

SUPER LEAGUE GAMING, INC.

Logitech G Challenge: League of Legends

Official Rules

Version 1.0; January 2, 2019

Introduction

These Official Rules (“Rules”) of the Super League Gaming (“SLG” or “Super League”) Logitech G Challenge (“LGC”) apply to each player who enters to play in the LGC contest (“Promotion”). These Rules apply only to official LGC play and not to other competitions, tournaments or organized play of League of Legends (“LoL” or the “Game”).

Super League Gaming, Inc., a Delaware corporation, has established these Rules for the competitive play of LoL in order to unify and standardize the rules used in SLG competitive play.

These Rules are designed solely to ensure the integrity of the system established by the LGC for play of LoL and create a competitive balance among the players. Standardized rules benefit all parties who are involved in the play of LoL.

NO PURCHASE NECESSARY. OFFER VOID WHERE PROHIBITED OR RESTRICTED BY LAW.

Eligibility. The Promotion is open to people 14 years of age or older (as of date of entry) who are legal residents of the United States and Canada (excluding Quebec). For avoidance of doubt, participants from outside the United States should check with local requirements regarding his or her eligibility prior to participation in this Promotion. The officers, directors, and employees of Logitech Inc., Best Buy Stores, L.P., Super League Gaming Inc., and their respective parent companies, subsidiaries and affiliated companies (“Logitech G,” “Best Buy,” and “Super League,” respectively) and all advertising, promotion and judging agencies, persons engaged in the development, production or distribution of materials for this Promotion (collectively the “Promotion Parties”) and immediate family members or persons living in the same household (whether related or not) are not eligible to participate in this Promotion. If a prize is won by a minor, it will be awarded on the minor’s behalf to the minor’s parent or legal guardian who must sign all required acknowledgements and releases.

INITIAL REGISTRATION PERIOD. The Logitech G Challenge: League of Legends Initial Registration Period begins on 1/22/2019 at 12:01AM PST and ends on 2/2/2019 11:59PM PST (“Registration Period”). Following the Initial Registration Period, players can register during each Alliance Selection Window, defined below.

HOW TO ENTER.

- Participants will register to enter our competition by providing their information on www.superleague.com/logitechgchallenge/.

The information you provide at submission will be used to contact you, if you are a potential winner.

PROMOTION PERIOD. The Logitech G Challenge: League of Legends Promotion Period begins on 1/22/2019 at 12:01AM PST and ends on 04/27/2019 11:59PM PST (“Promotion Period”). The Initial Registration Period and the Alliance Selection Windows and the Gameplay Window, defined below, collectively comprise the Promotion Period. Entries will be accepted through the Promotion Period.

SELECTION OF WINNERS AND NOTIFICATION. Super League will award up to 68 winners (each a “Winner”) from the eligible entries received during the Promotion Period based upon user skill demonstrated during the Promotion as set forth in “4.0 LGC Tournament Structure” of the Official Rules.

Notification: Potential Winner(s) will be notified by Super League or its designated agency via the e-mail provided on the entry form and must respond within a 24-hour time period from the date and time stamp the message was sent from Super League or its designated agency. If the potential winner fails to respond within 24 hours, Super League will select an alternate potential Winner based upon demonstrated skill during the Promotion. Winners may be required to sign and return an Affidavit of Eligibility, Liability Waiver and Publicity Release. Prize will be awarded within forty-five (45) business days after the Winner has been verified.

1.0 Competition Eligibility

1.1 Eligibility Rules

1.1.1 Super League Gaming Account.

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

1.1.2 Age

In order to be eligible to compete in the LGC, players must be at least 14 years or older as of February 3rd, 2019. For clarity, this is defined as having a birthday of 02/03/05 or earlier.

1.1.3 Equipment

League of Legends minimum recommended specifications listed below:

- 3 GHz processor
- 4 GB of RAM
- 12 GB available hard disk space
- Nvidia GeForce 8800/AMD Radeon HD 5670 or equivalent video card (Dedicated GPU with 512MB or higher Video Memory (VRAM))
- Support for DirectX v9.0c or better
- Windows 7, Windows 8.1, or Windows 10 with the latest service pack installed
OR Mac OS X 10.8 or higher

1.1.4 Riot Games Disciplinary Status

Players may not have any current disciplinary suspension from Riot Games affiliated competitions. Suspensions from LoL will be upheld by the LGC.

1.1.5 Eligible LoL Account

Players must have a LoL account on the North American server in good standing with Riot games and be eligible for ranked games in order to compete. This same account must be used for the duration of the competition. Players may not change their Summoner Name without permission from SLG during the competition.

1.1.6 No Professionals

Players may not be active competitors in the League of Legends Championship Series or have an active contract with a professional organization or competition.

2.0 Prizes and Giveaways

2.1 Eligibility

Prizes will be distributed based on individual and alliance performance and attendance in the competition. Players must play a minimum of ten (10) games, each month, as reported on the LGC Leaderboard in order to be eligible for prizes. Placement on the leaderboard is determined by win/loss percentage with ties broken by total numbers of games played. If after win/loss percentage and total games still results in a tie, then average kill / death ratio will be leveraged as the final tie breaker.

2.2 Prizing Breakdown

2.2.1 Definitions

2.2.1.1 PRO Gaming Gear Bundle

The PRO Gaming Gear Bundle is a Grand Prize award that consists of the following Logitech products:

- One PRO Wireless Mouse,
- One PRO Keyboard,
- One PRO Headset,
- and one Powerplay Wireless Charging System.

2.2.2 Limitations on prizing

Participants may only receive one prize per prizing category (Weekly, Monthly, Grand) throughout the duration of the LGC. Participants who attain more than one prize category will not receive duplicate peripheral items.

2.2.3 Weekly MVPs Prize

Each week the top MVP per alliance will receive the following rewards:

- G502 HERO with a value of \$79.99.
- \$25.00 Best Buy Gift Card

2.2.4 Monthly Prize

Each month the top MVP per alliance will receive the following rewards:

- G502 HERO with a value of \$79.99
- G513 Carbon Clicky keyboard with a value of \$149.99
- \$50.00 Best Buy Gift Card

2.2.5 LGC Grand Prizes

Upon completion of the LGC the following rewards will be distributed to the top 20 leaderboard members:

1st: Grand Prize

- Alienware Desktop PC with a value of \$3,199.99
- PRO Gaming Gear Bundle with a value of \$469.96

2nd: Second Place

- PRO Gaming Gear Bundle with a value of \$469.96
- \$500.00 Best Buy Gift Card

3rd: Third Place

- PRO Gaming Gear Bundle with a value of \$469.96
- \$250.00 Best Buy Gift Card

4th: Fourth Place

- PRO Gaming Gear Bundle with a value of \$469.96
- \$100.00 Best Buy Gift Card

5th-20th:

- \$50.00 Best Buy Gift Cards

The approximate retail value of the total prizes is \$7,335.

2.3 Prizing distribution

Best Buy gift cards are subject to the term and conditions available at www.bestbuy.com/gcterms. Prizing throughout the LGC will be shipped to declared winners within 30 days of each announcement for Weekly, Monthly, and Grand Prize Draws respectively. Winners will be contacted via their registered SLG account email address for confirmation and required distribution details. Any queries or information regarding prizing delivery can be found via emailing our team at contactus@superleague.com.

3.0 Lateness/Absence, Replacement Rules, and User Names

3.1 Lateness and Absence

Players acknowledge that the LGC will run according to schedule. Any player who signs on to SuperLeague.com late for any Gameplay Windows will miss a portion of gameplay.

3.2 Substitutes

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

3.3 Summoner Names

For players competing in the LGC, Summoner Names may not contain the following: vulgarities or obscenities; LoL champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

4.0 LGC Tournament Structure

4.1 Definition of Terms

Online Match Making System: The Online Match Making System is located on players' dashboards on Superleague.com and is used to queue up against opponents during the Competition Phase.

Game: An instance of competition on the Summoner's Rift map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Player Surrender.

Alliance: An overarching alignment that each participant represents throughout LGC participation. The four alliance options available for selection during the LGC as of February 3rd are:

1. Star Guardian
2. Pool Party
3. PROJECT
4. Arcade

Alliance Selection Window: During a fixed number of days leading into each monthly Gameplay Window, as defined below, players can choose which alliance to join via a selection process on superleague.com. The Alliance Selection Windows are listed below. Should additional dates be added the beneath table shall be updated, and all competition participants will be notified via email.

February – 12:01AM PST on 2/3/19 – 11:59PM PST on 2/9/19

March – 12:01AM PST on 3/3/19 – 11:59PM PST on 3/9/19

April – 12:01AM PST on 3/31/19 – 11:59PM PST on 4/6/19

5v5: A game in which ten players compete against each other as two teams of five on the Summoner's Rift map.

Competition Phase: Players compete online during the Competition Phase.

Gameplay Window: The Competition Phase is made up of nine weeks of Gameplay Windows during which players can leverage the Online Match Making System to queue up for matches and compete. The calendar of the Competition Phase including all Gameplay Windows is listed below, all times are listed in PST and will be active across all North America time zones

simultaneously. Should additional dates be added the beneath table shall be updated, and all competition participants will be notified via email.

February – *Wednesdays 6:00-9:00pm, Weekends 7:00-11:00pm*

- Week 1 – 2/10/19 to 2/16/19
- Week 2 – 2/17/19 to 2/23/19
- Week 3 – 2/24/19 to 3/2/19

March – *Wednesdays 6:00-9:00pm, Weekends 7:00-11:00pm*

- Week 1 – 3/10/19 to 3/16/19
- Week 2 – 3/17/19 to 3/23/19
- Week 3 – 3/24/19 to 3/30/19

April – *Wednesdays 6:00-9:00pm, Weekends 7:00-11:00pm*

- Week 1 – 4/7/19 to 4/13/19
- Week 2 – 4/14/19 to 4/20/19
- Week 3 – 4/21/19 to 4/27/19

4.2 Online Match Making System

During Gameplay Windows, players will queue up representing an alliance, and face off against other players competing in the LGC.

4.2.1 Player Leaderboard

Placement on the player leaderboard is determined by win/loss percentage with ties broken by total numbers of games played. If after win/loss percentage and total games still results in a tie, then average kill / death ratio will be leveraged as the final tie breaker.

4.2.2 Alliance Leaderboard

Placement on the alliance leaderboard is determined by: Average Alliance Representative Win Rate, Quantity of Player Participation, and Percentage of Games Played Per Alliance, weighted at ratios of 50% / 25% / 25% respectively.

5.0 Match Process

5.1 5v5 On Summoner's Rift

All LGC 5v5 games will be played on the Summoner's Rift map.

5.1.1 Tournament Draft

All 5v5 games will use the Tournament Draft setting.

5.1.2 Win Conditions

Winners are determined by one of the following methods, whichever occurs first: (a) Destruction of a Nexus, (b) Team Surrender.

5.2 Player Equipment Functionality

A problem with player equipment is not an acceptable reason for lateness regardless of the root cause of the problem and any games lost as a result of player hardware failure are not contestable.

5.3 No In-Client Spectators

Only LGC players or SLG staff 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 SLG.

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 prizes 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 LGC 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 League of Legends 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 SLG, 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 LGC Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of SLG, 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 LGC 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 or opposing Players will not be tolerated.

6.2 Unsportsmanlike Behavior

6.2.1 Responsibility Under Rules

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts made intentionally 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 Player Behavior Investigation

If SLG determines that a Player has violated any element of our player behavior or conduct guidelines, 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.

6.2.6 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.

6.2.7 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.

6.2.8 Bribery

No Player may offer any gift or reward to another player or SLG employee.

6.2.9 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 player or services designed to throw or fix a match or game.

6.2.10 Noncompliance

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

6.2.11 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.

6.2.12 Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the LGC as requested by SLG. 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 SLG.

6.3 Association with Gambling

No Player or SLG employee may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends 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 an LGC competition.

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 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 the LGC. 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 Player which may be referenced in such declaration hereby waive any right of legal action against any affiliated competition regulators, including Super League, Logitech, Best Buy, Riot Games, 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 LGC, 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 LGC.

7.3 Best Interests of the LGC

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

8.0 Other

8.1 Binding Effect.

By submitting your entry you agree to be bound by these Official Rules and failure to comply with these Official Rules may result in disqualification. All federal, state and local laws apply.

8.2 Publicity Release.

Except where prohibited by law, acceptance of a prize shall constitute the Winner's agreement with Logitech G may to use their name, address, voice, likeness and prize information for promotional purposes without further payment or compensation, unless prohibited by law.

8.3 Privacy; Data Collection.

By participating in this Promotion, you acknowledge and agree that SLG may collect the personal information submitted by you pursuant to SLG's privacy policy located at <https://www.superleague.com/privacy-policy/>. However, personally identifiable information that is submitted by entrants as part of this Promotion will be used by SLG to administer the Promotion, determine prize winners and fulfill the prizes only. Your personally identifiable information will not be retained by SLG when this Sweepstakes concludes. You further acknowledge and agree that the personal information submitted by you will be handled according to the Best Buy Privacy Policy available online at www.bestbuy.com or by calling 1-888-BEST BUY.

8.4 Prize Provider.

The Prize Provider of the Promotion is Logitech Inc. with North America headquarter offices at 7700 Gateway Boulevard, Newark, CA 94560, USA.

8.5 List of Winners.

Winner(s) will be announced by Super League via e-mail; however, you may also receive a list of the winners by sending a self-addressed, stamped envelope to Super League's address no later than 60 days from end date of the Promotion Period. Residents of Vermont may omit return postage. Winners may also be announced on Logitech G's social media outlets.

8.6 Disclaimer.

PARTICIPANT ACKNOWLEDGES AND AGREES THAT LOGITECH G AND BEST BUY ARE IN NO WAY INVOLVED IN THE CREATION, EXECUTION AND ADMINISTRATION OF THE PROMOTION AND THAT SUPER LEAGUE GAMING, INC. IS THE SOLE ADMINISTRATOR AND FULFILLER OF THE PROMOTION.

SUPER LEAGUE GAMING, INC., LOGITECH G AND BEST BUY DO NOT MAKE ANY REPRESENTATIONS OR WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, REGARDING ANY PRIZE OR YOUR PARTICIPATION IN THE PROMOTION. BY PARTICIPATING IN THE PROMOTION, EACH PARTICIPANT AGREES TO RELEASE AND HOLD LOGITECH G (AS WELL AS ITS PARENTS, SUBSIDIARIES AND AFFILIATES), BEST BUY, THE PROMOTION PARTIES, AND THEIR RESPECTIVE EMPLOYEES, OFFICERS, DIRECTORS, SHAREHOLDERS, AGENTS, AND REPRESENTATIVES

HARMLESS FROM ANY AND ALL LOSSES, DAMAGES, RIGHTS, CLAIMS AND ACTIONS OF ANY KIND IN CONNECTION WITH THE PROMOTION OR RESULTING FROM ACCEPTANCE, POSSESSION, OR USE OF ANY PRIZE, INCLUDING WITHOUT LIMITATION, PERSONAL INJURY, DEATH, AND PROPERTY DAMAGE, AND CLAIMS BASED ON PUBLICITY RIGHTS, DEFAMATION, OR INVASION OF PRIVACY.

8.7 Disputes.

Participant agrees that: (a) any and all disputes, claims and causes of action arising out of or connected with this Promotion, other than the administration of the Promotion, shall be resolved individually, without resort to any form of class action, and exclusively through final and binding arbitration conducted under the Consumer Arbitration Rules (“Rules”) of the American Arbitration Association, except that any dispute that would otherwise fall under the jurisdiction of a small claims court may, at the option of one of the parties, be brought in a small claims court of competent jurisdiction prior to the appointment of an arbitrator; (b) any and all claims, judgments and awards shall be limited to actual out-of-pocket costs incurred, including costs associated with entering this Promotion but in no event attorneys’ fees; and (c) under no circumstances will registrant be permitted to obtain awards for, and registrant hereby waives all rights to, claim punitive, incidental and consequential damages and any other damages, other than for actual out-of-pocket expenses, and any and all rights to have damages multiplied or otherwise increased. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATIONS OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE MAY NOT APPLY TO YOU. The arbitration shall be conducted by a single arbitrator selected by mutual agreement of the parties or under the selection process set forth in the Rules. The costs of the arbitration shall be apportioned between the parties as set forth in the Rules. The arbitrator's award shall be final and binding on the parties without right of appeal. YOU MUST CONTACT SUPER LEAGUE GAMING, INC. WITHIN ONE (1) YEAR OF THE DATE OF THE OCCURRENCE OF THE EVENT OR FACTS THAT GIVE RISE TO A CLAIM, OR YOU WAIVE THE RIGHT TO PURSUE ANY CLAIM BASED UPON SUCH EVENT OR FACTS. All issues and questions concerning the construction, validity, interpretation and enforceability of these Official Rules, or the rights and obligations of the participant, SUPER LEAGUE GAMING, INC. in connection with the promotion, shall be governed by, and construed in accordance with, the laws of the State of California, U.S.A., without giving effect to any choice of law or conflict of law rules.