole discretion. Nickelodeon may change travel dates at its sole discretion. The Members and Guests must sign any other legal documents required by Nickelodeon 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 two (2) days from the date Nickelodeon or its designee sends such documents to the Members or be subject to disqualification. Lunch Package is subject to certain restrictions and exact dates and arrangements are subject to availability. Nickelodeon is not responsible for any cancellations, delays, diversions or substitutions, or any act or omission whatsoever with respect to the Lunch Package. Any and all applicable federal, state, and local taxes (including but not limited to income taxes) and all fees and expenses related to delivery, acceptance, and use of the Lunch Package not specifically identified in these Rules, including, but not limited to taxes, gratuities, parking fees, transportation and other expenses are solely the responsibility of the Members and Guests.

Members may not transfer, give, barter, sell, substitute, or exchange the Lunch Package for a cash equivalent except at Nickelodeon's sole discretion. Nickelodeon reserves the right in its sole and absolute discretion, to substitute the Lunch Package or Lunch Package component with one of equal or greater value if the Lunch Package or a Lunch Package component cannot be awarded as described for any reason. Unused components of the Lunch Package have no redeemable cash value. Nickelodeon will not replace any lost or stolen prizes or components of the Lunch Package. Any difference between the ARV and the actual value, if any, of any component of the Lunch Package will not be awarded.

All minors must be accompanied by an adult at the Catered Lunch. Any unclaimed and/or unused Lunch Package or element thereof will be forfeited and will remain the property of Nickelodeon. If a Member and/or his or her Guest engage in behavior during the Lunch Package that (as determined by Nickelodeon in its sole discretion) is obnoxious or threatening, illegal or that is intended to annoy, abuse, threaten or harass any other person, or that in any way disparages or adversely affects the reputation, image, and/or customer goodwill of Nickelodeon, Super League Gaming or any of Nickelodeon's or Super League Gaming's services, products, trademarks, service marks, or logos, Nickelodeon and Super League Gaming reserve the right to terminate the Lunch Package or other applicable experience early, in whole or in part, and send the Member and/or Guest in question home with no further obligation or compensation whatsoever. In the event any Member or his/her Guest engages in behavior during travel and/or other applicable experience that (as determined by Nickelodeon in its sole discretion) is illegal, tortious, or subjects the Member or Guest(s) to arrest or detention, Nickelodeon and Super League Gaming shall have no obligation to pay any damages, fees, fines, judgments or other costs or expenses of any kind whatsoever incurred by the Member or Guest(s) as a result of such conduct. NICKELODEON AND SUPER LEAGUE GAMING SHALL HAVE NO

LIABILITY FOR ANY PERSONAL INJURIES, ALLERGIC REACTIONS, DEATH, PROPERTY DAMAGE, OR OTHER DAMAGES OR EXPENSES RESULTING FROM OR ARISING OUT OF ANY ASPECT OF ANY MEMBER'S OR ANY GUEST'S ACCEPTANCE OR USE OF THE LUNCH PACKAGE.

Each Member 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 Nickelodeon and Super League Gaming, 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 Lunch Package or any portion thereof, or participation in any Lunch Package-related activity or any claims based on publicity rights, defamation or invasion of privacy, or merchandise delivery. By participating in the completion and accepting the Lunch Package, Members 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 Lunch Package including, but not limited to, lost, stolen, damaged, delayed, or misdirected or destroyed prize (or any element thereof); or (iv) any change in the Lunch Package (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.

Each Member and his/her Guests assume all liability for any injury or damage caused, or claimed to be caused, by participating in or use or redemption of the Lunch Package. The Released Parties are not responsible if entry or participation is prevented, or if any component of the Lunch Package 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 LUNCH PACKAGE 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.

## 2.3 Giveaway Eligibility

### 2.3.1 City Team Jersey

All City Champs: Minecraft players that attend in-theatre events receive official team jerseys.

## 2.4 Spider-Man: Into the Spider-verse Screening Eligibility

All players in Minecraft City Champs are eligible to claim a ticket to a screening of Spider-Man: Into the Spider-Verse being held on December 8<sup>th</sup>, 2018 at 11:00 AM Local Time. Tickets only available to participants who sign up on the website. Only limited number of tickets available. Limit 1 ticket per participant and 1 guardian. Guardian must attend movie screening with participant. Seating is not guaranteed. Screening will be monitored for unauthorized recording. Movie is not yet rated.

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

### 3.1 Player Commitment

Players should attend, in person, each City Champs event on the date and time of the City Champs schedule. Players are further required to bring a device which meets City Champs minimum specifications (See section 1.2.2).

### 3.2 Lateness and Absence

Player acknowledges that City Champs will run according to schedule. Any player who arrives late will miss a portion of gameplay.

### 3.3 No Refunds

By entering the City Champs competition, you are making the commitment detailed in 3.1 above. No refunds of any kind shall be provided for any reason.

### 3.4 Substitutes

Players may not provide their own substitutes to any City Champs event. Account sharing between multiple players in this tournament is not allowed and will result in disqualification.

### 3.5 Username Restrictions

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

### 3.6 Name Approval

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

City Champs official if their name does not meet the standard and will be allowed to change their name. Players may not change their User Names on their main account during season.

### 3.7 Sponsorships

No City Champs player may acquire any sponsors in conjunction with their play for a City Champs Club.

## 4.0 City Champs Structure

### 4.1 Definition of Terms

- Player: Single Minecraft player.
- Team: Group of 5 Players.
- City Club: One of our Super League City Clubs
- Division: Group of 4 Cities that compete against each other in City Champs.
- Game: Minecraft minigame, such as Domination or Soccer.
- Match: Series of Games over the course of one play session.
- Game Instance / Server: Single server instance.

### 4.2 Phase Details

#### 4.2.1 Divisional Round Competition Phase

City Clubs compete against other City Clubs to earn the most Points in their division and advance to the Grand Final. This portion of the tournament takes place over the course of 3 weekly events, that is, four (4) Clubs will compete over three (3) days and play two (2) matchups per day. Each City Club will play the other City Clubs in its Division twice, never on the same day.

##### 4.2.1.1 Divisions

There are 16 total cities, which are split into 4 Divisions as follows:

<b>Western</b>	<b>Central</b>	<b>Northeastern</b>	<b>Southeastern</b>
Los Angeles San Francisco Seattle Las Vegas	Phoenix Dallas Houston Denver	Boston New York Chicago Philadelphia	Miami Tampa Bay Washington DC Atlanta

##### 4.2.1.2 Teams

Each City has up to 12 teams of 5 players each (no more than 60 total players per City). The 12 teams (A-L) within each City and are formed at random and are not

ranked. Super League determines team assignments. A team will only ever play against one other team from another City Club during a game at a time.

#### 4.2.1.3 Points

Each event consists of 4 Games in which teams earn points. Each team earns points for their city based on their in-game performance. Only two teams will ever be in a Game at the same time. The winning team will earn one (1) point towards their City Club's total, whereas the losing team will fail to earn any points.

At the end of the event, the City Club with the most total points will win the Head to Head matchup. City Clubs can tie in points in a Head to Head matchup and the match will be considered a Draw.

The top scoring City Club from each Division will advance to the Grand Finals.

#### 4.2.1.4 Tiebreakers

- Head to head
  - City matchup so will be either 1-1 or 2-0 and 0-2. This can often result in another tie.
- Total points
  - This is the number of individual 5-man team wins that the city club had over the course of the entire season.

#### 4.2.1.4 Matchmaking Process

During each Game, each Team will be randomly matched against another Team from the opposing City Club. Those two (2) Teams will play a head to head matchup where the winning team earns one (1) Point.

##### 4.2.1.4.1 Uneven Teams

In the case that two Clubs do not have the same number of Teams, some Teams will be randomly selected to sit out of a Game. Those teams will instead play in a round of Zombies for ten (10) minutes.

Any team that sat out a Game will be guaranteed to play in the next Game. A team cannot miss two (2) Games before another team misses one (1).

#### 4.2.2 City Champs: Minecraft Grand Final Phase

In the Grand Final, the four (4) City Clubs that won their division will compete against each other. Finalists play 2 matches in a seeded 4-Club playoff. The City Club with the Divisional record will be seeded 1 and play against the 4-seed, which is the team with

the worst divisional record of the four Division Champions. The remaining 2 Divisional Champions will play each other. The winners of these two matches will face each other in the Grand Final for the City Champs Title. The losers of the matches will play each other for 3<sup>rd</sup> place.

## **5.0 Match Process**

### **5.1 Minecraft Version & Server**

City Champs 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 seated in the arena and ready to join the game lobby at the time specified by the City Champs officials. Readiness includes, but is not limited to, player having completed client patching, configuration of in-game settings, and 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 Player Equipment Responsibility**

All players are responsible for ensuring the security of all their property, including hardware, peripherals and personal items. Super League Gaming, its employees and contractors assume no responsibility for the security of any player's property.

### **5.5 No In-Game Spectators**

Only City Champs players are allowed in the game lobby. No additional in-game spectators are permitted for any reason. Spectators may attend City Champs events and spectate in-person.

### **5.6 No Streaming**

Players are not permitted to stream their tournament matches publicly or privately on any platform or service. Players may stream personal or professional recordings of the match after the broadcast has officially completed once they are no longer using arena bandwidth.

### **5.7 Arena Bandwidth**

Arena bandwidth is for City Champs usage only. Players shall not use arena bandwidth for any other usage, including but not limited to playing non-City Champs games of Minecraft, accessing and/or viewing any non-City Champs website or video, downloading any information, data, or files not directly relating to being able to play City Champs.

## **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 City Champs 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, from a confederate to/from a 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 City Champs 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 City Champs 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 Allowed Mods

Super League allows the use of specific mods during competition play including:

- Optifine
- Toggle Sprint Mods
- Armor and Effect Status Mods
- Key Strokes Mods
- FPS Display
- Coordinates/Direction Mods

Mods that modify gameplay in any other way are not allowed.

#### 6.1.1.8 Intentional Disconnection

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

#### 6.1.1.9 City Champs Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of City Champs officials, violates these Rules and/or the standards of integrity established by City Champs 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 City Champs 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 City Champs officials, opposing Players, or audience members 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 denigratory 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 City Champs, Microsoft, Mojang, and 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 Super League Gaming, City Champs, Microsoft, Mojang, or its affiliates, or Minecraft, as determined in the sole and absolute discretion of Super League Gaming.

#### 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, City Champs officials may assign penalties at their sole discretion. If a City Champs official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player lies to a City Champs 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 the City Champs 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 City Champs 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, City Champs official, Microsoft/Mojang employee, or person connected with or employed by another City Champs 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 City Champs 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 City Champs as requested by City Champs 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 City Champs.

#### 6.3 Association with Gambling

No Player or City Champs 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 City Champs event.

#### 6.5 Commercial Use of Super League Gaming Assets and Imagery

Players are prohibited from any commercial use of Super League Gaming Assets and Imagery without the express, written consent of Super League Gaming. Personal use of Super League Gaming, 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 City Champs 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 the City Champs.

#### 6.7 Penalties

Upon discovery of any Player committing any violations of the rules listed above, the City Champs 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 City Champs. It should be noted that penalties may not always be imposed in a successive manner. City Champs, 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 Super League Gaming.

#### 6.9 Right to Publish

City Champs 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 City Champs, Super League Gaming, 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 City Champs, and penalties for misconduct, lie solely with City Champs, the decisions of which are final. City Champs 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 City Champs, from time to time, in order to ensure fair play and the integrity of City Champs.

#### 7.3 Best Interests of the City Champs

City Champs officials shall at all times act with the necessary authority to preserve the best interests of the City Champs. This power is not constrained by lack of specific language in this document. City Champs 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 City Champs.