

Samsung 837 Level Up Fortnite Tournament Official Rules

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Contents

1.0 Competition Eligibility	1
1.1 Venue Attendance Ability	1
1.2 Eligibility Rules	1
1.2.1 Age Requirement	1
1.2.2 Eligible Fortnite Account	1
1.2.3 Equipment	1
1.2.4 Epic Games, Super League Disciplinary Status	2
2.0 Prizes	2
2.1 Eligible Recipients	2
2.2 Prize Breakdown	2
2.2.1 Runner-Up Prizes	2
2.2.2 Grand Prizes	2
2.3 Retail Value of Prizing	2
2.4 Prizing Distribution	2
3.0 Player Commitment, Lateness/Absence, Replacement Rules and Usernames	3
3.1 Player Commitment	3
3.2 Lateness and Absence	3
3.2.1 Lateness or Absence During the Event	3
3.3 Username Restrictions	3
3.4 Name Approval	3
3.5 Sponsorships	3
4.0 Fortnite Tournament Structure	4
4.1 Definition of Terms	4
4.2 Qualifying Phase	4
4.2.1 Qualifier Scoring	4
4.2.1.1 Placement scoring (per match)	4
4.2.1.2 Eliminations Scoring (per match)	4
4.2.2 Score Reporting	4
4.2.3 Finals Qualification & Selection	4
4.2.3.1 Qualifying Phase Tiebreakers	4
4.3 Finals	5
4.3.1 Group and Team Determination	5
4.3.2 Finals Scoring	5

4.3.2.1 Finals Tiebreakers.....	6
5.0 Match Rules and Match Process.....	7
5.1 Match of Record	7
5.2 Match Invalidation	7
5.2.1 Critical Bug Verification	7
5.2.2 Verified Bug Procedure	7
5.2.3 Finals Application and Match Resets	7
5.3 Role of Referees	7
5.3.1 Referee Responsibilities	7
5.3.2 Referee Comportment	8
5.3.3 Finality of Judgment	8
5.3.4 Gambling Prohibition	8
5.4 Competitive Patch.....	8
5.5 Setup and Player Responsibilities for Matches	8
5.6 Arena Bandwidth	8
5.7 Match Setup	9
5.8 Restrictions on Gameplay Elements	9
6.0 Player Conduct	10
6.1 Competition Conduct	10
6.1.1 Unfair Play.	10
6.1.2 Profanity and Hate Speech	11
6.1.3 Disruptive Behavior / Insults	11
6.1.4 Abusive Behavior	11
6.2 Unsportsmanlike Behavior	12
6.2.1 Responsibility Under Code	12
6.2.2 Harassment	12
6.2.3 Sexual Harassment	12
6.2.4 Discrimination and Denigration	12
6.2.5 Statements Regarding LUP, Epic Games, Fortnite and Samsung	12
6.2.6 Player Behavior Investigation	12
6.2.7 Criminal Activity	13
6.2.8 Moral Turpitude	13
6.2.9 Confidentiality	13
6.2.10 Bribery	13

6.2.11 Gifts	13
6.2.12 Noncompliance	13
6.2.13 Match-Fixing	13
6.2.14 Document or Miscellaneous Requests	13
6.2.15 Weapons	13
6.3 Association with Gambling	14
6.4 Prohibition of Solicitation or Sale of Goods	14
6.5 Commercial Use of Super League Gaming Assets and Imagery	14
6.6 Subjection to Penalty	14
6.7 Penalties	14
6.8 Penalty Schedule	14
6.9 Right to Publish	14
7.0 Spirit of the Rules	15
7.1 Finality of Decisions	15
7.2 Rule Changes	15
7.3 Best Interests of the LUP	15
8.0 Legal Disclaimers	15
8.1 Individual Prizing Eligibility	15

Introduction and Purpose

These Official Rules (“Rules”) of the Samsung 837 (“SG837”) Super League (“SLG”) Level Up Fortnite Battle Royale Tournament (“LUP”) apply to each player who enters to play in the LUP, which may be played only in-person at SG837. These Rules apply only to official LUP play and not to other competitions, tournaments or organized play of Fortnite Battle Royale (“Fortnite”).

Super League Gaming, a Delaware company, has established these Rules for the competitive play of Fortnite in order to unify and standardize the rules used in the LUP competitive play.

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

How to Enter

Participants can pre-register to enter the competition by entering their information on <https://www.superleague.com/levelup/>. 350 Pre-registration spots are available. Pre-registration does not guarantee admission into the tournament and players will be allowed entry into the event on a first come, first served basis. Participants who do not pre-register can register to participate in the LUP as Standby players at <https://www.superleague.com/levelup/> or on-site at Samsung 837. Standby registration does not guarantee admission into the tournament.

1.0 Competition Eligibility

1.1 Venue Attendance Ability

All LUP players must be able to appear in person at SG837 during competition hours (12:00pm ET – 7:00pm ET) to be eligible to participate in the LUP.

1.2 Eligibility Rules

1.2.1 Age Requirement

In order to be eligible to compete in the LUP, players must be at least 13 years old by March 16th, 2019. For clarity, this is defined as having a birthday of 03/16/2006 or earlier. Individuals who are not 13 by the start of the LUP may attend, but cannot participate in the event, and must have a parent or guardian present at all times at SG837.

1.2.2 Eligible Fortnite Account

Players must have a Fortnite account in good standing with Epic Games in order to compete in the LUP.

1.2.3 Equipment

Players will be granted use of official Samsung S10 devices during the LUP that meet or exceed the following specifications:

- Processor – Qualcomm Snapdragon 855
- RAM – 8GB

- OS – Android 9

1.2.4 Epic Games, Super League Disciplinary Status

Players may not have any current disciplinary suspension from Epic Games or Super League affiliated competitions.

2.0 Prizes

2.1 Eligible Recipients

Prizes will be distributed based on performance in the LUP. Players must attend the LUP in-person in order to be eligible for prizes. Individual recipient eligibility, legal liability, and responsibilities of Prize winners are detailed in section 8.1.

2.2 Prize Breakdown

2.2.1 Runner-Up Prizes

Each individual of the two finalist groups that are runners up in the Level Up Event Finals will receive one (1) pair of AKG N700NCf headphones.

2.2.2 Grand Prizes

Each individual on the finalist group that is the First Winner of the Level Up Event Finals will receive one (1) pair of AKG N700NCf headphones, and one (1) Samsung S10+ mobile phone.

2.3 Retail Value of Prizing

AKG N700NC Headphones hold a retail value of \$349.99.
Samsung S10+ mobile phones hold a retail value of \$999.99

2.4 Prizing Distribution

Prizing throughout the LUP will be shipped to declared winners within 30 days if not provided onsite. Winners will be contacted via their registered account email address or cell phones for confirmation and required distribution details. Any queries or information regarding prizing delivery can be directed to contactus@superleague.com.

3.0 Player Commitment, Lateness/Absence, Replacement Rules and Usernames

3.1 Player Commitment

Players are required to attend, in person, the main event on the date and time of the LUP schedule.

3.2 Lateness and Absence

Players acknowledge that it is critical for the LUP to run according to a set time schedule. Any player who is late for the scheduled start of the LUP is subject to either missing matches and/or the forfeiture of their position.

3.2.1 Lateness or Absence During the Event

A player who is late for or absent during the gameplay window for the LUP shall be subject to being substituted by an available player.

3.3 Username Restrictions

For players who participate in the LUP, Usernames may not contain vulgarities, obscenities or content deemed derogatory towards the event experience. Super League reserves the right at its sole discretion to determine vulgar, obscene or derogatory usernames. If a name is deemed inappropriate, the player's First Initial and Last Name will be used in place of their Username.

3.4 Name Approval

All Usernames must be approved by the LUP officials in advance of use in play in the Finals. Unapproved name changes are not allowed under any circumstances. The LUP officials have the ability to deny a Username if it does not reflect the standards sought by the LUP officials. A player will be notified by an LUP official if their name does not meet the standard and will be allowed to change their name. Players may not change their Username on their main account during the event. Super League is not responsible for complications or costs that arise as the result of Username changes.

3.5 Sponsorships

No LUP player may acquire any sponsors in conjunction with their play in the LUP.

4.0 Fortnite Tournament Structure

4.1 Definition of Terms

Match: An instance of competition within Fortnite on open servers within which a participant plays. The Match is played until a participant is eliminated, or they achieve a Victory Royale.

Round: An instance of competition within the Fortnite Creative Island within which three (3) groups of participants play. The round is played until either two objectives are destroyed, or time expires.

4.2 Qualifying Phase

Players will enter Matches as solo participants on open servers. Scoring is based on individual placements and in-game eliminations achieved in three (3) Matches.

4.2.1 Qualifier Scoring

Players will receive an aggregate score across all three (3) Matches they complete.

4.2.1.1 Placement scoring (per Match)

- Victory Royale receives five (5) points
- Second and third place receive three (3) points
- Fourth, fifth and sixth place receive two (2) points
- Seventh, eighth, ninth and tenth place receive one (1) point

4.2.1.2 Eliminations Scoring (per Match)

- Three (3) eliminations equal one (1) point
- Four-Five (4-5) eliminations equal two (2) points
- Six-Seven (6-7) eliminations equal three (3) points
- Eight (8) or more eliminations earn an additional one (1) point per elimination

Leaderboard scores will be displayed on monitors within the venue and broadcast on www.twitch.tv/superleague.

4.2.2 Score Reporting

When participants have completed a Match, they must raise their hand and wait for an LUP referee to register their score before exiting the Match to enter their next Match. Failure to report a result may result in a penalty.

4.2.3 Finals Qualification & Selection

Twelve (12) participants with the highest point totals from the qualifying phase will progress to the Finals. Participants will be contacted via call or text at the

end of the Qualifying Phase window and will have ten (10) minutes to claim their Finals slot before it is forfeited to the next qualified participant.

4.2.3.1 Qualifying Phase Tiebreakers

In the event of a tied point total for a Finals qualifying position, the player with the most points earned via eliminations will be selected. In the event of a tie in eliminations, the player with the highest collection of placements will be selected. In the event of an ongoing tie, the qualifying participant will be selected by coin toss administered by the LUP officials.

4.3 Finals

The Finals will consist of three (3) rounds of competition within Fortnite Creative Island in a custom game called "Siege" by designer Bludrive. In each Finals Round, Team Ninja will be defending two objects in the island and Team iKON will be attempting to destroy those objects. Team Ninja's objective will be to defend the objects before time has expired. Team iKON's objective will be to destroy the objects before the 10 minute time limit has expired.

4.3.1 Group and Team Determination

The Top 12 players will be separated in to the following three (3) groups:

- Group 1 will include the players that placed #1, #6, #7 and #12 in Qualifiers
- Group 2 will include the players that placed #2, #5, #8 and #11 in Qualifiers
- Group 3 will include the players that placed #3, #4, #9 and #10 in Qualifiers

Round One will be between the following two teams:

- Team Ninja (The Defenders), composed of Ninja and the players from Group 3, playing at the Team Ninja stations.
- Team iKON (The Attackers), composed of the members of iKON and the players from Group 1 and Group 2, playing at the Team iKON stations.

Round Two will be between the following two teams:

- Team Ninja, composed of Ninja and Group 2, playing at the Team Ninja stations.
- Team iKON, composed of the members of iKON and the players from Group 1 and Group 3, playing at the Team iKON stations.

Round Three will be between the following two teams:

- Team Ninja, composed of Ninja and Group 1, playing at the Team Ninja stations.

- Team iKON, composed of the members of IKON and the players from Group 2 and Group 3, playing at the Team iKON stations.

Between each round each Group will be swap between assigned sets of devices at the direction of LUP Officials.

4.3.2 Finals Scoring

A Judge to be assigned to each Group in each round to monitor points. Each of the 3 Groups will be awarded one (1) point per round for each objective achieved by their team. The Groups participating with Team iKON will receive one objective point per object destroyed per round. The groups participating with Team Ninja will receive one objective point per remaining object at the end of each round. The group with the most points at the end of the 3 rounds will be the Grand Final victors.

4.3.3 Finals Tiebreakers

If any number of the Groups each have an equal number of points after Round Three, the Group with the most Eliminations across all three rounds combined will receive an additional point. Tallied group eliminations do not include contributions from Ninja or iKON members.

In the event that both points and eliminations are tied, the Group with the lowest average objective completion time while on the attacking team will be awarded an additional point.

5.0 Match Rules and Match Process

5.1 Match of Record

A Match of record (“GOR”) refers to a Match where a participant has landed on the floor following launch out of the battle bus. Once a Match attains GOR status, the period ends in which incidental Match invalidations may be permitted and a Match will be considered as “official” from that point onward. After the establishment of GOR, Match invalidations will be allowed only under limited conditions (see Section 5.2).

5.2 Match Invalidation

If a Match experiences a critical bug at any point during the Match that significantly alters Match stats or gameplay mechanics, or the external environmental conditions at a live event become untenable then the Match may be invalidated. Certain circumstances must be met before an invalidation may occur. LUP officials must determine that the bug is critical and verifiable.

5.2.1 Critical Bug Verification

For the bug to be considered critical, the bug must significantly damage a player’s ability to compete in the Match situation. The determination of whether the bug has damaged a player’s ability to compete is up to the sole discretion of

the LUP officials. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug. If a player believes s/he has experienced a critical bug, s/he must alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible invalidation at a more advantageous time, then an invalidation will no longer be granted.

5.2.2 Verified Bug Procedure

If LUP officials determine that the bug is critical and verifiable and that the player followed the invalidation protocol, then the disadvantaged player will be presented with the option for a restart. If the player accepts, the Match will immediately be invalidated.

If a player is offered a restart and declines, then the player will be ineligible to request a restart on the bug that caused the potential restart for the remainder of the Match. However, LUP officials reserve the right at all times to force a Match invalidation if the Match environment reaches a level of instability that compromises the competitive integrity of the Match.

5.2.3 Finals Application & Round Invalidation

In the event of a critical Round bug, or full server crash during a Finals round prior to LUP score validation, Round Invalidation will be confirmed by LUP Officials and result in a full round reset, regardless of the state of progression within the round.

5.2.3.1 Disconnection

In the event of a disconnection, finals participants should reconnect.

5.2.3.2 Hardware Crash

In the event of a hardware crash, finals participants should resolve the issue via speaking to an LUP Official.

5.3 Role of Referees

Referees are LUP officials who are responsible for making judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play.

5.3.1 Referee Responsibilities

Referee oversight may include, but is not limited to the following:

5.3.1.1 Participant Validation Check

Checking the participants eligibility before Match start.

5.3.1.2 Official Match Start

Overseeing the beginning of participant Matches.

5.3.1.4 Deliver Penalties

Issuing penalties in response to Rule violations before, during, or after Matches.

5.3.1.5 End of Match Confirmation and Reporting

Confirming the end of a Match and submission of its results.

5.3.2 Referee Comportment

At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, or other individual.

5.3.3 Finality of Judgment

If a referee makes an incorrect judgment, the judgment can be subject to reversal. LUP officials at their discretion may evaluate the decision during or after the Match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, LUP officials reserve the right to potentially invalidate the referee's decision. LUP officials will always maintain final say in all decisions set forth throughout the LUP.

5.3.4 Gambling Prohibition

All rules prohibiting gambling on Fortnite, as found below in Section 9, shall apply to referees without limitation.

5.4 Competitive Patch

The current Fortnite competitive patch will be used for all competitive play.

5.5 Setup and Player Responsibilities for Matches

All players will be expected to be situated in SG837 at their designated station and ready to begin participation at times specified by the LUP officials. Readiness includes, but is not limited to, configuration of in-game settings.

5.6 Arena Bandwidth

Arena wireless network and bandwidth is for LUP usage only. Players shall not use the SG837 wireless network and bandwidth designated for the LUP for any other usage,

including but not limited to playing non-LUP games of Fortnite, accessing and/or viewing any non-LUP website or video, downloading any information, data, or files not directly relating to being able to play LUP.

5.7 Match Setup

Players will enter Fortnite Battle Royale Matches as solo participants on open servers. Players will participate on LUP created Fortnite accounts during qualifier play and must not log out of the LUP account or log in to their personal Fortnite accounts.

5.8 Restrictions on Gameplay Elements.

Restrictions may be added at any time before or during a Match if there are known bugs or for any other reason as determined at the discretion of the LUP officials.

6.0 Player Conduct

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 the LUP 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 Match.

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 Match 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 LUP Match, 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 Fortnite 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 any other Match function that, in the sole determination of LUP officials, is not functioning as intended may result in a penalty or Match invalidation.

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 and Bluetooth/Game Controllers

The use of any kind of cheating device and/or cheat program, or Bluetooth/Game Controllers is explicitly forbidden.

6.1.1.7 Intentional Disconnection

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

6.1.1.8 LUP Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of LUP officials, violates these Rules and/or the standards of integrity established by LUP 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 SG837, at any time. A player may not use any facilities, services or equipment

provided or made available by LUP 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 LUP 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 the LUP 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 denigrating 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 LUP, Epic Games, Fortnite, and Samsung

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 the LUP, Epic Games or its affiliates, Fortnite, Samsung or SLG as determined in the sole and absolute discretion of the LUP.

6.2.6 Player Behavior Investigation

If LUP or Epic Games determines that a Player has violated the Fortnite or SLG Terms of Service, or other rules of Fortnite, LUP officials may assign penalties at their sole discretion. If a LUP official contacts a player to discuss the investigation, the player is obligated to tell the truth. If a player lies to a LUP official creating obstruction of the investigation then the player may be 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 LUP 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 the LUP or any affiliate of Epic Games or Samsung or SLG, 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 or team, LUP official, Epic Games employee, SLG employee or person connected with or employed by another LUP affiliate for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing player or 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 a Match, including services related to defeating or attempting to defeat a competing player or team or services designed to throw or fix a Match.

6.2.12 Noncompliance

No player may refuse or fail to apply the instructions or decisions of the LUP officials.

6.2.13 Match-Fixing

No player may offer, agree, conspire, or attempt to influence the outcome of a 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 LUP as requested by LUP 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 LUP.

6.2.15 Weapons

No weapons of any kind are permitted in or around SG837 or the LUP.

6.3 Association with Gambling

No player may take part, either directly or indirectly, in betting or gambling on any results of any Match.

6.4 Prohibition of Solicitation or Sale of Goods

Players are prohibited from soliciting any service or selling any goods during the LUP.

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 imagery and assets, including on social media, is allowed and specifically subject to the Player Conduct rules above, including but not limited to the prohibition of harassment, sexual harassment or disruptive behavior of any kind.

6.6 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that the LUP 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 LUP.

6.7 Penalties

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

6.7.1 Verbal Warning

6.7.2 Highest Match Score Annulment

6.7.3 Prize Forfeiture

6.7.4 Disqualification

6.8 Penalty Schedule

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the LUP. It should be noted that penalties may not always be imposed in a successive manner. The LUP, 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 the LUP.

6.9 Right to Publish

The LUP 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 LUP, SLG, Epic Games, Inc., Samsung 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 LUP, and penalties for misconduct, lie solely with the LUP, the decisions of which are final. The LUP 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 the LUP, from time to time, in order to ensure fair play and the integrity of the LUP. The most recent version of the rules will be available at www.superleague.com .

7.3 Best Interests of the LUP

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

8.0 Legal Disclaimers

8.1 Individual Prizing Eligibility

The group with the highest individual score during the Finals (the "First Winners") will be awarded one (1) pair of AKG N700NCf headphones, and one (1) Samsung S10+ mobile phone (the "Grand Prizes") per group participant. The players must attend the event. The Grand Prizes is provided by SAMSUNG. Total Approximate Retail Value ("ARV") of the Grand Prizes is \$1349.98. The difference between the ARV and the actual value of the Grand Prizes will not be awarded. An IRS Form 1099 may be issued in the name of the First Winners' parent/legal guardian for the actual value of the Grand Prizes received. First Winners and/or First Winners' parent/legal guardian must sign any legal documents required by SAMSUNG 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 SAMSUNG or its designee sent such documents to the First and/or First Winners' parent/legal guardian or be subject to disqualification. If the documents are not returned within that time, or First Winners 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 Prizes.

The two groups that do not attain the highest individual score during the Finals (the "Second Winners") will be awarded one (1) pair of AKG N700NCf headphones (the "Runner-Up Prizes") per group participant. The players must attend the event. The Runner-Up Prizes is provided by SAMSUNG. Total Approximate Retail Value ("ARV") of the Runner-Up Prizes is \$349.99. The difference between the ARV and the actual value of the Runner-Up Prizes will not be awarded. An IRS Form 1099 may be issued in the name of the Second Winners' parent/legal guardian for the actual value of the Runner-Up Prizes received. Second Winners and/or Second Winners' parent/legal guardian must sign any legal documents required by SAMSUNG 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 SAMSUNG or its designee sent such documents to the First and/or Second Winners' parent/legal guardian or be subject to disqualification. If the documents are not returned within that time, or Second Winners 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 Runner-Up Prizes.

SAMSUNG is not responsible for any mechanical difficulties or failure connected with the Grand Prizes and Runner-Up Prizes, or any act or omission whatsoever. First Winners and Second Winners may not transfer, give, barter, sell, substitute, or exchange the Grand Prizes and Runner-Up Prizes for a cash equivalent except at SAMSUNG's sole discretion. SAMSUNG reserves the right in its sole and absolute

discretion, to substitute the Grand Prizes and Runner-Up Prizes or a Grand Prizes and Runner-Up Prizes component with one of equal or greater value if the Grand Prizes and Runner-Up Prizes or a Grand Prizes and Runner-Up Prizes component cannot be awarded as described for any reason. SAMSUNG will not replace any lost or stolen prizes or components of the Grand Prizes and Runner-Up Prizes.

Any unclaimed and/or unused Grand Prizes and Runner-Up Prizes or element thereof will be forfeited and will remain the property of SAMSUNG. First Winners and Second Winners and/or their parents or legal guardians agree (and agree to affirm to such in writing) to forever and irrevocably release, discharge, indemnify and hold harmless Super League and SAMSUNG, 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 Prizes and Runner-Up Prizes or any portion thereof, or participation in any Grand Prizes-related and Runner-Up Prizes-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 Prizes and Runner-Up Prizes, First Winners and Second Winners 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 Prizes and Runner-Up Prizes 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 Prizes and Runner-Up Prizes (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.

First Winners and Second Winners assume all liability for any injury or damage caused, or claimed to be caused, by participating in or use or redemption of this

Grand Prizes and Runner-Up Prizes. The Released Parties are not responsible if entry or participation is prevented, or if any component of the Grand Prizes and Runner-Up Prizes 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 PRIZES AND RUNNER-UP PRIZES 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.