

Latest date of revision: *April 14, 2019*

I. INTRODUCTION

These are the Official Tournament Terms and Conditions (“Official Rules”) governing the **Mobcrush league powered by MGL** of competitive leagues and events (“Tournament”) brought to you by Mobile Gaming League UG (limited liability) (“MGL”). These Official Rules set forth the terms and conditions for participating in the Tournament, including the official gameplay rules of PUBGM. All Players and Teams, as defined below, must comply with the rules and restrictions described in these Official Rules, and shall be subject to its terms, including, without limitation, the Code of Conduct and the Player Release.

Please review these Official Rules, including the Tournament Rules, before registering for the Tournament, and again immediately prior to your first Game. Please be advised that these terms are subject to change, as determined by the Tournament Organizers in their sole discretion. In the event of changes to the Official Rules or Tournament Rules, updates will be provided via the Tournament website, and as otherwise communicated by the Tournament Organizers.

MGL maintains final ruling on any Tournament related disputes that may arise. Any matters of consequence not outlined in this document may be addressed by MGL at the time of incident, and all rulings are considered final.

This tournament takes place online and does not require a live-event presence.

II. COMPETITION FORMAT

The **Mobcrush league powered by MGL (PUBGM)** and its related tournaments will consist of various tournament types with different formats and systems. For more information, please see the respective tournament information.

III. ELIGIBILITY

Mobcrush league powered by MGL (PUBGM) is open to all residents of the respective server region the tournament has announced in. Participants have to be at least 14 (fourteen) years old and older as of April 15th, 2019. Players who are younger than 14, are not allowed to register for the tournament. All participants have to be able to provide proof of eligibility including proof of residency as reasonably requested by Tournament Organizers. If an individual fails to prove request, the individual may not be allowed to participate.

MGL together with the other Tournament Organizer companies, and their respective employees, directors and officers, and their immediate families (spouses and siblings, parents and children and their spouses) and those of their respective parents, subsidiaries, affiliates, vendors, agents, representatives and any entity involved in the implementation, execution, prizing and prize fulfillment of the Tournament, are not eligible to participate in the Tournament without express written permission by MGL; nor are governmental officials of any of the qualifying nations.

Individual Players must supply their own equipment and any and all permissions to access the Videogame, including, without limitation, a validly acquired copy of the Videogame and related accesses.

IV. DEFINITIONS

IV.1 Heat - A heat is a definition for a totality of “games / rounds” which are being played.

IV.2 Best-of-X - means a series has X number of matches and the Team that wins a majority of the matches is declared the series winner. Once a Team obtains minimum number of match wins to determine the winner, the series immediately ends and any remaining matches are not played. For example, if a Team wins 2 matches in a Best-of-3 series that Team is immediately declared the winner.

IV..3 Competition - a category of competitive gameplay for the Video Game, as described in Section 2, above.

IV.34 Match - a single gameplay event, a number of which shall constitute a series between Teams.

IV.4 Europe - Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Italy, Kazakhstan, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, Russia (except individuals located in Crimea), San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine (except individuals located in Crimea), United Kingdom of Great Britain and Northern Ireland.

IV.4.1 North America - Antigua and Barbuda, Bahamas, Barbados, Belize, Canada, Costa Rica, Cuba, Dominica, Dominican Republic, El Salvador, Grenada, Guatemala, Haití, Honduras, Jamaica, Mexico, Nicaragua, Panama, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Trinidad and Tobago, United States of America (USA)

IV.5 Live Event - any Competition not taking place online

IV.6 Player - each individual who is eligible for the Tournament, and elects to participate in the Tournament.

IV.7 Team - a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in the Eligibility provision, below.

IV.8 Team Captain - a self-selected representative of a Team that may complete actions on behalf of the Team.

IV.9 Tournament Organizers - MGL, and its agents and representatives managing the Tournament.

V. PLAYER PARTICIPATION RELEASES

By participating in a Tournament, you, as a Player, hereby grant to MGL and its Tournament Organizers, permission to record, videotape and photograph the Player's voice, name (including Player name, username, avatar, gamertag or equivalent), image, likeness and to use such recordings, images and information, as well as Player's biographical information ("Player Information"), for all purposes in connection with the Tournament, including, without limitation, recording and exhibiting Tournament gameplay, presenting and/or otherwise displaying Tournament results on the Tournament website and other online and offline destinations; recording, tabulating, presenting and/or otherwise displaying gameplay information pertaining to Player and Player's Team's performance.

All Player Information, including images, audio recordings, databases of information, bracket information, etc., made in connection with the **Mobcrush league powered by MGL (PUBGM)** will be owned by MGL, which it may use, license, transfer or assign, in its sole discretion. Player grants to MGL the right to use, edit, adapt, post, stream, copy, display, perform, transmit, broadcast, and otherwise exploit Player Images and the Player Information, including any names, likenesses, voice, conversation, biography and any other attributes of Player's personality and appearance, individually or with others, in whole or in part, alone or in conjunction with other material, in any and all media now known or hereafter devised, in perpetuity (except for residents of France, which will expire within 5 years from date of participation) throughout the world, for the purpose of trade, advertising, promotion or any other lawful purpose whatsoever, without additional compensation, consideration, notification or permission, except where prohibited by law.

VI. AGREEMENT TO THE OFFICIAL RULES

By participating in the Tournament, you, as a Player, fully and unconditionally accepts these Official Rules (including the Tournament Rules, which are the rules of gameplay for the Tournament itself), which are final and binding in all matters related to the Tournament. Receipt of any Prize is contingent upon Player's compliance with all of these Official Rules and satisfactory completion of any and all

documentation necessary to effectuate payment (including tax forms or equivalent, as required by law).
VOID WHERE PROHIBITED.

VII. CODE OF CONDUCT

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament staff, including MGL, Tournament Organizers, their staff, agents and representatives, and spectators. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Tournament Rules), may be immediately disqualified from the Tournament and forfeit all potential Prizes. Inappropriate behavior includes, but is not limited to, the following:

- Swearing, screaming or threats
- Harassment
- Violence
- Collusion
- Cheating of any sort through any means
- Intentionally delaying or slowing gameplay
- Any other known or unknown manner of tampering with gameplay
- Offensive, vulgar or obscene usernames, avatars or Team names
- Sexism, ageism, racism or any other form of prejudice or bigotry
- Engaging in any activity which is deemed by Tournament Organizers to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.
- Any other type of conduct deemed inappropriate at MGL's sole discretion

Players agree to be bound by the decisions of the Tournament Organizers, which shall be final and binding in all respects. The Tournament Organizers reserve the right, at their sole discretion, to disqualify any individual it finds to be tampering with the type, process, or operation of the Tournament, or to be acting in violation of these Official Rules. Further, the Tournament Organizers reserve the right, at their sole discretion, to ban infringing Players from any future tournament event organized by Tournament Organizers, if deemed necessary.

CAUTION: ANY DELIBERATE ATTEMPT TO DAMAGE ANY EQUIPMENT OR UNDERMINE THE LEGITIMATE OPERATION OF A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH INDIVIDUAL(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO IT TO THE FULLEST EXTENT PERMITTED BY LAW.

VII.1. COLLUSION

A team or organization may not conspire with, or exert influence on, other players, teams or organizations to achieve a desired competitive result at the expense of another party. This includes:

- Conspiring to achieve a particular match or series outcome (i.e. “match fixing”)
- Collectively “blacklisting” another player/team member, team or organization

VII.2. DISPUTES

If a team or organization believes another member of the tournament or event to be acting against the code of conduct, and/or performing any prohibited actions as defined by this rulebook, and/or seeking to negatively impact the growth of the tournament/event; the concerned party should bring the matter to the attention of the tournament organizer.

- Disputes between members of the league should not be publicized, and should instead be made to the tournament organizer
- Any dispute which is made public before contacting the tournament organizer can be refused by the tournament organizer

VIII. PRIZES

Tournament prizes will be announced for each tournament individually and can consist digital items, cash or hardware.

IX. LIMITATION OF LIABILITY

TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE VIDEOGAME SOFTWARE, EQUIPMENT, OPERATION OF THE TOURNAMENT, OR PRIZING, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NON INFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

Tournament Entities shall not be responsible for any of the following:

- (I) incorrect or inaccurate information whether caused by users or by any of the equipment or programming associated with or utilized in a Tournament or by any technical or human error which may occur in the processing of a Player’s registration or gameplay;
- (II) any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction, or unauthorized access which may result in alteration of gameplay or game results;

- (III) any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player resulting from participation in a Tournament;
- (IV) injuries or losses to Player's person or property arising or resulting from participation in a Tournament;
- (V) any acts or omissions by Tournament Entities or their employees, whether negligent or willful, in the conduct of the Tournament;
- (VI) any equipment or software malfunction; or
- (VII) the inability to complete a Game due to any technical malfunction.

Tournament Organizers, at their sole discretion, may require the replaying of any Game, match, or Competition, or declare any of the foregoing null and void by reason of any technical or other system error. If for any reason the Tournament or any portion thereof is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure, or any other causes beyond the control of Tournament Organizers, which corrupt or affect the administration, security, fairness, integrity, or proper conduct of the Tournament or any portion thereof, Tournament Organizers reserve the right, at their sole discretion, to cancel, terminate, modify, or suspend the Tournament or any portion thereof. Without limiting the generality of the foregoing, in the event that Tournament Organizers determine, at their sole discretion, that any individual game, match, Competition or Tournament, has been tampered with or that the validity of any game, match, Competition or Tournament has been compromised for any reason, it may eliminate that game, match, Competition or the Tournament, and may conduct the Tournament on the basis of the remaining game, match, Competition and/or Tournament. In the event that any individual is adversely affected in a game, match, Competition or Tournament by any technical or equipment malfunction, Tournament Organizers reserve the right to schedule special game, match, Competition or Tournament among any such competitors so adversely affected. In the event of any cancellation, termination, modification or suspension of the Tournament or any portion thereof, Tournament Organizers will post a notice promptly on the Tournament website and/or its Social Media platforms like Twitter & Discord.

BY ENTERING AND PARTICIPATING IN A TOURNAMENT, PLAYER AGREES TO INDEMNIFY, DEFEND, RELEASE AND HOLD HARMLESS ALL TOURNAMENT ENTITIES, AND THEIR RESPECTIVE DIRECTORS, OFFICERS, EMPLOYEES, AGENTS AND REPRESENTATIVES FROM ANY AND ALL CLAIMS, DEMANDS, DAMAGES, EXPENSES, COSTS (INCLUDING REASONABLE ATTORNEYS' FEES) AND LIABILITIES (INCLUDING SETTLEMENTS) FOR ANY INJURIES, INCLUDING BUT NOT LIMITED TO PERSONAL INJURY OR DEATH, OR LOSS OR DAMAGE OF ANY KIND, ARISING FROM OR IN CONNECTION WITH THE TOURNAMENT, ATTENDANCE AT ANY TOURNAMENT, OR ANY PRIZE. OR ANY OTHER MATTER OR ACTIVITY DIRECTLY OR INDIRECTLY RELATED TO THE TOURNAMENT, INCLUDING BUT NOT LIMITED TO LIBEL, SLANDER, DISPARAGEMENT,

DEFAMATION, COPYRIGHT INFRINGEMENT, INVASION OF PRIVACY, OR INFRINGEMENT OF ANY PATENT, COPYRIGHT, TRADEMARK, TRADE SECRET OR OTHER INTELLECTUAL PROPERTY RIGHT OF ANY THIRD PARTY. THIS OBLIGATION SHALL CONTINUE BEYOND THE TERM OF THE TOURNAMENT.

X. PRIVACY

Player acknowledges and agrees that MGL may collect, store, share and otherwise use any personally identifiable information provided to MGL throughout the Tournament, including, but not limited to, Player Information, and email address. Sponsor will use this information in accordance with its Privacy Policy located at <http://mobilegamingleague.eu/privacy-policy>, including for administering the Tournament and verifying a Player's identity, postal address and email address in the event a Player qualifies for a Prize. Player's information, including Player Information, may also be transferred to countries outside the country of Player's residence, including the United States of America. Such other countries may not have privacy laws and regulations similar to those of the country of Player's residence.

XI. TOURNAMENT GAMEPLAY RULES

These are the **Mobcrush league powered by MGL (PUBGM)** rules ("Tournament Rules") governing the league and its tournaments. The Tournament will be conducted according to the Tournament rules stated below in conjunction with the format described in the Official Rules

XI-1. LANGUAGE

Any use of language that is in violation of the Code of Conduct may result in Player bans, match forfeiture, or Team disqualification at the sole discretion of MGL. All communication should be made through official channels including, but not limited to: In-Game messaging, email & discord.

XI-2. MATCH SETTING

All matches are played on various available maps in Custom game mode. MGL will share required information ahead of time to guarantee all participating players and teams to join the lobby.

The game lobby will be either hosted by MGL or its representatives, including casters, hosts and tournament admins.. The lobby has to be hosted on the respective tournament region servers without an exception.

XI-3. SHOW-UP & PRESENCE

Teams have to be online at least 5 (five) minutes before the scheduled match start time. The match is always scheduled to start on the announced time unless otherwise communicated. In the event that the tournament is not being played solo: If a team fails to have all players online after 5 (five) minutes have passed from the original match start time, the team who did not show up will not be allowed to continue to play throughout the tournament / league.

XI-4. HEROES/SKINS, WEAPONS & LOADOUTS

All skins, weapons & loadouts already publicly released may be used for matches unless otherwise stated. MGL reserves the right to remove the specific item due to unforeseen issues (bugs, etc.) from the tournament. This announcement can come before or during the tournament.

XI-5. MATCH PROCEDURES

XI-5.1 MAP ORDER

In the event of multiple maps being played, MGL will announce the playing-order in the respective tournament announcement/sections.

XI-5.2 WIN CONDITIONS

There are/will be different formats of tournaments in the **Mobcrush league powered by MGL**.

A match is won when a player / team:

- Reaches the amount of points which have been set before the tournament
- Achieves the highest amount of points after a set amount of heats and matches
- Any other format / win condition as announced

Tiebreakers are announced for each tournament.

XI-5.5 PLAYER SUBSTITUTIONS

Currently there are no player substitutions allowed.

XI-6. DISCONNECTS

Each player is entirely responsible for his/her internet connection and has to ensure the connection is stable at any time. A match will not typically be restarted due to a disconnection unless all Players from both Teams agree to do so. The Tournament Organizer can also declare a restart at its sole discretion.

XI-7. SELECTION TIMEOUT

In the event of an intentional selection timeout, or other lobby/gameplay disruption, the Player / Team can lose the entire series immediately. If the Tournament Organizer determines the incident indicates unsportsmanlike conduct (such as employing a stalling tactic), they may enforce ban restrictions at their sole discretion.

XI-8. BUGS & EXPLOITS

The use or exploitation of Bugs and Exploits, whether known or unknown, is considered unsportsmanlike behavior, and reflects poorly on the Player, the game, and the Tournament. Players are prohibited from purposefully using game bugs, glitches, or exploits, regardless of whether they provide a perceived or tangible benefit to the Player or Team.

XI-9. TEAM ROSTERS

XI-9.1. TEAM CAPTAINS

Each Team must declare one member of their roster to be the Team captain who represents the Team for all official decisions and serves as the main point of contact for the Team.

XI-9.2. ROSTERS

An individual may not simultaneously be part of more than one roster at a time. In-Game guilds or clans do not affect the seeding or tournament progress.

XI-9.3. PLAYER ACCOUNTS

Players may only participate or apply to the Tournament with one account. Any Players identified as using duplicate (‘smurf’) accounts or behaving as a ringer on another Team will result in disqualification for all Players and Teams involved. Any account sharing identified during the Tournament will result in Player and Team disqualification. Any Players that receive a temporary or permanent account ban, even if for reasons outside of the Tournament, will be considered ineligible to participate in the Tournament for the duration of their ban. MGL reserves the right to ban the respective individual from all future MGL event as well as hold back any outstanding prizes.

XII. CHEATING

Any Players found to be cheating will result in an immediate series or tournament forfeiture for the Team. All Players and Teams must comply with the Code of Conduct described in the Official Rules. The individual loses all claims for any outstanding prizes.

XIII. GAMBLING

No Player, coach, Team manager, administrator, broadcaster, or other staff of participating organizations may be involved with gambling or betting on any results of any MGL Esports match or competition. Betting or gambling on any MGL sports match or competition will result in an immediate disqualification of the organization from the current qualifier and a minimum 6-month ban of the offending Player from MGL Esports competition.

XIV. COLLUSION

All Players and Teams are expected to have a vested interest in performing to the peak of their abilities during all tournament play. If a Player or Team is determined to be colluding or acting in a way to negatively affect or “rig” a match, or play for the performance benefit of another Team in the Tournament, they may, at the sole discretion of MGL, be disqualified and barred from future entry into the Tournament.

XV. OBSERVERS

In-game observers are not allowed except for Tournament Organizers, Tournament Organizer personnel, and approved broadcasters associated with Tournament Organizer.

XVI. NAMES, LOGOS AND BRANDING

XVII. PLAYER NAMES

Player names must adhere to the following guidelines:

- Names shall not be offensive, obscene or vulgar, and shall not contain offensive, obscene or vulgar language (as determined by the Tournament Organizers in their sole discretion).
- Names may not contain trademarks, trade names, or equivalent third party intellectual property without approval, such as in the case of a sponsorship.
- Names must remain consistent throughout the Season, and may only be changed with approval from MGL and Tournament Entities.
- Tournament Organizers may ask Players to change Team or Player Names for any reason.

XIX. RULE VIOLATIONS

If a Player wishes to report a rule violation, it must be done prior to the game starting unless the violation occurred in during the game. Tournament Organizers may report rule violations on behalf of Players. Violating rules of MGL Esports may result in punishments for Teams and/or Players. Penalties are issued at the discretion of Tournament Organizers and may include (but are not limited to) the following:

- Match Restart
- Loss of Ban
- Loss of Match
- Loss of Series
- Loss of Points
- Temporary Player Bans
- Permanent Player Bans
- Prize Forfeiture

XX. RIGHT TO PUBLISH

Tournament Entities shall have the right to publish a statement declaring that a Team and/or Player has been penalized. Any Players and/or Team which may be referenced in such declaration hereby waives any right to legal action against MGL and/or Tournament Entities in connection with such announcement, including, without limitation, causes of action for breach, defamation and/or violations of rights of privacy or publicity.

XXI. UNFORESEEN CIRCUMSTANCES

These rules are an attempt to insure that the Tournament runs fairly and as smoothly as possible. However, unforeseen circumstances may require a special response, and for that reason the Tournament Organizer reserves the right to change any of the tournament rules or remove any Player at any time, for any reason, at their sole discretion.

-END OF DOCUMENT-