

AtHome Powered by Super League and ggCircuit

Version 1.0; 4/3/2020

Introduction and Purpose

These Official Rules (“Rules”) of AtHome (“AtHome) Powered by Super League (“SLG) and GG Circuit or PVP Champs, or Center Champs, apply to each player who enters to play in the event. These Rules apply only to official AtHome play and not to other competitions, tournaments or organized play of FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN’S BATTLEGROUNDS, CSGO, APEX LEGENDS, (“FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN’S BATTLEGROUNDS OR “PUBG”, COUNTER STRIKE: GLOBAL OFFENSIVE OR “CS:GO”, APEX LEGENDS” or the “game”).

Super League Gaming, a Delaware company, has established these Rules for the competitive play of FORTNITE, LEAGUE OF LEGENDS in order to unify and standardize the rules used in SLC competitive play.

These Rules are designed solely to ensure the integrity of the system established by AtHome for play of FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN’S BATTLEGROUNDS, CS:GO, APEX LEGENDS and create a competitive balance among the players. Standardized rules benefit all parties who are involved in the play of FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN’S BATTLEGROUNDS, CS:GO, APEX LEGENDS.

1.0 Competition Eligibility

1.1 Association Regulations & How To Enter

All AtHome players will be associated with a ggCircuit partner location. Participants may search for local eligible Gaming Centers by entering their country and zip/postal code here: <https://www.ggchampions.com/find-center>. Participants in AtHome agree to be contacted by Super League Gaming in association with AtHome.

1.2 Eligibility Rules

The Tournament is open only to AtHome registered users in available markets. Only United States residents will be eligible for prizing.

1.2.1 Age Requirement

In order to be eligible to compete in AtHome, players must be at least 13 years old on the advertised start date of the event. Participants must follow the proper age restrictions and guidelines of their country.

1.2.2 Equipment

At partnered LAN Centers Players will have access to a PC. PC’s used during AtHome should meet or exceed the following minimum requirement specifications:

- Intel HD 4000 on PC or Intel Iris Pro 5200 on Mac
- Core i3 2.4 Ghz
- 4 GByte RAM
- Windows 7/8/10 64-bit + Mac OSX Sierra (10.12.6+)

A Player participating from home is responsible for their own hardware. It is recommended that they follow the minimum specifications provided by each game publisher. It is recommended that P.C's used during AtHome should meet or exceed the following minimum requirement specifications:

- Intel HD 4000 on PC or Intel Iris Pro 5200 on Mac
- Core i3 2.4 Ghz
- 4 GByte RAM
- Windows 7/8/10 64-bit + Mac OSX Sierra (10.12.6+)

If participating at a local venue, venue provided equipment will vary. Contact your local venue for detailed equipment details.

1.2.3 Disciplinary Status

Players may not have any current disciplinary suspension from the publishers of FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS and their affiliated competitions.

1.2.4 Eligible FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS Accounts and FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS EULA Compliance

Players must have FORTNITE or CS:GO or DOTA 2 or PLAYER UNKNOWN'S BATTLEGROUNDS or CS:GO or APEX LEGENDS accounts in good standing with their respective publishers 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 Username without permission during the competition. Each player must follow the FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, TEAM FORCE TACTICS, APEX LEGENDS End User License Agreement. These Rules add to, and do not replace, the FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS EULA.

1.2.5 Super League Gaming, ggCircuit, or Publisher Affiliation

Employees, officers, directors, agents, and representatives of Super League Gaming, ggCircuit, or EPIC GAME, RIOT GAMES, EA, VALVE and PUBG Corp. (including the legal, promotion, and advertising agencies of Super League Gaming, ggCircuit, or EPIC GAME, RIOT GAMES, EA, VALVE and PUBG Corp.) and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents and in-laws, regardless of where they live) and those living in their household (whether or not related), and each person or entity connected with the production or administration of the Event, and each parent company, affiliate, subsidiary, agent and representative of Epic are not eligible.

2.0 Prizing & Rewards

2.1 Eligible Recipients

Players must be registered through their gaming center for the AtHome client in order to be eligible for prizes. Players must also be a resident citizen in the United States of America.

2.2 Prizing Breakdown

2.2.1 AtHome Prizing

Prizes will be distributed once a week for all 3 weeks of the inaugural AtHome season 0.

Place	PVP Champs Prizing	Center Champs Prizing
1 st Place	\$500	\$1,250
2 nd Place	\$400	\$1,000
3 rd Place	\$300	\$750
4 th Place	\$200	\$500
5 th Place	\$100	N/A

2.2.2 AtHome rewards

Additional rewards throughout the season of gameplay may be awarded to participants via AtHome Officials discretion. Additional rewards may include but are not limited to Avatars, Level Portraits, Achievements, Titles, and SP.

3.0 Player Commitments and Usernames

3.1 Lateness and Absence

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

3.2 No Refunds

By entering the AtHome competition, you are making the commitment detailed in 3.1 above. No refund of entry fee shall be provided for any reason.

3.3 Username Restrictions

For players who qualify for AtHome, Usernames may not contain vulgarities or obscenities; FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS 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 AtHome officials in advance of use in play. Unapproved name changes are not allowed under any circumstances. AtHome officials have the ability to deny a Username if it does not reflect the standards sought by AtHome officials. A player will be notified by an AtHome 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. Athome is not responsible for complications or costs that arise as the result of name changes.

3.5 Smurf Accounts

Defined as, “An alternative computer account used by a known or experienced user in order to deceptively self-present as someone naïve or less experienced.”

If a player is found using a smurf account to gain an unfair advantage during daily competitive play; AtHome officials reserve the right to disqualify said individual from prizing eligibility.

3.6 Sponsorships

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

4.0 AtHome Programming

4.1 PVP Champs Format

PvP champs is a 1v1 leaderboard matchmaking system where players compete for ranking points by battling against other players in up to six different game titles.

Frequency: Daily

Timeline: (00:00 UTC-7 Tue-Sun) : Monday = Reset day, level distribution

Supported Titles: League of Legends, DOTA 2, Counter Strike: Global Offensive, Player Unknown’s Battlegrounds, Fortnite, Apex Legends

4.1.1 PvP Champs Matchmaking

- Players will open up the AtHome client and begin to play any of the 6 supported game titles. The first match played & completed in any of those game titles starts the 1v1 matchmaking process.

- Players are matched together on a leaderboard by the following criteria:
 - Completed one match of the same game title
 - Are similar in level within the client (not within the game title)
 - Not associated with the same gaming center

- Once the above criteria have been met, the client will auto match the two players together. This is done for every game title. Therefore, a player can be present in up to 6 leaderboards simultaneously.
- The matchmaking period lasts 24hours. When this window closes, the matchup ends, points are tallied, and the players start the new day of potential matches.

4.1.1.1 Relaxed Matchmaking

In the event that a player cannot find an opponent via matchmaking due to:

- A new player unable to find another player ranked at level '0'.
- A player who is many levels higher than the other players.

The matchmaking system will automatically implement "relaxed matchmaking" rules in which it will widen the matchmaking search range to include players at increased level differential until a match is found.

4.1.2 PvP Champs Scoring

- Each players' score on the leaderboard is the sum of their best 3 games in a given game title.
- This score is calculated using our formulas. (See Section 6.1-6.6)
- The player with the highest score at the end of the 24hr match period wins the 1v1 matchup.

4.1.3 PvP Champs Leveling System

- All players start at level "0" and will level up based on PvP Champs matchup victories.
- A player that wins a 1v1 matchup will also "level up" once
- The losing player does not level up, nor incur any penalties.
- Leveling determines division rank (See Section: 4.1.4)
- Player level will be on a per game basis as well as reflect an overall accumulation of all game titles
 - League of Legends: 3 Victories = Level 3
 - Fortnite: 7 Victories = Level 7
 - Apex Legends: 2 Victories = Level 2
 - $7+3+2= 12$
 - Overall Player Level = 12
- Player levels will reset back to 0 at the end of the season

4.1.4 Divisions

- Players will be placed into divisions based on their Overall Player Level throughout the season.
- Level 1 = Civilian

Level 2-5 = Recruit
Level 6-9 = Apprentice
Level 10-19 = Soldier
Level 20-29 = Hero
Level 30-39 = Guardian
Level 40-49 = Legend
Level 50 = Mythic

5.1 Center Champs Format

Center champs is a leaderboard matchmaking system where gaming centers compete against other gaming centers for levels and prizes. Every week each participating gaming center is matched against an opposing center. A gaming center's status & success are driven by participation of individual players during pvp champs.

5.2 Center Champs Matchmaking

Gaming centers are matched against opposing centers. This matchup is showcased as a leaderboard between the two centers. Each week it resets, and centers will be matched against a new gaming center of similar level.

5.3 Center Champs Scoring

- Players earn points for their associated gaming centers throughout the week by competing in daily PvP champs matches. (see section 4.0-4.1.4)
- Each week the top 60 scores from each center's players will determine the final score tally for that center. (10 scores per game title)
- The center with the highest overall score will be declared the winner for that matchup.

5.4 Center Champs Leveling System

- The center level is determined by the number of victories it has earned in weekly matchups against other centers.
- Center levels will reset at the end of the season.
- If no players from a center play a certain game title, then the center will miss out on earning points from that game title.
- The amount of levels a Gaming Center earns throughout the season, will impact the quality of their opponent
- Example: A Gaming Center with a match history of 4 victories over the course of 4 weeks, will be level 4. They will then be placed against another Gaming Center that is either level 4 or close to it.

6.0 Winners

6.1 PvP Champs

- Winners will be chosen every week based on the top 5 players who have levelled up the most in that week.
- **Tie Breakers**

If two or more players have levelled up the same amount of times during any given week, a tie breaker will be determined by the player with the highest point total scored during the week.

6.2 Center Champs

In order from 1st - 4th Center Champs winners will be determined by a center’s accumulation of the top 60 scores throughout the week.

7.0 Game Scoring Systems

7.1 League of Legends Edition Scoring System

6.1.1 Baseline points earned per game

Points are earned cumulatively throughout each game according to the following system:

Kills	+2
Deaths	-0.5
Assists	+1.5
Creeps	+0.01
Triple Kill	+2
Quadra Kill	+5
Penta Kill	+10
Over 10 Kills	+2
Over 10 Assists	+2

6.1.2 Game Type Multipliers

The following multipliers apply to specific queue types at the end of each game:

Ranked Solo/Duo	x1.25
Ranked Flex	x1.5

6.2 Fortnite Edition Scoring System

Participants in Fortnite AtHome will be scored for games with standard settings in Arena Mode on public servers via the following system:

6.2.1 Points earned per game by mode

<i>Solos</i>			
Eliminations		Placements	
Player Eliminations	+3 points per Elimination	Victory Royale	+9 points
Bot Eliminations	+1 point per Elimination	Top 5	+6 points
		Top 10	+6 points
		Top 25	+9 points

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Placement points are cumulative, so per match there is a maximum pool of 30 placement points available to a participant (9+6+6+9).

<i>Duos</i>			
Eliminations		Placements	
Player Eliminations	+3 points per Elimination	Victory Royale	+9 points
Bot Eliminations	+1 point per Elimination	Top 5	+6
		Top 10	+6
		Top 20	+9

Both elimination points and placement points in duos/squads matches are recorded per individual, and are not shared amongst teammates.

<i>Squads</i>			
Eliminations		Placements	
Player Eliminations	+3 points per Elimination	Victory Royale	+9 points
Bot Eliminations	+1 point per Elimination	Top 3	+6
		Top 5	+6
		Top 10	+9

6.3 Player Unknown's Battlegrounds Edition Scoring System

Participants in the Player Unknown's Battlegrounds AtHome will be scored for games with standard settings on public servers via the following system:

6.3.1 Points earned per game by mode

<i>Solos</i>			
Kills		Placements	
Player Kills	+3 points per Kill	Victory Royale	+9 points
		Top 5	+6 points
		Top 10	+6 points
		Top 25	+9 points

Placement points are cumulative, so per match there is a maximum pool of 30 placement points available to a participant (9+6+6+9).

<i>Duos</i>			
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Kills		Placements	
Player Kills	+3 points per Kill	Victory Royale	+9 points
		Top 5	+6
		Top 10	+6
		Top 20	+9

Both elimination points and placement points in duos/squads matches are recorded per individual, and are not shared amongst teammates.

<i>Squads</i>			
Kills		Placements	
Player Kills	+3 points per Kill	Victory Royale	+9 points
		Top 3	+6
		Top 5	+6
		Top 10	+9

6.4 Apex Legends Edition Scoring System

Participants in Apex Legends AtHome will be scored for games with standard settings on public servers via the following system:

6.4.1 Points earned per game by mode

Eliminations		Placements	
Player Eliminations	+3 points per Elimination	1 st Place	+9 points
		Top 3	+6 points
		Top 5	+6 points
		Top 10	+9 points

6.4.2 How scoring is calculated

Apex Legends scores accumulate based on your placement in a round. For example, if a player comes in 2nd place during a round with four total kills, they will get 33 points. The formula looks like this Top 10 = 9 + Top 5 = 6 + Top 3 = 6 + 4 kills = 12
(9 + 6 + 6 + 12 = 33)

6.5 DOTA 2 Edition Scoring System

Participants in DOTA 2 AtHome will be scored for games with standard settings on public servers via the following system: (All Games will have a x1 multiplier)

6.5.1 Points earned per game by mode

Kills	+2
Deaths	-0.5
Assists	+1.5

Creeps	+0.01
Triple Kill	+2
Quadra Kill	+5
Penta Kill	+10
Over 10 Kills	+2
Over 10 Assists	+2

6.5.2 Multipliers

All Game Modes	x1
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6.6 League of Legends Edition Scoring System

Participants in DOTA 2 AtHome will be scored for games with standard settings on public servers via the following system: (All Games will have a x1 multiplier)

6.6.1 Points earned per game by mode

Kills	+2
Deaths	-0.5
Assists	+1.5
Creeps	+0.01
Triple Kill	+2
Quadra Kill	+5
Penta Kill	+10
Over 10 Kills	+2
Over 10 Assists	+2

6.6.2 Multipliers

Solo/Due Queues	X1.25
Ranked Team Queues	X1.5

6.7 CS:GO Edition Scoring System

Participants in CS:GO AtHome will be scored for games with standard settings on public servers. After every match players will receive an end match box score screen. This screen will have their final score tallied via CS:GO's own score system.

8.0 Match Process

7.1 Role of Referees

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

7.1.1 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.

7.1.2 Finality of Judgment

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

7.1.3 Gambling Prohibition

All rules prohibiting gambling on FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS, as found below in Section 9, shall apply to referees without limitation.

7.2 Competitive Patch & Servers

ATHOME will be played on the EPIC GAMES, RIOT GAMES, Valve, EA and PUBG Corp. live servers. As such, the current patches will be used for all competitive play.

7.3 Technical Issues / Hardware Failures

Participants who experience issues of a technical nature during the event are advised to resolve them or work around them in as effective a manner as possible. Participants whose performance in ATHOME is affected by technical issues / hardware failures will not have a means of recourse for any potential loss of score or position. ATHOME Officials may at any point issue a match invalidation, reset, or cancellation in an instance where a technical issue is significantly affecting the competitive integrity of ATHOME.

8.0 Player Conduct

8.1 Competition Conduct

8.1.1 Unfair Play.

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

8.1.1.1 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:

8.1.1.1.1 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.

8.1.1.1.2 Prearranging

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

8.1.1.1.3 Signalling

Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

8.1.1.1.4 Deliberate Loss

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

8.1.1.2 Competitive Integrity

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

8.1.1.3 Hacking

Hacking is defined as any modification of the FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS game clients by any player or person acting on behalf of a player.

8.1.1.4 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 AtHome officials, is not functioning as intended.

8.1.1.5 Ringing

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

8.1.1.6 Cheating Device

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

8.1.1.7 Intentional Disconnection

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

8.1.1.8 AtHome Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of AtHome officials, violates these Rules and/or the standards of integrity established by AtHome for competitive game play.

8.1.2 Profanity and Hate Speech

A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, 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 AtHome 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.

8.1.3 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.

8.1.4 Abusive Behavior

Abuse of AtHome 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.

8.2 Unsportsmanlike Behavior

8.2.1 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.

8.2.2 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.

8.2.3 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.

8.2.4 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.

8.2.5 Statements Regarding AtHome, EPIC GAMES, RIOT GAMES, EA, PUBG CORP., FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS

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 AtHome, EPIC GAMES, RIOT GAMES, EA, Valve and PUBG CORP. or its affiliates, or FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS as determined in the sole and absolute discretion of AtHome.

8.2.6 Player Behavior Investigation

If AtHome or EPIC GAMES, RIOT GAMES, EA, Valve, and PUBG CORP determines that a Player has violated the FORTNITE, LEAGUE OF LEGENDS Terms of Service, or other rules of FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS, AtHome officials may assign penalties at their sole discretion. If an AtHome official contacts a player to discuss the investigation, the Player is obligated to tell the truth. If a player lies to an

AtHome official creating obstruction of the investigation, then the player is subject to punishment.

8.2.7 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.

8.2.8 Moral Turpitude

A Player may not engage in any activity which is deemed by AtHome to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

8.2.9 Confidentiality

A Player may not disclose any confidential information provided by AtHome or any affiliate of EPIC GAMES, RIOT GAMES, EA or PUBG Corp. by any method of communication, including all social media channels.

8.2.10 Bribery

No Player may offer any gift or reward to a player, AtHome official, EPIC GAMES, RIOT GAMES, EA, Valve or PUBG Corp. employee, or person connected with or employed by another Athome team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

8.2.11 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.

8.2.12 Noncompliance

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

8.2.13 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.

8.2.14 Document or Miscellaneous Requests

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

8.3 Association with Gambling

No Player or AtHome official may take part, either directly or indirectly, in betting or gambling on any results of any FORTNITE, LEAGUE OF LEGENDS, DOTA 2, PLAYER UNKNOWN'S BATTLEGROUNDS, CS:GO, APEX LEGENDS tournament or match globally.

8.4 Prohibition of Solicitation or Sale of Goods

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

8.5 Commercial Use of Super League Gaming, ggCircuit, EPIC GAMES, RIOT GAMES, EA, Valve or PUBG Corp. Assets and Imagery

Players are prohibited from any commercial use of Super League Gaming, AtHome, ggCircuit, or EPIC GAMES, RIOT GAMES, EA, Valve or PUBG Corp. Assets and Imagery without the express, written consent of Super League Gaming, ggCircuit, or EPIC GAMES, RIOT GAMES, EA, Valve or PUBG Corp. respectively. 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.

8.6 Subjection to Penalty

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

8.7 Penalties

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

8.7.1 Official Warning

8.7.2 Prize Forfeiture

8.7.3 Suspension

8.7.4 Disqualification

8.8 Penalty Schedule

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

8.9 Right to Publish

AtHome 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 AtHome, Super League Gaming, EPIC GAMES, RIOT GAMES, EA or PUBG Corp. and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

9.0 Spirit of the Rules

9.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of AtHome, and penalties for misconduct, lie solely with AtHome, the decisions of which are final. AtHome 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.

9.2 Rule Changes

These Rules may be amended, modified or supplemented by AtHome, from time to time, in order to ensure fair play and the integrity of AtHome.

9.3 Best Interests of AtHome

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

10.0 Other

10.1 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.

10.2 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.

10.3 Privacy; Data Collection.

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

10.4 Promoter.

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

10.5 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 Promoter's address no later than 60 days from end date of the Promotion Period. Residents of Vermont may omit return postage.

10.6 General Release

To the extent permitted by applicable law, AtHome Official, Participating Centers, and each of their respective parents, affiliates, subsidiaries and advertising and promotion agencies (collectively, "Tournament Entities"), and all of their respective officers, directors, agents and employees will not be responsible for any of the following insofar as they are beyond their reasonable control: (a) technical failures of any kind, including, but not limited to telephone, electronic, hardware, software, network, Internet, or any other computer and communications related malfunctions or failures; (b) any Tournament disruptions, injuries, losses or damages caused by events beyond the control of AtHome Official with the exception of personal injury or death caused by negligence; or (c) any technical or human error such as typographical, printing, or administrative errors in any materials associated with the Tournament. Unless prohibited by applicable law, Players acknowledge that the prizes will be awarded "as is" and that neither AtHome Official nor Epic makes any warranty, guarantee or representation of any kind, expressed or implied, concerning a prize or regarding the use, value or enjoyment of the prize.

By entering the Tournament, Players agree to release, discharge, indemnify, and hold each of the Tournament Entities, and each of their officers, directors, employees, agents and representatives, harmless from and against any and all losses, damages, rights, claims, and actions of any kind arising in whole or in part, directly or indirectly, from the Tournament or participation in any Tournament-related activity (including, without limitation, travel to/from such activity), or resulting directly or indirectly, from acceptance, possession, use, or misuse of any prize awarded in connection with the Tournament, including, without limitation, personal injury, death, and/or property damage, as well as claims based on publicity rights, defamation, and/or invasion of privacy.

10.7 General Terms

To the extent permitted by applicable law, the Tournament and these Official Rules will be governed, construed and interpreted under the laws of the state of California, USA. The Tournament is subject to applicable federal, state, provincial and local laws and regulations.

Players agree to be bound by these Official Rules and by the decisions of the AtHome Official, which are final and binding in all respects.

AtHome Official reserves the right to cancel, suspend, and/or modify the Tournament, or any part thereof, if any fraud, technical failures, or any other factor beyond AtHome Official's reasonable control impairs the integrity or proper functioning of the Tournament, or AtHome Official otherwise becomes incapable of running the Tournament as planned, as determined by AtHome Official in its sole discretion. AtHome Official reserves the right in its sole discretion to disqualify any individual found to be

tampering with the entry process or the operation of the Tournament, or to be acting in violation of these Official Rules or acting in an unsportsmanlike or disruptive manner. Any attempt by any person to deliberately undermine the legitimate operation of the Tournament may be a violation of criminal and civil law, and, should such an attempt be made, AtHome Official reserves the right to seek damages from any such persons to the fullest extent permitted by law. AtHome Official's failure to enforce any terms of these Official Rules shall not constitute a waiver of that provision.

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10.8 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.

10.9 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 PROMOTER 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.