

Fortnite Official Competition: Terms and Conditions.

1. Background, Purpose and Acceptance

1.1 Purpose

The Fortnite Official Competition Terms and Conditions (as updated, revised, changed, or modified from time to time by Epic Games, Inc. (“**Epic**”), the “**Terms**”) has been designed to ensure the integrity of competitive play of Fortnite in connection with online and live-event competitions (each, an “**Event**”). These Terms are intended to promote vigorous competition and to help ensure that all competitive play of Fortnite during an Event is fun, fair, and free from Toxic Behavior (as defined below).

1.2 Who Must Comply

1.2.1 These Terms apply to all participants (“**Participants**”) competing in an Event and any individual or entity producing, hosting, or operating an Event (each, an “**Event Organizer**”).

1.2.2 Each Participant and each Event Organizer must follow the Fortnite [End User License Agreement](#). These Terms add to, and do not replace, the Fortnite End User License Agreement.

1.3 Acceptance of the Terms

1.3.1 To participate in an Event, each Participant must agree to follow these Terms at all times. By participating in any game or match that is part of an Event, a Participant is confirming that he or she (or, if under 18 years of age or the age of majority as defined in such Participant’s country of residence (a “**Minor**”), his or her parent or legal guardian) has accepted these Terms.

1.3.2 To produce, host, or operate an Event, each Event Organizer must agree to follow these Terms at all times. By producing, hosting, or operating an Event, or by otherwise accepting the terms of a Fortnite Event License Agreement, an Event Organizer is confirming that he, she, or it has accepted these Terms.

1.4 Amendments

Epic may update, revise, change, or modify these Terms from time to time. For each Participant, his or her participation in an Event after any update, revision, change, or modification to these Terms will be deemed acceptance by such Participant (or, if a Minor, such Participant’s parent or legal guardian) of these Terms as updated, revised, changed, or modified. For each Event Organizer, producing, hosting, or operating an Event after any update, revision, change, or modification to these Terms will be deemed acceptance of these Terms as updated, revised, changed, or modified.

2. Eligibility

2.1 Player Age

2.1.1 To be eligible to participate in any Event match, a player must be at least 13 years old (or such other age, if greater, as may be required in such player’s country of residence).

- 2.1.2 Minors must have permission from a parent or legal guardian in order to participate in the Event.

2.2 Epic Affiliation

Employees, officers, directors, agents, and representatives of Epic (including the legal, promotion, and advertising agencies of Epic) 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 to compete or win any prize in connection with the Event.

2.3 Good Standing

- 2.3.1 Participants must be in good standing with respect to the Epic accounts used by such Participants in connection with the Event, with no undisclosed violations. This means that, without limitation, a Participant's Epic account must be registered in such Participant's name, and cannot have been previously purchased, gifted, or otherwise transferred from another user.
- 2.3.2 Participants must be free of or served fully any suspensions or other sanctions imposed in connection with a previous violation of any official Epic rules.

2.4 Additional Restrictions

The Event in all parts is open to Participants from across the world, except as otherwise provided in this Section. The Event is not open to individuals wherever restricted or prohibited by applicable law or in any country where participation is prohibited by U.S. law. Without limitation of the foregoing, the Event is not open to individuals in Cuba, Iran, Iraq, North Korea, Somalia, Sudan, Syria, and the regions of Crimea, Donetsk, and Luhansk.

3. Code of Conduct

3.1 Personal Conduct; No Toxic Behavior

- 3.1.1 All Participants and Event Organizers must conduct themselves in a way that is at all times consistent with (a) these Terms, (b) the applicable Event rules established by the Event Organizer ("**Event Rules**"), and (c) the principles of personal integrity, honesty, and good sportsmanship.
- 3.1.2 Participants must be respectful of other Participants, the Event Organizers, Event administrators, spectators, and sponsors (as applicable). Event Organizers must be, and will cause the Event administrators to be, respectful of Participants, spectators, and sponsors (as applicable).
- 3.1.3 Participants and Event Organizers may not behave in a manner which violates these Terms, the Event Rules, or which is otherwise harmful to the enjoyment of Fortnite by other users as intended by Epic (as decided by Epic). In particular, Participants and Event Organizers may not engage in harassing or disrespectful conduct, use of abusive or offensive language, game abandonment, game sabotage, spamming, social engineering, scamming, or any unlawful activity ("**Toxic Behavior**").

3.1.4 Any violation of these Terms may expose a Participant or Event Organizer to disciplinary action, whether or not that violation was committed intentionally.

3.2 Competitive Integrity

3.2.1 Each Participant is expected to play within the spirit of Fortnite and these Terms at all times during any Event match. Any form of unfair play is prohibited by these Terms, and may result in disciplinary action. Examples of unfair play include the following:

- (a) Collusion (as defined below), match fixing or throwing, bribing a referee or match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any match or Event.
- (b) Hacking or otherwise modifying the intended behavior of the Fortnite game client.
- (c) Playing or allowing another Participant to play on an Epic account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- (d) Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- (e) Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Epic in order to gain a competitive advantage.
- (f) Using distributed denial of service attacks, swatting, or similar methods to interfere with another Participant's connection to the Fortnite game client.
- (g) Using macro keys or similar methods to automate in-game actions.
- (h) Intentionally disconnecting from a match without a legitimate reason for doing so.

3.2.2 Participants may not work together to deceive or otherwise cheat other Participants during any match ("**Collusion**"). Examples of Collusion include the following:

- (a) *Teaming*: Participants working together during the match while on opposing teams.
- (b) *Planned Movement*: Agreement between two (2) or more opposing Participants to land at specific locations or to move through the map in a planned way before the match begins.
- (c) *Communication*: Sending or receiving signals (both verbal and non-verbal) to communicate with opposing Participants.
- (d) *Item Dumping*: Intentionally dropping items for an opposing Participant to collect.
- (e) *Feeding*: Intentionally allowing oneself to be eliminated by an opposing Participant.

3.3 Harassment

- 3.3.1 Participants and Event Organizers are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law.
- 3.3.2 Any Participant or Event Organizer who witnesses or is subjected to harassing, abusive, or discriminatory conduct should notify an Event administrator or Epic Esports Coordinator, as applicable. All complaints reported pursuant to this Section 3.3.2 will be promptly investigated and appropriate action will be taken. Retaliation against any Participant or Event Organizer who brings forward a complaint or cooperates in the investigation of a complaint is prohibited.

3.4 Names Used in an Event

- 3.4.1 All team and individual Participant names must follow these Terms. Epic and the Event Organizers may restrict or change team and individual Participant tags or screen names for any reason.
- 3.4.2 The name used by a team or a Participant may not include or make use of the terms Fortnite®, Epic, or any other trademark, trade name, or logo owned by or licensed to Epic.
- 3.4.3 The name used by a team or a Participant cannot be an impersonation of another team, Participant, streamer, celebrity, government official, Epic employee, or any other person or entity.

3.5 Wagering

Participants and Event Organizers shall not (a) conduct or promote betting, wagering, or gambling on the Event or any portion thereof, or (b) benefit, either directly or indirectly, from betting, wagering, or gambling on the Event or any portion thereof.

3.6 Drugs and Alcohol

- 3.6.1 The use or possession of alcohol or illegal drugs during an Event is prohibited. A Participant believed to be under the influence of alcohol or illegal drugs at any time during an Event will be removed from the Event and prevented from taking part in any future events.
- 3.6.2 The unauthorized use or possession of prescription drugs by a Participant is also prohibited. Prescription drugs may be used only by the person they are prescribed to, and in the manner, combination, and quantity as prescribed.

3.7 Confidentiality

A Participant shall not disclose to any third party any confidential information provided by the Event Organizer, Event administrators, Epic, or its affiliates concerning Fortnite, the Event, Epic, or its affiliates, by any method of communication, including by posting on social media channels.

3.8 Illegal Conduct

Participants are required to comply with all applicable laws at all times.

4. Terms and Conduct Violations

4.1 Disciplinary Action

4.1.1 Event Organizer is authorized to make decisions regarding violations of these Terms in relation to the Event, subject to appeal to Epic and Epic's final binding review. If Event Organizer decides that a Participant has violated these Terms, Event Organizer may disqualify the Participant from participation (or further participation) in the Event. Without limitation of the foregoing, Epic, at its sole discretion, may monitor the Event and enforce any applicable sanction specified in these Terms, Epic's [Terms of Service](#) and/or the Fortnite End User License Agreement.

4.1.2 For clarity, the disqualification of a Participant or the enforcement of any applicable sanction by Event Organizer and/or Epic shall not provide such Participant with grounds for claims against Event Organizer or Epic under any theory of law, or otherwise be considered a liability on the part of Event Organizer and/or Epic to such Participant.

4.2 Disputes

Event Organizer has binding authority to decide all Participant disputes with respect to any portion of these Terms, including the breach, enforcement, or interpretation thereof in relation to the Event, subject to appeal to Epic and Epic's final binding

5.1.1 By participating in the Event, a Participant (or, if a Minor, the Participant's parent or legal guardian) agrees: (a) to be bound by these complete Terms, the Event Rules, and the decisions of Event Organizer which shall be binding, subject to appeal to Epic and Epic's final binding review; and (b) to waive any right to claim ambiguity in the Event, these Terms, or the Event Rules, except where prohibited by law.

5.1.2 By accepting a prize, if any, the Winning Participant (or, if a Minor, the Winning Participant's parent or legal guardian) agrees to release Event Organizer and Epic from any and all liability, loss or damage arising from or in connection with awarding, receipt and/or use or misuse of prize or participation in any prize-related activities. Neither Event Organizer nor Epic shall be liable for: (a) telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays, or transmission errors; (b) data corruption, theft, destruction, and unauthorized access to or alteration of entry or other materials; (c) any injuries, losses, or damages of any kind, including death caused by the prize or resulting from acceptance, possession, or use of a prize, or from participation in the Event; or (d) any printing, typographical, administrative, or technological errors in any materials associated with the Event.

5.1.3 Event Organizer or Epic may disqualify any Participant from participating (or further participating) in the Event or winning a prize if, in his, her, or its sole discretion, Event Organizer or Epic determines such Participant is attempting to undermine the legitimate operation of the Event by cheating, hacking, deception, or any other unfair playing practices intending to annoy, abuse, threaten, undermine, or harass any other Participants or Event administrators (for clarity, such Event Organizer decisions are subject to appeal to Epic and Epic's final binding review).

5.1.4 The internal laws of the State of North Carolina will govern disputes regarding the interpretation or application of these Terms.

5.1.5 Event Organizer or Epic may, in each party's sole discretion, cancel, modify, or suspend the Event should a virus, bug, computer problem, unauthorized intervention, force majeure, or other cause beyond such party's control corrupt the administration, security, or proper play of the Event. The Event is subject to all applicable federal, state and local laws

Fortnite Belong Cup Rules V.1

Belong will be hosting the Fortnite Arena Cup (the "Tournament"). The Tournament will be governed by these live event tournament official rules ("Tournament Rules"). Belong grants administrative power and responsibilities to the tournament operators ("Administration") who may include Belong and / or other third-party operators.

ADMINISTRATION RESERVES THE RIGHT TO CHANGE OR UPDATE THESE TOURNAMENT RULES AT ANY TIME, FOR ANY REASON. RULINGS MAY BE MADE OUTSIDE THE SCOPE OF THESE TOURNAMENT RULES IN ORDER TO PRESERVE FAIR PLAY AND TOURNAMENT INTEGRITY. THE ADMINISTRATION SHALL DECIDE ANY MATTERS NOT HEREIN EXPRESSLY PROVIDED FOR AND SUCH DECISIONS SHALL BE FINAL AND BINDING ON PARTICIPANTS. WINNING A PRIZE IS CONTINGENT UPON FULFILLING ALL REQUIREMENTS SET FORTH IN THESE TOURNAMENT RULES.

1. Eligibility

Limited to participants 13 years of age and older. Any newly registered participants under the age of 18 must have the permission from a parent or legal guardian to participate in the event. Participants must have a valid Belong User Account to participate in this event.

1.1. Tournament Registration

This is an in-person tournament. To register to play in the Tournament, visit a participating Belong Gaming Arena.

This tournament will be \$15 per player to compete or \$10 per player for Belong Legends. Payment allows entry to both qualifiers (10/29, 11/5)

1.2. Player Eligibility

Each team must consist of at least 2 core team members.

All matches and accounts should be on Belong sanctioned lobbies.

This tournament will take place on PC. All players should use their own Epic Account.

If a player's account is suspended or banned for any reason during the tournament, they will not be eligible to play in the tournament for the duration of the suspension/ban.

Players with inappropriate usernames will be asked to submit another one if tournament organizers request so. If they cannot then they will be unable to enter the tournament.

2. Tournament Dates

Qualifier Day 1

- Date: October 29th, 2022.
 - Check In End: 12:30pm CT / 1:30pm ET.
 - Tournament Start: 1:00pm CT/ 2:00pm ET.

Qualifier Day 2

- Date: November 5th, 2022.
 - Check In End: 12:30pm CT / 1:30pm ET.
 - Tournament Start: 1:00pm CT / 2:00pm ET.

Finals

- Date: November 6th, 2022.
 - Check In End: 12:30pm CT / 1:30pm ET.
 - Tournament Start: 1:00pm CT/ 2:00pm ET.

Teams who arrive after the check in time will forfeit their first match

Tournament end time may differ on amount of teams participating.

3. Prizing

\$5,000 prize pool.

- 1st – \$1000 (\$500 p/p) + Trophy
- 2nd – \$800 (\$400p/p)
- 3rd - \$700 (\$350 p/p)
- 4th - \$600 (\$300 p/p)
- 5th - \$400 (\$200 p/p)
- 6th-10th - \$200 (\$100 p/p)
- 11th-15th - \$100 (\$50 p/p)

Prizing will be sent to the players within 30 days after submitting the prize form. All prizing will be paid out in American Express or VISA Gift Cards. Belong will determine the payment method for the prizes in its sole discretion and, except as otherwise required by applicable law, all prizes will be given directly to the Winning Player in such Winning Player's capacity as an individual (or, if a Minor, to the Winning Player's parent or legal guardian). For the avoidance of doubt, no prize payments will be made by Belong to any organization, company, or other entity. Each Winning Player will be provided a Winner form and a W9 to complete ("Release"). Unless restricted by applicable law, each Winning Player (or, if a Minor, such Winning Player's parent or legal guardian) will be required to complete and submit the Release Form before a prize is released.

4. Gameplay

4.1. Executive Summary

- Open registration.
- First come, first serve.
- Duo's
- Participation capped at 49 teams.
- Arena Mode – build
- Six rounds per evening.
- Top 50% highest scoring teams (rounding up, maximum of 25 teams in qualifier one and rounding down to a maximum of 24 teams in qualifier two) after 6 rounds goes through to the final. If you're in the top 50% you cannot participate in the 2nd week of qualifiers as you have already qualified for the finals. Scores do not carry over between qualifiers.

4.2. Player Expectations

- Players are expected to act in a professional manner towards other competitors, staff, and anyone else in the venue.
- Players are expected to compete to the best of their abilities.
- In the event of an issue, players must immediately notify the closest admin.
- As a general rule, players should continue to play through any technical issues.
- For each round, both teams will be instructed by an administrator to join the private lobby and instructed when to start the match.
- Players are expected to join lobbies and start matches in a reasonable amount of time as determined solely by administration.
- Players will be required to keep the ending scoreboard up long enough for an admin to record the score.
- Players are encouraged to take screenshots of their scores for evidence to provide the administration

4.3. Tournament Stages

4.3.1. Group Stage Format

- The tournament consists of 6 rounds per qualifier days.
- Each round players are added to a custom duos lobby, they must remain in the lobby for the duration even if they are eliminated.
- Arena mode is used for each round.

4.3.2. Group Stage Scoring Format

Standings will be based on the total score accumulated across all 6 rounds.

Scores are based on placement and kills.

- Victory Royale: 10 Points
- 2nd-5th: 7 Points
- 6th-10th: 5 Points
- 11-15th: 3 Points
- Eliminations: 2 points are earned for each elimination.

4.3.3. Group Stage Progression

The top 49 teams after all rounds have been completed will progress to the Finals stage of the tournament. If you are in the top 50% in qualifier #1 you cannot participate in the 2nd week of qualifiers as you're already through to the finals.

4.3.4. Group Stage Tiebreakers

In the event of a tie between teams with matching points at the end of the 6 rounds, the following determinations will be used in order:

1. Highest team placement
2. Most kills across all rounds
3. Most kills in a single round
4. Coin flip

4.3.5. Finals Format

The finals will be 6 lobbies. The team with the top score after 6 rounds will be the winners.

4.3.6. Finals Tiebreakers

In the event of a tie between teams with a matching score records at the end of the Finals stage the following determinations will be used in order:

1. Highest team placement.
2. Most kills across all rounds
3. Most kills in a single round
4. Coin flip

4.4. Bugs & Misuses

Abuse of bugs is forbidden. If any serious bugs occur, the game should be paused immediately, and the administration should decide how to continue.

- Game Altering Bugs. Bugs are defined as errors, flaws, or failures that produce an incorrect, unexpected, or unintended result during gameplay. For the purposes of procedure regarding the occurrence of Bugs during live gameplay, and at the discretion of the Administration, Bugs are separated into two categories.
 - Minor Bug. At the discretion of the Administration, a Minor Bug is one that does not significantly alter the outcome of a game and is, at worst, considered an inconvenience to Players. The occurrence of a Minor Bug would not result in the replay or remake of any game and Players should be instructed to play through the Bug.
 - Major Bug. At the discretion of the Administration, a Major Bug is one that critically or significantly alters the outcome of a game and severely hinders the performance of Teams and/or Players. The occurrence of a Major Bug would result in a restart as set forth in Section 6.10.

4.5. Match Settings

Each team will be given the login details for a server. Players must join the lobby at the scheduled start time.

This will be on arena mode – **build**.

After each game a player may take a maximum of three minutes to join the next game.

4.6. Pausing

Each team has the right to pause the game for a short duration, if a player announces it at least three seconds in advance and calls a coherent reason. The game must not be resumed before both teams agree to do so. A team is seen to agree when any one of the players from that team states that they are ready. The longest a game can be paused is 10 minutes, at which point the game must be resumed, except at the discretion of the Tournament Officials.

4.7. Equipment

Players are provided with a full setup of hardware and peripherals to use during the tournament.

Players have the option of using their own peripherals during each match. Player-owned equipment must be compatible with Belong-provided competition equipment. Belong is not responsible for ensuring Player-owned equipment is in working condition. Belong reserves the right to inspect all Player-Owned equipment to ensure compliance with Arena Cup rules.

4.8. Disconnects

If a player disconnects in the pre game lobby (before loading into the battle bus) they will be allowed to reconnect before the round starts.

Players cannot reconnect after the combat phase has started.

If a team disconnects after the combat phase has started, they will receive points as if they had been eliminated.

Players may continue playing if their team mate is disconnected and will be scored based on the remaining player's final kills and position, including any kills the other player earned before being disconnected.

4.9. Issues and Conflicts

If you have any issues or conflicts that require admin involvement, first inform your opponents in All Chat. Pause the game then inform your Arena Admin. All issues and conflicts will be mediated by Arena Staff. Any decisions made by the Tournament Operator are final and cannot be disputed further.

4.9.1. Coaches

Coaches may only talk with players outside of game as well as during timeouts.

4.10. Infractions and Penalties

4.10.1. Failure to Attend

Penalty: Game Loss.

Teams must be ready to play at the start of the fixture at the specified time.

If a fixture has not started 15 minutes after the scheduled start time due to a team or player not being in attendance, then their team will receive a game loss.

In the case of technical issues, teams must contact an Admin who will help them resolve the issue.

In the case of technical issues, the representative will decide and relay the decision to each Squad. Teams will not be forced to forfeit any games due to technical issues.

4.10.2. Use of Bugs and Glitches

Penalty: Game Loss.

Using a game mechanic that is classed as a bug or glitch will lead to instant game loss to the team that uses it.

4.10.3. Leaving the Game

Penalty: Warning.

If a team leaves a game voluntarily before the final whistle, they will receive a warning. Additionally, 3 goals will be awarded to their opponent, these will be added to their opponents' current goals, regardless of current score and match time.

4.10.4. Unlisted Penalties

If an admin or player believes a rule has been broken and there is no assigned penalty for it, they must contact the representative as soon as possible with details and evidence. The representative will judge the case and assign a penalty if required.

4.11. Streaming Matches

Teams are permitted to stream their matches during Arena Cup so long as they adhere to the following conditions;

- The match is not already being streamed in any capacity by Belong
- All teams, admins and players are informed of the stream and are in agreement
- The stream must use a 3-minute stream delay
- The stream cannot be labelled as official or imply this in any manner
- The stream cannot have any Belong branded assets included in them

All players and teams agree that they understand the implications of a match being streamed and void their right to any complaints regarding competitive integrity at the point they agree their match to be streamed.

5. Tournament Rules

5.1. Introduction

The Fortnite Arena Cup (the "Tournament") is brought to you by Belong Gaming LLC ("Belong"). The qualifier starts on Saturday October 29th. Each of the separate tournaments will be described in more detail in the individual tournament rules pages. The location of the tournament will be in all Belong Arena locations

Each person who participates in the Tournament is referred to as a "Player". Each Player unconditionally accepts and agrees to comply with and abide by these Official Rules and the decisions that Belong and the other "Tournament Organizers" (as defined below) make about the

Tournament, including without limitation decisions about how to interpret or implement these Official Rules and administer the Tournament, and such decisions shall be final and binding in all respects and not subject to challenge or appeal. Any aspects of the Tournament or incidents that affect the Tournament that are not outlined in these Official Rules may be addressed and resolved by Belong and the other Tournament Organizers at the time of the incident and their decisions on such matters shall be final and binding and not subject to challenge or appeal.

These Official Rules are subject to change, as determined by the Tournament Organizers in their sole discretion. The most recent version of these Official Rules will be posted on us.Belong.gg (the “Belong Website”), and the Tournament Organizers may also use other means to communicate with those Players who have registered for the Tournament using the contact information provided during registration. If a change would affect a Player’s place or standing in the Tournament if they were applied retroactively, that change will be applied only prospectively unless the Tournament Organizers determine in their sole discretion that such changes must be applied retroactively for legal or other reasons. Entry into the Tournament does not constitute entry into any other tournament, competition, contest or sweepstakes.

These Official Rules were drafted in English, but may be translated into other languages. In the event of any conflict or inconsistency between any translated version of these Official Rules and the English version of these Official Rules, the English version shall prevail, govern and control.

5.2. General Eligibility and Player Equipment Requirements

The Tournament is open to all legal residents of US who are 13 years of age or older on the date they register for the Tournament. Players must be able to provide proof of eligibility. Where a game has an ESRB rating of Mature, players must be 17 years of age or over to participate. Please also note that potential Winners will ultimately need to provide proof of residency before they are officially declared the Winner. Section 9, entitled “General Prize Restrictions”, provides more information.

Players will be required to register a Belong.gg account and, depending on the registration functionality, either share the gamer tag or other name they use in the Title Game or otherwise choose a username (in either instance, the “User Name”). If A Player does not have a Belong.gg account, Players can create one for free at <https://us.belong.gg/signup>. Each Player will be known publicly by the Player’s Username, rather than the Player’s real name, until the later stages of the Tournament when Player names may be revealed. Each Player represents and warrants that their Username and Team Name and logo will not violate or infringe upon the trademark, copyright, publicity rights or other intellectual property or other rights of any other person or entity and will otherwise comply with the Code of Conduct described in Section 6.

Officers, directors, and employees of the Tournament Organizers, and each of their immediate family members (spouses and siblings, parents and children and their spouses), and governmental officials of any country in the US are not eligible to participate in the Tournament.

Players must have access to the Internet through a Belong Gaming arena and supply their own equipment needed to participate in the Tournament (if needed), including, without limitation, monitors and consoles, controllers, headphones and headsets, cables and a copy of or authorized access to the Title Game and valid access to the game servers that will be used and the Title Game levels that will be played in the Tournament, as applicable (collectively, “Player Equipment”).

During Tournament play Players may not bring, use, or wear any headsets, earbuds, microphones, or other Player Equipment other than those approved of or provided by the Tournament Organizers. Player Equipment that is suspected by the Tournament Organizers of providing an unfair competitive advantage will not be approved for use. At their discretion, Tournament Organizers may disallow the use

of any individual piece of Player Equipment for reasons related to Tournament security, operational efficiency, or effectiveness.

Portions of The Tournament is comprised entirely of Teams. Players may/must combine to form a Team consisting of at least four (4) individual Players and no more than four (4) individual Players]. Each Team must be comprised of Players from the US and attend a Belong arena for the tournament. Players may participate on only one (1) Team at a time throughout the Tournament.

Each Player on a Team must satisfy all eligibility requirements set forth herein for Players, and each such Team Player must register with the Belong Website in order to be considered a member of the applicable Team. During the registration process, one Team member must list the User Names of all Team members. The Team member who registers on behalf of the Team will be known as the "Team Captain". In the event a Team progresses to further rounds of the Tournament, the Tournament Organizers will attempt to notify the Team through its Team Captain.

Each member of the Team, including the Team Captain, shall be deemed to have jointly and severally made and entered into all of the representations, warranties and agreements contained herein and shall be jointly and severally obligated and bound thereby. Except as otherwise expressly set forth herein, all of the Tournament Organizers' rights pursuant to these Official Rules relate to and are exercisable against the Team as a whole and each individual member of the Team. If any right of disqualification arises as to any individual member of the Team, then the right of disqualification may be exercised either as to such individual member of the Team, or to the Team as a whole, as the Tournament Organizers may elect in their sole discretion. If the Tournament Organizers elect to disqualify fewer than all members of a Team, then the remaining Players shall continue to be bound by these Official Rules, and if permitted in the sole discretion of the Tournament Organizers, the Team may replace the disqualified Player(s) (even if the disqualified Player was the Team Captain) with a new eligible Player and continue to compete under the same name if each disqualified Player promptly signs any writing deemed necessary by Tournament Organizers to permit his or her former Team member(s) to continue to participate in the Tournament using the Team's name, or under a new name if permitted in the sole discretion of the Tournament Organizers. Any Team member who elects to end his or her participation in the Tournament, and/or is disqualified from the Tournament, will not be permitted to "re-register" to participate in the Tournament in any capacity.

For clarification and the removal of doubt, these Official Rules do not govern Team relationships. The terms of the relationship between Players and their respective Teams are left to each of the Teams and their Players. But please note that disputes between Team members may be grounds for disqualifying the applicable Team or any of its Team members, as determined by the Tournament Organizers' in their sole discretion.

Please note that Belong may require a Player or a Team to execute and deliver "Winner Forms" (as defined below) at any time during the Tournament, including as a condition of participating in a particular match or phase of the Tournament.

5.3. Player Appearance Release

By participating in the Tournament, each Player hereby irrevocably grants the Tournament Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and

record the Player's performance in the Tournament itself and in other Tournament-related activities, including the Player's name, User Name, Team and Logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively, the "Appearance") and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity, for any purpose, including but not limited to, to advertise, market and promote the Tournament, the Belong Website, the Tournament website, the Title Game, the Tournament Entities and future tournaments.

As between each Player and Team, on the one hand, and Belong, on the other hand, the Appearance shall be deemed a work-made-for-hire for Belong prepared as a work specifically ordered and/or commissioned by Belong, and therefore, Belong shall be the author and exclusive copyright owner of the Appearance for all purposes throughout the Universe (except for footage of the Title Game, which shall continue to be owned by the publisher and or developer of the Title Game, as applicable). If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in Belong, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to Belong, all of his or her right, title and interest in and to the Appearance throughout the universe in perpetuity. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce Belong's ownership of such rights.

The Tournament Entities shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalize or otherwise alter the Appearance for any purpose which the Tournament Entities deem necessary or desirable. To the fullest extent allowable under any applicable law, each Player hereby irrevocably waives any and all so-called moral rights or "droit moral" rights (which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world [including, without limitation, the so called right of paternity (droit a la paternite) right of integrity (droit au respect de l'oeuvre) right of withdrawal (droit de retrait or droit de repentir) and/or right of publication (droit divulgation)] he or she may have in the Appearance, and agrees that he or she will make no claim of any kind against the Tournament Entities as a result of any of the uses described above, and irrevocably and unconditionally waives and releases the Tournament Entities from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use including, without limitation, any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. Each Player expressly acknowledges that the Tournament Entities and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance. Accordingly, if under any applicable law, the above waiver or assignment by a Player of "moral rights" or "droit moral" is not effective, then each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.

Belong shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. Belong shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements.

5.4. Code of Conduct

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament Organizers and spectators. Players must follow all instructions of the Tournament Organizers. All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the Tournament. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by the Tournament Organizers in their sole discretion, may be immediately disqualified from the Tournament and forfeit all potential prizes. Further, the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Tournament Organizers. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament or the Belong Website, or the Tournament Website;
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten or harass any other person.
- Engaging in collusion (e.g., any agreement between two [2] or more Teams or Players on different Teams to predetermine the outcome of a Game or Match);
- Cheating of any sort through any means.
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene Usernames, avatars or Team names;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency;
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
- Offering any gift or reward to a Player or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament;
- Making any modification to the Title Game that has not been disclosed to and authorized by the Tournament Organizers;
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Using any Tournament facilities, services or equipment provided or made available by the Tournament Entities to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct;
- Taking any action or performing any gesture directed at an opposing Player or Team, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with lights, cameras or other studio equipment;

- Engaging in any other type of behavior or conduct deemed inappropriate by the Tournament Organizers in their sole discretion; or
- Otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified and Belong reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

CAUTION: ANY DELIBERATE ATTEMPT TO DAMAGE ANY WEBSITE OR EQUIPMENT USED IN CONNECTION WITH THE TOURNAMENT, TAMPER WITH THE TITLE GAME OR THE TOURNAMENT FORMAT, OR OTHERWISE 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 PLAYER(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO THEM TO THE FULLEST EXTENT PERMITTED IN EQUITY OR UNDER THE LAW.

5.5. Gameplay Rules

These are the “Game Play Rules” governing how the Title Game is played during the Tournament.

5.5.1. Punctuality

Players must be physically present in the applicable Belong Gaming Arena or in the online Match lobby at least one hour prior to the Match start time. Players who are not ready to play within five (5) minutes of the Match start time are subject to penalties including a possible match forfeiture.

5.5.2. Forfeit

Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.

5.5.3. Communications

Players will communicate with their opponents and Tournament Organizers in a designated chatroom during all online stages of the Tournament. For live events, once a Match has officially begun, communication with anyone not designated as playing within the current Match is strictly prohibited and may result in immediate disqualification of the Player(s) or Team(s).

5.5.4. Disconnects

If a Player disconnects during a Match phase, the Player may forfeit the right to make certain selections in the Tournament if one has not already been made. The Player must try to re-join the Match immediately. If the Player is unable to rejoin the Tournament before the Match begins, the Match may be restarted. If a Player disconnects within the first 15 seconds of a Match and no damage has been dealt or no points have been earned prior to the disconnect, the Match may be restarted. If a Player disconnects after the first 15 seconds and/or damage has been dealt or points have been earned, the Match must continue. The Player may rejoin the Match or the Tournament as soon as the Player can.

5.5.5. Authorized Pauses

Tournament Organizers may pause a Game or Match at any time and for any reason. In the event of a pause, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.

5.5.6. Restarts

The Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

5.5.7. Cheating

Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

5.6. Names, Logos, and Branding Restrictions

The Tournament Organizers reserve the right to reject, in their sole discretion, names, logos, or branding that violate the Code of Conduct, including without limitation, any that:

- Infringe upon the rights of any 3rd party rights without explicit written permission.
- Resemble or are identical to a brand or trademark.
- Resemble or are identical to another identity or person.
- Resemble or are identical to the name or persona of Tournament Entities or other Teams.

5.7. Sponsorships and/or Other Content

Players or Teams have the ability to acquire sponsorships. However, sponsors or content falling under the following categories may not be displayed during official Tournament play:

- Brands in categories that have been granted exclusive sponsorship rights for the Tournament by the Tournament Organizers.
- Religious programming, political matters.
- 900 numbers.
- X-rated material.
- Alcohol.
- Habit-forming drugs, drug related paraphernalia.
- Herbal remedies or "miracle cure" products.
- Tobacco products.
- Any adult-oriented products or services (including adult-oriented pay per view programs and male enhancement products).
- Salacious products or services or other material which would generally be considered obscene or indecent.
- Content that a reasonable person would deem objectionable, indecent, vulgar or offensive.

- Content which promotes discrimination, hate, violence, the use of illegal substances, illegal activity, mail fraud, pyramid schemes, or investment opportunities or advice not permitted by applicable law.
- Content which is unlawful, pornographic, libelous, defamatory, or violates a third party's privacy or publicity rights.
- Content which constitutes hate speech.
- Content which discriminates, ridicules, advocates against, harasses, or attacks an individual or group on the basis of age, color, national origin, race, religion, sex, sexual orientation, gender identity, or disability.
- Any other activity that contravenes any applicable laws or regulations (including lotteries, illegal gambling products or other illegal wagering activity).

5.8. Penalties

Players or Teams who break the rules in this document are subject to penalties including (but not limited to) the following:

- Match Restart
- Loss of Ban Selection
- Loss of Game
- Match Forfeiture
- Temporary Player Bans
- Permanent Player Bans
- Seasonal / Split Point Loss

6. General Prizing Restrictions

Each Player or Team that has been declared the winner of a prize in the Tournament will not be an official winner unless and until they execute (or, if the potential winner is a Minor, their parent or legal guardian executes) an Affidavit of Eligibility, a Liability Release, and where imposing such condition is legal, a Publicity Release and any required payment information and tax forms ("Winner Forms") in order to receive payment. If a Player (or a minor Player's parent or legal guardian) or Team fails or refuses to sign and return all the Winner Forms within ten (10) days (or a shorter time if required by exigencies) after receiving them, the Player and/or Team may be disqualified. In the event a Player or Team is disqualified, Belong reserves the right, but not the obligation, to award the affected prize to the Player or Team that last lost to the disqualified Player or Team. Within thirty (30) days of receiving an executed copy of the Winner Forms, Belong will deliver to Winner the applicable prize(s). Failure to take delivery of any prize may result in forfeiture, and such prize awarded to an alternate Winner. Prizes may not be transferred or assigned until after a Winner has complied with all his or her obligations under these Official Rules. No substitutions may be made for prize(s), except by Belong, who reserves the right to substitute a prize in whole or in part with another prize of comparable or greater value if the intended prize is not available for any reason as determined by Belong in its sole discretion. By participating in a Tournament, Winner acknowledges that Tournament Entities have not and will not obtain or provide insurance of any kind relating to the prizes. Winner will be responsible for all taxes (including but not limited to federal, state, local and/or income) on any prize won and on the value of any items or value transferred to the Player by Belong, and will be required to provide his/her Social

Security number, IRS Form W8BEN, IRS Form W9, or equivalent information for tax reporting purposes (at a time to be determined in Belong's sole discretion, and which may be prior to participation in a particular round or prior to receipt of any prize by Player). Belong will file an IRS Form 1099 or equivalent tax withholding documentation for the retail value of any prize or other items of value transferred to the Player by Belong in accordance with IRS requirements, and Belong may also share such documentation with a state or local government agency as required by law. Refusal or failure of a Winner to satisfy the requirements of all necessary and appropriate tax, withholding or other required compliance terms (including Social Security number, IRS Form W8BEN, IRS Form W9, or equivalent information), as determined by Belong in its sole discretion, will result in the Winner forfeiting the prize(s) and an alternate Winner being selected in accordance with these Official Rules. Belong will award prizes subject to any applicable withholding taxes, and the amount of the prize transferred, as reduced by any applicable withholding taxes, will constitute full payment of the prize. Any prizes pictured in advertising, promotional and/or other Tournament materials are for illustrative purposes only. The actual prize may vary. In the event there is a discrepancy or inconsistency between the description of a prize contained in any such materials and the description of a prize contained in these Official Rules, these Official Rules shall prevail, govern and control. All details and other restrictions of any prize not specified in these Official Rules will be determined by the Tournament Organizers in their sole discretion.

7. Disclaimer of Warranties

The Tournament Entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize furnished in connection with the Tournament. WITHOUT IN ANY WAY LIMITING THE GENERALITY OF THE FOREGOING AND WITHOUT ABROGATING THE BELONG POLICIES OR THE END USER LICENSE AGREEMENT FOR THE TITLE GAME OR OTHER AGREEMENTS THAT APPLY TO THE TITLE GAME, THE TOURNAMENT ENTITIES HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED, STATUTORY OR OTHERWISE, WITH REGARD TO THE TITLE GAME SOFTWARE, EQUIPMENT AND THE OPERATION OF THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, NONINFRINGEMENT, AND THEIR EQUIVALENTS, UNDER THE LAWS OF ANY JURISDICTION.

8. General Release and Limitation of Warranty

Each Player (and any Minor Player's parent or legal guardian) knowingly consents to participate in any or all Tournament activities under the Player's own free will and without duress or undue influence of any third party.

BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE TOURNAMENT, EACH PLAYER (AND ANY MINOR PLAYER'S PARENT OR LEGAL GUARDIAN), ON BEHALF OF PLAYER AND PLAYER'S HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS THE TOURNAMENT ENTITIES HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION, COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE TOURNAMENT, ATTENDING OR

PARTICIPATING IN ANY TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.

The Tournament Organizers are not responsible for any incorrect or inaccurate information or other materials, on, associated with or utilized as part of the Belong Website or the Tournament Website, and the Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the Belong Website or the Tournament Website or the field of play in the Title Game. Although the Tournament Organizers attempt to ensure the integrity of the Tournament, the Tournament Organizers are not responsible for the actions of Players in connection with the Tournament, including a Player's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the Tournament. Without in any way limiting the generality of the foregoing, each Player agrees (and any Minor Player's parent or legal guardian agrees) that the Tournament Entities shall not be responsible or liable for, and are hereby released from, any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following: Incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Player, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the Tournament or send or receive messages requiring action or response by such Player; Any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; and any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

9. Indemnification

Each Player hereby agrees to indemnify and hold the Tournament Entities harmless from and against any and all third party claims, actions or proceedings of any kind and from any and all third party damages, liabilities, costs and expenses, including reasonable outside legal fees and costs (collectively, "Third Party Claims") relating to or arising out of any breach of any of the warranties, representations, covenants, obligations or agreements of the Player under these Official Rules.

10. Force Majeure

Belong reserves the right to modify, suspend, extend or terminate the Tournament or any part thereof if it determines, in its sole discretion, that the Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the Tournament or any portion thereof as contemplated herein. In the event Belong is prevented from continuing with the Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within the Tournament Organizers' control (each a "Force Majeure" event or occurrence), Belong shall have the right to modify, suspend, extend or terminate the Tournament.

The Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the Tournament null and void by reason of any of the foregoing. In the event the Tournament Organizers determine, in their sole discretion, that any

individual Game or Match or other phase of the Tournament, has been tampered with or that the validity of any Game, Match or other phase of the Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the Tournament, and may conduct the Tournament on the basis of the remaining Game, Match and/or other phases of the Tournament.

11. Transfer of Player Information

By registering for and/or otherwise participating in the Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her information to and in the United States and/or to other countries outside the country of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by Belong in connection with the Tournament by following the instructions provided in the Privacy Policy posted on the Belong Website.

12. Governing Law

ALL ISSUES AND QUESTIONS CONCERNING THE CONSTRUCTION, VALIDITY, INTERPRETATION AND ENFORCEABILITY OF THESE OFFICIAL RULES OR THE RIGHTS AND OBLIGATIONS OF PLAYERS OR THE TOURNAMENT ENTITIES IN CONNECTION WITH THE TOURNAMENT SHALL BE GOVERNED BY AND CONSTRUED IN ACCORDANCE WITH THE INTERNAL LAWS OF THE STATE OF NEW YORK WITHOUT GIVING EFFECT TO ANY CHOICE OF LAW OF CONFLICT OF LAW RULES OR PROVISIONS THAT WOULD CAUSE THE APPLICATION OF ANY OTHER STATE'S LAWS.

13. Disputes

By participating in this Tournament, each Player (and any minor Player's parent or legal guardian) agrees: (i) that any and all disputes the entrant may have with, or claims entrant may have against, the Tournament Entities relating to, arising out of or connected in any way with (a) the Tournament or any Tournament-related activity, (b) the awarding or redemption of any prize, and/or (c) the determination of the scope or applicability of this agreement to arbitrate, will be resolved exclusively by final and binding arbitration administered by JAMS and conducted before a sole arbitrator in accordance with the rules of JAMS; (ii) this arbitration agreement is made pursuant to a transaction involving interstate commerce, and shall be governed by the Federal Arbitration Act ("FAA"), 9 U.S.C. §§ 1-16; (iii) the arbitration shall be held in New York, New York; (iv) the arbitrator's decision shall be controlled by the terms and conditions of these Official Rules and any of the other agreements referenced herein that the applicable entrant may have entered into in connection with the Tournament; (v) the arbitrator shall apply New York law consistent with the FAA and applicable statutes of limitations, and shall honor claims of privilege recognized at law; (vi) there shall be no authority for any claims to be arbitrated on a class or representative basis, arbitration can decide only Player's and/or the Tournament Entities' individual claims; the arbitrator may not consolidate or join the claims of other persons or parties who may be similarly situated; (vii) the arbitrator shall not have the power to award punitive damages against the Player or the Tournament Entities; (viii) if the Player is able to demonstrate that the costs of arbitration will be prohibitive as compared to the costs of litigation, Belong will pay as much of the Player's filing and hearing fees in connection with the arbitration as the arbitrator deems necessary to prevent the arbitration from being cost-prohibitive; and (ix) with the exception of subpart (vi) above, if any part of this arbitration provision is deemed to be invalid, unenforceable or illegal, or otherwise conflicts with the rules of JAMS, then the balance of this arbitration provision shall remain in effect and

shall be construed in accordance with its terms as if the invalid, unenforceable, illegal or conflicting provision were not contained herein. If, however, subpart (vi) is found to be invalid, unenforceable or illegal, then the entirety of this arbitration provision shall be null and void, and neither entrant nor Sponsor shall be entitled to arbitrate their dispute. For more information on JAMS and/or the rules of JAMS, visit their website at www.jamsadr.com.

14. Winner's List/Official Rules

To obtain a copy of any legally-required winners list, visit <https://www.belong.gg> up to six (6) weeks after the Tournament. These Official Rules will be posted on the Belong Website during the Tournament Period.

15. Invalidity/Headings

These Official Rules and the other agreements referenced herein constitute the full and complete agreement and understanding between each Player and the Tournament Organizers in connection with the Tournament and replace and supersede all prior negotiations, agreements or understandings that may have been entered into between such Player and such Tournament Organizer with respect to the subject matter hereof. These Official Rules cannot be modified or amended in any way except by a written instrument signed by Belong. The waiver of any term, condition, or breach of these Official Rules shall not be deemed to be a waiver of that breach or any other term or condition in the future. The invalidity or unenforceability of any provision in these Official Rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these Official Rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Headings and captions are used in these Official Rules solely for convenience and ease of reference and shall not be deemed to affect in any manner the meaning or intent of these Official Rules or any provision hereof.