

**Super League PUBG MOBILE COMMUNITY
NIGHTS
Official Rules**
Version 1.1; 12/10/2019

Introduction and Purpose

These Official Rules (“Rules”) of the Super League (“SLG”) PUBG MOBILE NIGHTS (“PGMN”) apply to each player who enters to play in the event. These Rules apply only to official PGMN play and not to other competitions, tournaments or organized play of PUBG MOBILE (“PUBG MOBILE” or the “game”).

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

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

1.0 Competition Eligibility

1.1 Association Regulations

All participants must be registered via the Super League platform, located: <https://www.superleague.com/pubgmobile/>. All PGMN players will be associated with a Super League Dave & Busters partner location in the United States.

1.2 Eligibility Rules

1.2.1 Age Requirement

In order to be eligible to compete in PGMN, players must be at least 13 years old by December 11th 2019. Players who are not 18 by the start of the tournament must have a parent or guardian present at in all in-person events.

1.2.2 Recommended Equipment

Participants must participate on a mobile device. Participants are required to provide their own devices with recommended specifications matching or exceeding the following:

PUBG Mobile iOS device list:

- iPhone 5s or newer
- iPad Air or newer
- iPad mini 2 or newer
- iPad Pro or newer
- iPad (5th generation) or newer
- iPod touch (6th generation).

PUBG Mobile Android device requirements:

- Android 5.1.1 or above and at least 2GB RAM.

1.2.3 TENCENT GAMES Disciplinary Status

Players may not have any current disciplinary suspension from TENCENT GAMES affiliated competitions.

1.2.4 Eligible PUBG MOBILE Account

Players must have a PUBG MOBILE account in good standing with TENCENT GAMES in order to compete. This same account must be used for the duration of the competition. Players may not change their Username without permission during the competition.

2.0 Prizes

2.1 Eligible Recipients

Prizes will be distributed based on player performance in the competition. Players must attend the in person PGMN event in order to be eligible for prizes.

2.2 Prize Breakdown

2.2.1 The OnePlus Player of the Month Prize

Each PUBG MOBILE NIGHTS event will feature 1 (one) total award of One Plus 7 Pro Kit based on exceptional performance and community contribution as defined by PGMN Officials.

2.2.2 Raffle Prizing

5 Participants will be drawn as part of a raffle in each venue. Each participant in the order that they are drawn will be granted one choice of the event prizing, consisting of official Super League & PUBG Merchandise and/or gift cards. Participants may not receive more than one raffle prize.

2.3 Retail Value of Prizing

The OnePlus Player of the Month Prize holds a total approximate retail value of \$699.99. The raffle prizing items hold a total approximate retail value of \$65.00 USD

3.0 Player Commitment and Usernames

3.1 Player Commitment

Players are required to attend, in person, each event day on the dates and times of the PGMN schedule for as long as they remain uneliminated from the event.

3.2 Lateness and Absence

Players who are late or absent during portions of the event will have no recourse for potential loss of scoring and participation opportunities.

3.3 Username Restrictions

For players who qualify for PGMN, Usernames may not contain the following: vulgarities or obscenities; PUBG MOBILE champion derivatives or other similar character names; or derivatives of products or services that may create confusion.

3.4 Name Approval

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

3.5 Sponsorships

No PGMN player may acquire any sponsors in conjunction with their play in PGMN events.

4.0 PGMN Structure

4.1 Mission Log Phase

The Mission Log Phase takes place at the beginning of the PUBG MOBILE NIGHTS event. Participants will have a missions log to complete in exchange for exclusive buttons. Missions logs and button rewards are variable and may adjust from event to event.

4.2 Custom Matchmaking Phase

The Custom Matchmaking Phase takes place in the second half of the PUBG MOBILE NIGHTS event. Participants will receive lobby information to participate in official PGMN matches in squads. Participants will participate in up to two (2) matches. Participants who achieve a first place finish in a custom matchmaking game will receive raffle tickets (quantity received may vary from event to event).

5.0 Match Process

5.1 Role of Referees

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

5.1.1 Referee Responsibilities

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

5.1.1.1 Official Match Start

Announcing the beginning of the match.

5.1.1.2 Deliver Penalties

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

5.1.1.3 End of Match Confirmation

Confirming the end of the match and its results.

5.1.2 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.

5.1.3 Finality of Judgment

If a referee makes an incorrect judgment, the judgment can be subject to reversal. PGMN 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, PGMN officials reserve the right to potentially invalidate the referee's decision. PGMN officials will always maintain final say in all decisions set forth throughout the PGMN.

5.1.4 Gambling Prohibition

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

5.2 Competitive Patch & Server

PGMN will be played on the North America live servers. As such, the current patch will be used for all competitive play.

5.3 Pausing Restriction

Participants may not pause for any reason. At their discretion PGMN Officials may enact a pause.

5.4 No Streaming

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

5.5 Game Setup

5.5.1. General/Game Setup

- Maps: Erangel
- Game Mode: TPP
- Solos / Duos / Squads: Squads
- Number of Teams/Players per Tournament Game: determined by PGMN Officials

The Tournament Organizer reserves the right to make changes to the required game or player settings at any time in their sole discretion prior to the start of any Tournament Game.

5.5.2 Restrictions on Gameplay Elements.

Restrictions may be added at any time before or during a match, if there are known bugs with any items, skins, or for any other reason as determined at the discretion of the PGMN.

5.5.3 Game Start

A game will start immediately after the lobby entry process is complete, unless otherwise stated by a PGMN official. Game start may begin at a lower player count than full at PGMN discretion. Players are not allowed to quit a game during the time between the completion of lobby entry and game launch.

5.6 Game Restart

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

For the bug to be considered critical, the bug must significantly damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the PGMN 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 restart at a more advantageous time, then a restart will no longer be granted.

If PGMN officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged player will be presented with the option for a restart. If the team accepts, the game will immediately be restarted. If the restart occurred due to a skin or item bug, the skin or item will be made ineligible for at least the remainder of the day's matches unless the bug can be conclusively tied to a specific game element that can be fully prohibited (i.e. the use of specific items).

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, PGMN officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game..

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 PGMN 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 PGMN 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 PUBG MOBILE 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 neutral minion interactions, glitches in Champion ability performance, or any other game function that, in the sole determination of PGMN officials, is not functioning as intended.

6.1.1.5 Ringing

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

6.1.1.6 Cheating Device

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

6.1.1.7 Intentional Disconnection

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

6.1.1.8 PGMN Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of PGMN officials, violates these Rules and/or the standards of integrity established by PGMN 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 PGMN 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 PGMN 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 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 PGMN, TENCENT GAMES, PUBG MOBILE

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 PGMN, TENCENT GAMES or its affiliates, or PUBG MOBILE as determined in the sole and absolute discretion of PGMN.

6.2.6 Player Behavior Investigation

If PGMN or TENCENT GAMES determines that a Player has violated the PUBG MOBILE Terms of Service, or other rules of PUBG MOBILE, PGMN officials may assign penalties at their sole discretion. If a PGMN official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player lies to a PGMN 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 PGMN 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 PGMN or any affiliate of TENCENT GAMES, 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, PGMN official, TENCENT GAMES employee, or person connected with or employed by another PGMN 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 PGMN 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 PGMN as requested by PGMN 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 PGMN.

6.3 Association with Gambling

No Player or PGMN official may take part, either directly or indirectly, in betting or gambling on any results of any PUBG MOBILE 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 the PGMN 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 imagery and assets, 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 PGMN 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 PGMN.

6.7 Penalties

Upon discovery of any Player committing any violations of the rules listed above, the PGMN 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 Game Forfeiture

6.7.4 Suspension

6.7.5 Disqualification

6.8 Penalty Schedule

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

6.9 Right to Publish

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

7.3 Best Interests of the PGMN

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

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 Super League Gaming 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.

Information provided by you for this Promotion is subject to Sponsor's privacy policy located at <https://www.superleague.com/privacy-policy/>.

8.4 Sponsor.

The Promotion is sponsored by Super League Gaming with North America headquarter offices at 2906 Colorado Ave, Santa Monica, CA 94560, USA.

8.5 List of Winners.

Winner(s) may be announced on Super League Gaming social media outlets, however, you may also receive a list of the winners by sending a self-addressed, stamped envelope to Public Relations Manager at Sponsor's address no later than 60 days from end date of the Promotion Period. Residents of Vermont may omit return postage.

8.6 Disclaimer.

SUPER LEAGUE GAMING DOES 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 SUPER LEAGUE GAMING, 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 SPONSOR 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 and Super League Gaming 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.