

StarCraft: Remastered
KOREA STARCRAFT LEAGUE
Season 3

Official Competition Rules, Terms and Conditions

V.S3.190324

1. INTRODUCTION

These KOREA StarCraft League Season 3 Knockout Stage ("KSL Knockout Stage") Official Competition Rules, Terms and Conditions are applied to offline qualifiers and playoffs and govern the grounds for and competitive play of StarCraft: Remastered in the KOREA StarCraft League.

These Official Rules establish the rules of tournament play, including rules governing player eligibility, tournament structure, prize awards, sponsorship, and the conduct of players. These Official Rules also contain limitations of liability, license grants and other legally binding contract terms. You are required to read and understand these Official Rules before you can participate in the KSL.

You must accept these Official Rules in order to participate as a player in the KSL, and you must abide by these Official Rules in order to remain eligible to play in the KSL and receive prizes. You must also accept these Official Rules in order to involve as a team owner, manager or coach of a player that qualifies to play in the KSL, and you must abide by these Official Rules in order to remain eligible to manage or own a team in the KSL. A player should ensure his/her team owner, coach and manager to accept these Official Rules and the player shall be responsible for any violation of the owner, coach and manager who didn't accept these Official Rules. All of this is explained below.

2. KOREA StarCraft League (KSL)

2.1. Acceptance of the Official Rules

- (a) You must accept these rules by signing the applicable participation agreement attached at the end of these rules prior to participating in the KSL. You also indicate your acceptance to these Official Rules if you enter and participate in any game or match that is part of the KSL.

- (b) If you are under the age of majority (as described below), your parent or legal guardian must accept these Official Rules on your behalf.
- (c) If you (or your parent or legal guardian if you are a minor) do not accept these Official Rules, you may not participate in the KSL. If you, the player, do not meet the player eligibility requirements in Section 3.0 below, you may not participate in the KSL.

2.2. Applicability of the Official Rules

- (a) These Official Rules govern competitive play of StarCraft: Remastered for the KOREAN STARCRAFT LEAGUE Season 2 offline qualifiers and Knockout Stage.
- (b) These Official Rules are in addition to Blizzard's End User License Agreement applicable to your use of Blizzard's online service, the Online Privacy Policy applicable to your use of Blizzard's online service, and the other terms and conditions governing use of Blizzard's websites. The current version of the End User License Agreement for Korean account holders is found at <http://kr.blizzard.com/kokr/company/legal/eula.html> and the current version of the Online Privacy Policy for Korean account holders is found at <http://kr.blizzard.com/ko-kr/company/about/privacy.html>. The current versions of the End User License Agreement and Online Privacy Policy applicable to other countries' account holders can be found by going to the above websites and switching to the appropriate language at the bottom of the page.
- (c) There is a Glossary of terms at the back of these Official Rules that explains key terms in greater detail. The Glossary is an important part of these Official Rules.
- (d) If you violate these Official Rules or the Website Terms, you may be subject to game forfeitures, prize forfeitures, disciplinary action and legal claims, as explained below.

3. PLAYER ELIGIBILITY REQUIREMENTS

3.1 Player Eligibility

- (a) There are no region restrictions Korea StarCraft League (“KSL”), as it is a global tournament.
- (b) In order to be eligible to participate in the KSL as a player, you must have authorized access to a full Blizzard account registered on Blizzard’s online service. This full Blizzard account must have no restriction towards accessing StarCraft: Remastered.
- (c) You have to be eligible to play StarCraft: Remastered legally in your jurisdiction of residence.
- (d) Your Blizzard Account must include a valid email address. Blizzard reserves the right to verify the email address that you provide.
- (e) In order to be eligible to participate in the KSL as a player, you must be a natural person (i.e., not a corporation, partnership or other legal entity) who is the same individual who registered the Blizzard Account, unless you are a minor using a Blizzard Account registered by your parent or legal guardian.
- (f) Acceptable forms of ID must be submitted to Blizzard with the current address and photo of the residence. Examples of acceptable/unacceptable forms of IDs are shown below.

Photo ID Requirements	
Acceptable Forms of ID	Unacceptable Forms of ID
Government-issued driver’s license	Expired identification
Military photo identification card	School photo identification card
Passport	Gym membership card
Health card with photo	Library card
Voter registration card with photo	Public transportation cards
National identity card with photo	Private ID cards

3.2 Minimum Age Requirements

- (a) You may participate in the KSL if you have reached the age of majority in your jurisdiction of residence before the January 1st of 2019.
- (b) If you are under the legal age of majority in your jurisdiction of residence, but over the age of 13 as of the July 1st of 2019 (for EU residents, over the age of 16), you may still enter the KSL and participate as a player if you otherwise meet all of the eligibility criteria set forth in these Official Rules and one of your parents or legal guardians reads and accepts these Official Rules on your behalf.
- (c) If you are a minor, in addition to your parents or legal guardians reading and accepting the rules, it is important to keep them informed of your participation in the KSL. Should you qualify for the KSL, your parents or legal guardians must be involved in assisting with travel, signing waivers and communication.

3.3 Ineligible Players

- (a) The directors, officers and employees of Blizzard, Entertainment, Inc., its affiliates, their parent, and any of their respective affiliate companies, subsidiaries, agents, professional advisors, advertising and promotional agencies, and immediate family, such as mother, father, brothers, sisters, sons, daughters, stepchildren, and/or legal or common-law spouse, and household members of each are not eligible to participate in the KSL and/or to win any prizes.
- (b) Individuals who were involved in eSports match fixing incidents, or has history of being charged with illegal sports betting incidents cannot participate in KSL Knockout Stage.
- (c) Individuals who have restricted access (or banned) from their BATTLE.NET accounts due to (but not limited to) match fixing, boosting someone else's account, and/or using illegal programs cannot participate in KSL Knockout Stage.
- (d) Individuals who cannot participate in the live broadcasted portion of KSL Knockout Stage, which

will be held after the qualifiers, cannot participate in the KSL

4. STRUCTURE OF THE KSL OFFLINE QUALIFIERS

4.1. Qualifier Schedule

- (a) Bracket Announcement: 2019/3/29 14:00 KST
- (b) Offline Qualifiers: 2019/3/30 Saturday

4.2. Tournament Format

- (a) The purpose of offline qualifiers is to select participating 12 players of KSL Knockout Stage. Best of 4 players of KSL Season 2 shall automatically be granted to participate KSL Knockout Stage ("Seed Owner"). If a vacancy occurs among the Seed Owners, it will be selected through offline qualifiers at Blizzard's sole discretion.
- (b) Players shall be divided into number of groups equal to the number of slots in the KSL Knockout participants. Players shall proceed games in the Single elimination basis as below:
 - A. on or before group final: Best of 3
 - B. group final: Best of 5
- (c) The groups and brackets will be drawn randomly, and will be notified to the players on Friday, March 29, 2019 14:00 KST
- (d) Winners of each group will guarantee a spot in the Main Stage of KSL.
- (e) Offline Qualifier Maps:
 - Set 1: Fighting Spirit 1.3
 - Set 2: Circuit Breakers 1.0
 - Set 3: Medusa 2.2

- Set 4: Cross Game 1.08
- Set 5: Overwatch 2.2

4.3. Tournament Rules

(a) Players will compete against each other via Multiplayer – Local Area Network – UDP option in IGR.

(b) Match Setup

- Each player has to arrive in the venue on the designated time assigned to them, which will be notified alongside group and bracket assignment, so that the tournament can be run smoothly and without delay.
- Players should faithfully follow the instructions given by the tournament organizer.
- If your opponent does not arrive in the venue on the designated time assigned to them, they will be considered tardy and will be penalized with a single warning.
- If a player is not present 10 minutes after the designated time, they will be considered absent and will be automatically disqualified from the qualifiers.
- Players are allowed to use their own equipments, or will have to use the equipments provided by the organizer if they do not have any. However, players shall make no complaints for any setting delays and problems occur due to issues regarding personal equipments and organizer-provided equipments.

(c) Create Game Settings

- Create Name: Up to the player (needs to be sent to your opponent after created)
- Privacy: Private
- Game Type: One on One
- Speed: Fastest
- Custom Hotkeys: Enabled
- Unit Limits: Extension

(d) Pausing Games

- Players are allowed to pause up to three times per match and the total amount of time paused per game cannot exceed 10 minutes.

- The tournament organizer as its sole discretion may apply additional sanctions.
- Any player abusing pause will be punished. The abuse of pause will also result in a default loss in the ongoing match. The tournament organize in its sole discretion may apply additional sanctions.

(e) Penalties

a) Cheating or Match fixing

(1) 1st Offense – Removal from KSL

b) Talking about things under NDA or general League centric knowledge to outside parties

(Player specific)

(1) 1st Offense – Removal from KSL

c) Player conduct

(1) 1st Offense – minor violation

(2) 2nd Offense – Loss of Match

(f) Game forfeitures

- The tournament organizers, in their sole discretion, may require that a game or match be paused, suspended, replayed, or forfeited by a player in the event that one or more players lose their connections or the game is otherwise affected by abnormal technical or nontechnical issues, or based upon violations of the Official Rules or otherwise unfair or unsportsmanlike conduct.

(g) Official Point of Contact (Communication)

- Players may contact KSLinfo@vspn.com for any information relating to the tournament.
- A manager, appointed by Blizzard, will be involved in overseeing communications for the official tournament.

5. STRUCTURE OF THE KSL KNOCKOUT STAGE

5.1. Dates and Venue

- (a) The 16 players who qualified from Offline Qualifiers will progress to the KSL Knockout Stage from April 18 2019 to June 8 2019, as described below.
- (b) Tournament organizer will contact the Player or Manager of the date, time, and location of the Knockout Stage matches via e-mail.
- (c) The KSL will be held at designated venue that blizzard assigned. Blizzard, at its sole discretion, has the right to change the venue for the matches being played.

5.2. Tournament Format

The format of KSL Knockout Stage is divided into three parts: Ro16, Ro8, and Ro4~Finals. Specific rules for each part is specified below:

(a) Round of 16:

- 4 Groups of 4 Players, Double Elimination format within each group.
- Blizzard, at its sole discretion, has the right to decide the method of composing each groups.
- Top 2 Players from each group will advance into Ro8 (total of 8 Players)
- Best of 5 series.

(b) Round of 8

- Round of 8 bracket will be followed by organizer and notified in advance.
- Single Elimination match
- Best of 5 series.

(c) Round of 4 ~ Final

- Round of 4 bracket will be followed by organizer and notified in advance.

- Single Elimination match.
- Best of 7 series.

5.3. Tournament Rules

- (a) Players will compete against each other via Multiplayer – Local Area Network – UDP option.
- (b) Blizzard, at its sole discretion, may select maps from the league map pool that will be used for the tournament. In addition, Blizzard, at its sole discretion, may change the League map pool.

<KSL 2018 S3 Map Pool>

- Fighting Spirit 1.3
 - Circuit Breakers 1.0
 - Medusa 2.2
 - Cross Game 1.08
 - Overwatch 2.2
 - Ground Zero 2.0
 - Colosseum 2.0
- (c) Map for the 1st set of each round of tournament will be selected by drawing from S3 map pool(The first map of Ro16 – Group draw day, The first map of Ro8 - Ro16 D Decider match after show) The map for the following sets will be selected by the loser of the previous set
 - (d) Both players, have the rights to veto their opponent's map selection before the match.
 - (e) The right to veto one specific map does not apply to the semi-finals and the finals where the players compete in best of 7 series
 - (f) The tournament organizers, in their sole discretion, may require that a game or match be paused, suspended, replayed, or forfeited by a player in the event that one or more people connected to the game lose their connections or the game is otherwise affected by abnormal technical or

nontechnical issues, or based upon violations of the Official Rules or otherwise unfair or unsportsmanlike conduct.

(g) Match Setup

- Player needs to arrive at the venue 120 minutes before the scheduled start time of the first match of the day.
- If the player does not arrive in the venue 120 minutes before the designated time for the start of the match, he/she will be considered tardy and penalized. (Start time for Group 1 - 19:00 KST, Group 2 – 20:30 KST, Pre-announcement if changed.)
- If the player does not show up 10 minutes before the designated time for the start of the match, he/she will be considered absent and will forfeit the scheduled match. Also, the player may receive penalties in addition to the forfeiture of the match.
- Players are allowed to use their own equipments, or will have to use the equipments provided by the organizer if they do not have any. However, players shall make no complaints for any setting delays and problems occur due to issues regarding personal equipments and organizer-provided equipments.

(h) Pauses

- Pausing games Players are allowed to pause up to three times per match, and the total amount of time paused per game cannot exceed 10 minutes.
- Any player abusing pause will be punished. The abuse of pause will also result in a default loss in the ongoing match. The tournament organizer as its sole discretion may apply additional sanctions.
- Referees have the rights to pause the game at any time or increase the time of the pause.
- Any player abusing pause will be punished and result in a default loss in the ongoing set. The tournament organizer as its sole discretion may apply additional sanctions.

(h) Game forfeitures

- The tournament organizers, in its sole discretion, may require that a game or match be paused, suspended, replayed, or forfeited by a player in the event that one or more people connected to the game lose their connections or the game is otherwise affected

by abnormal technical or nontechnical issues, or based upon violations of the Official Rules or otherwise unfair or unsportsmanlike conduct.

(i) Official Point of Contact (Communication)

- Players may contact KSLinfo@vsn.com for any information relating to the tournament.
- An operator, appointed by Blizzard, will be involved in overseeing communications for the official tournament.
- Objections to the match results are only valid for emails received with the replay file within 24 hours, and objections raised after 24 hours are not accepted.

5.4. Prize awards

(a) Players in the KSL who are not otherwise penalized and finishes in top 4 will earn the following prizes, based on their success in the KSL:

- 1st Place: 30,000,000 KRW
- 2nd Place: 10,000,000 KRW
- 3rd – 4th Place: 6,000,000 KRW
- 5th – 8th Place: 3,000,000 KRW
- 9th-16th Place: 2,000,000 KRW

(b) Best of 4 players in season 3 have a right to progress to Round of 16 in season 4 without on/off line qualifiers.

(c) Notwithstanding the foregoing, a player's share of their player's prize may be reduced if the player does not comply with the Player Conduct Rules described in Section 5. The penalties shall be:

- 100,000 KRW deduction per player for a minor violation of the Player Conduct;

- 500,000 KRW deduction per player for a medium violation of the Player Conduct;
 - 1,000,000 KRW deduction per player for a major violation of the Player Conduct; and
 - Removal from the KSL for an egregious violation
- (d) National, state and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. All cash prizes will be paid in Korean Won. Winners will be required to complete and submit to Blizzard all governmental and tax forms required to receive a cash prize, including an IRS form W-8 or W-9 and any other forms required by the country in which the player is a resident. Additional paperwork that Blizzard requests, including waivers, indemnities and releases, must be submitted to Blizzard before Blizzard will provide the winner with any prize. Prizes are not transferable.
- (e) No substitutions or exchanges (including for cash) of any non-cash prizes will be permitted, except that Blizzard reserves the right to substitute a prize of equal or greater value for any noncash prize.
- (f) As a condition of being awarded any prize, winners will be required to execute and deliver to VSPN Korea or Blizzard a signed affidavit of eligibility and acceptance of these Specific Rules and an indemnity and release of liability. In the event that a winner is under the age of majority, the winner's parent or legal guardian will be required to execute and deliver such documents. Failure to return a signed affidavit and related documents within seven days may result in forfeiture of prize. Potential winners are responsible for ensuring return of all required materials; proof of sending will not be considered proof of receipt by Blizzard nor VSPN Korea

6. CONDUCT OF PLAYERS

6.1. Behavior

- (a) All Players must at all times observe the highest standards of personal integrity and good sportsmanship. Players are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, the Qualifier organizers and organizer's administration team, the media, sponsors and fans.
- (b) Players may not use obscene gestures or profanity in their BattleTags, player handles(Game profile), game chat, lobby chat or live interviews. This rule applies to Korean, English and all other languages in use in the KSL and includes abbreviations and/or obscure references.
- (c) Players are expected to settle their differences in a respectful manner and without resort to violence, threats, or physical or non-physical intimidation. Violence is never permitted.
- (d) Using props on stage without Blizzard's prior approval is an unprofessional conduct and that behavior will not be accepted.

6.2. Player's ID

- (a) The player's IDs shall be proved to be appropriate by Blizzard. If a player's ID is deemed unsuitable for the tournament, Blizzard will have the right to request or change the ID. Blizzard may insert the team's name into the player's ID for a better experience for fans.

6.3. Cheating

- (a) Players must compete to the best of their ability at all times. Any form of cheating by any players will not be tolerated. All players are prohibited from influencing or

manipulating a KSL game or match so that the outcome is determined by anything other than its merits. Blizzard may install software on computers used in KSL Events that is specially designed to detect cheating. Examples of cheating would include:

- Collusion, match fixing or any other action to intentionally alter, or attempt to alter, the results of any game or match;
- Attempts to manipulate or manipulate the results of a match intentionally including conspiracy, match fixing.
- Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means;
- Tampering with the entry process or the operation of the KSL; and
- Allowing an individual who is not the registered owner of a Blizzard Account to play on that Blizzard Account in StarCraft: Remastered or any other Blizzard game.

(b) If someone asks you to bet on or "fix" the outcome of any KSL game, you must immediately report this contact to Blizzard using the following email address: KSLinfo@vspn.com

6.4. Illegal and Unethical Conduct

- (a) Players are required to observe all laws applicable to their participation in the KSL, including all games, matches, media events, autograph signings, photo sessions, sponsor events and other gatherings or events occurring with or as part of the KSL.
- (b) A Player may not, during the KSL, commit any act or become involved in any situation or occurrence which brings him or her into public disrepute, scandal or ridicule, or shocks or offends the community, or derogates from his or her public image or reflects unfavorably upon Blizzard, StarCraft: Remastered or any of the other products, services

or sponsors of Blizzard.

6.5. Anti-Harassment

- (a) Blizzard is committed to providing a competitive environment that is free of harassment and discrimination.
- (b) In furtherance of this commitment, players engaged in the KSL are prohibited from engaging harassment or discrimination based on race, color, religion, gender, national origin, age, disability, sexual orientation or any other status or characteristic protected by law.

6.6. Gambling

- (a) Gambling on the outcome of KSL games or matches can pose a serious threat to the integrity of Blizzard esports and public confidence in the KSL. Players are not allowed to place, or attempt to place, bets on any games or matches involving competitive play of a Blizzard title, including KSL.
- (b) This rule also prohibits players from participating in anyone else's betting activities, asking anyone to place bets on KSL games or matches on a player's behalf, or encouraging anyone else to bet on KSL.

6.7. Alcohol and Drugs

- (a) Blizzard's goal is to provide a safe competitive environment by eliminating the hazards to health and safety created by alcohol and drug misuse and abuse. Blizzard will not tolerate the presence of illegal drugs or the unapproved use of legal drugs at any KSL.
- (b) The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a player is engaged in KSL or on premises that are owned by or leased to Blizzard

or a tournament organizer.

- (c) The unauthorized use or possession of prescription drugs by player is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a game or match

6.8. Non-Disparagement

- (a) Players always have the right to express their opinions in a professional and sportsmanlike manner. Disputes or player violation reports must be reviewed by the organizer and Blizzard before any information is released publicly.
- (b) Players may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, slanderous or disparaging remarks, comments or statements concerning Blizzard, its parent and any of their respective affiliate companies and subsidiaries or StarCraft: Remastered or any other Blizzard title.
- (c) This Section does not, in any way, restrict or impede a player from complying with any applicable law or a valid order of a court of competent jurisdiction or an authorized government agency, provided that such compliance does not exceed that required by the law or order.

6.9. Online Streaming

- (a) If a player streams the games online via online streaming sites (such as AfreecaTV, Twitch TV, etc.) without tournament organizer's permission, the player may be punished. The severity of the punishment will be decided by the tournament organizer at its sole discretion.

6.10. Interviews and Media

- (a) Players must be polite towards spectators and media.
- (b) Players must make themselves available for participation in all official pre-event KSL event activities, including but not limited to interviews, photoshoots, rehearsals, and press events.

6.11. Software and Hardware.

- (a) Any intentional use, or attempted use, by a player of any bugs or exploits in the game may result in a forfeit of the match and disqualification from the KSL. Blizzard, at its discretion, will determine bugs and exploits.
- (b) Players must consult with the organizer before bringing electronic storage devices to any KSL event and are not allowed to use any mobile or external communication equipment during a match, including cellular phones. All personal equipment must be in an enclosed bag or be given to an administrator while a game or match is played.

6.12. Restricted Sponsorships

- (a) Blizzard wants you to be successful in your efforts to build your own brand and sponsorship opportunities. However, in order to preserve the reputation of Blizzard and the KSL, Blizzard needs to place some restrictions on sponsor categories.
- (b) The following sponsor categories will not be allowed for any player participating in the KSL, including the qualifiers:
 - Pornography (or materials that Blizzard, in its sole discretion, determines are the equivalent of pornography);
 - Alcohol;
 - Tobacco or cigarettes, including vaping products;

- Firearms;
 - Gambling, including websites that offer gambling;
 - Any other video game or video game service;
 - Any person or entity that offers products or services that Blizzard determines are detrimental to StarCraft: Remastered, KSL or Blizzard's business or that give one player an unfair advantage over another player, including hacking, gold selling services, account sellers and key sellers.
- (c) In addition, Blizzard needs to preserve the right to have enterprise-wide sponsorships or sponsorships for particular game titles or particular events in order to fund the development and expansion of the KSL and StarCraft: Remastered. Accordingly, Blizzard may designate certain sponsors or product categories as "reserved." Players participating in the KSL will not be permitted to accept sponsorships from reserved sponsors or in reserved categories

6.13. Disciplinary Action

- (a) In order to preserve the integrity of the KSL and Blizzard's reputation for open and fair competition, Blizzard will have the right to monitor compliance with these Official Rules, investigate possible breaches of these Official Rules and impose sanctions for violations. You agree to cooperate with Blizzard in any such investigation.
- (b) If Blizzard determines that a player has been cheating or has otherwise violated these Official Rules, the player may be immediately disqualified and removed from the KSL. In addition, Blizzard may, in its sole discretion.
- Issue a warning to the player and publish that warning on StarCraft sites.
 - Disqualify the player from participating in any future StarCraft: Remastered tournaments or events/
 - Terminate all licenses granted to the player for Blizzard titles, including StarCraft: Remastered; and/or

- Terminate all Blizzard accounts that are held by the player.

(c) Penalties

a) Tardiness to a scheduled Knockout Stage game

<Ro16 to Ro8>

- (1) 1st offense – Warning
- (2) 2nd offense – Player loses the rights to veto map + minor violation
- (3) 3rd offense – Losing right of map choice even if he/she lost the game in a match+ major violation
- (4) 4th offense – Removal from KSL S3
- (5) Penalties will be accumulated from Ro16 to Ro8 and will be reset in Ro4

<Ro4 to Finals>

- (1) 1st offense – Warning
- (2) 2nd offense – Losing right of map choice even if he/she lost the game in a match + major violation

b) Cheating or Match fixing

- (1) 1st offense – Removal from KSL

c) Talking about things under NDA or general tournament centric knowledge to outside parties

- (1) 1st offense – major violation
- (2) 2nd offense – Removal from KSL

d) Player Conduct

- (1) 1st Offense – minor violation
- (2) 2nd Offense – medium violation

- (3) 3rd Offense – major violation
- (4) 4th Offense – Removal from KSL
- (d) Blizzard's determination as to the appropriate disciplinary action will be final and binding. Blizzard has the rights to forbid any player who is deemed ineligible, has problems with eligibility, or lost their eligibility, from participating in current and future KSL event.
- (e) If a player is disqualified from the KSL by Blizzard, then Blizzard will have the option to select and replace the disqualified player with another player.
- (f) The failure by player to cooperate with any internal or external investigation that Blizzard conducts relating to a violation of these Official Rules or applicable law is, itself, a violation of these Official Rules.

7. LIMITATIONS OF LIABILITY AND DISCLAIMERS

7.1. Cap on Liability; No Punitive Damages.

- (a) You understand and agree that Blizzard and the other members of the Blizzard Group are not insurers of your property or your personal safety. If you feel that you need insurance, either you or your Team owner should obtain it from an insurance company or other third party.
- (b) You agree that the liability of blizzard and the other members of the blizzard group to you for all harm, damages, injury or loss shall be limited to your direct damages not to exceed five hundred us dollars (us \$500.00), and this shall be your only remedy regardless of what legal theory is used to determine that blizzard or another member of the blizzard group was liable for the harm, damages, injury or loss. Multiple claims will not expand this limitation.
- (c) You further agree that the limitation of liability in this section shall apply even if it is determined that blizzard or another member of the blizzard group caused the harm, damages, injury or loss

to you. The foregoing limitations apply even if your remedies under these official rules fail of their essential purpose...

- (d) In no event shall blizzard or any other member of the blizzard group be liable under to you, or any person or entity claiming rights derived from you, for any consequential, incidental, indirect, exemplary, special or punitive damages, including any damages for loss of data, revenue, prizes or profit, whether arising out of breach of contract, tort (including negligence) or otherwise, regardless of whether such damages were foreseeable and whether or not blizzard or any other blizzard group member was advised of the possibility of such damages.

7.2. Disclaimers

- (a) You agree that Blizzard and the other members of the Blizzard Group are not responsible for:
- Any late, lost, misrouted, garbled or distorted, inaccurate, incomplete or damaged transmissions or entries;
 - Telephone, electronic, hardware, software, network, internet, or other computer- or communications-related malfunctions or failures;
 - Any KSL Offline Qualifiers disruptions, injuries, losses or damages caused by events beyond the control of Blizzard (although Blizzard will take reasonable precautions to ensure reasonable safety), or
 - Any printing or typographical errors in any materials associated with the KSL Offline Qualifiers.
- (b) All prizes are awarded **“AS IS”** and **WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED** (including any implied warranty of merchantability or fitness for a particular purpose)

7.3. Changes to Your Blizzard Account

- (a) In accordance with the Blizzard End User License Agreement and without limiting Blizzard's rights therein, Blizzard retains the right to modify or delete content, data, heroes, accounts, statistics, user profiles, and any information created, stored, processed or uploaded to your Blizzard Account at any time and for any reason at its sole discretion.
- (b) In the event of a conflict between the provisions of the Blizzard End User License Agreement and the provisions of these Official Rules, the provision that is most protective of Blizzard will govern and control.

8. USE OF YOUR BRAND MATERIALS AND PERSONAL DATA

8.1. License to Use Your Brand Materials

- (a) Blizzard wants to help promote you as a member of an elite player and help you develop your personal brand. To do that, Blizzard needs a license to use your name, nickname, BattleTag, logo, initials, likeness, image, photograph, animation, autograph, voice, public persona, biographical information and backstory ("**Your Brand Materials**"). Blizzard also wants to use Your Brand Materials to promote Blizzard, StarCraft: Remastered and our other products and services, and you agree that Blizzard may do that.
- (b) Accordingly, you hereby grant to Blizzard and the other members of the Blizzard Group a royalty-free, fully paid-up, worldwide, perpetual, irrevocable, nonexclusive right and license (with the right to grant sublicenses) to copy, display, distribute, edit, transmit, host, store and otherwise use Your Brand Materials, and create derivative works thereof, in any and all present and future media, on or in connection with (i) the broadcast, re-broadcast and/or streaming (including via internet transmission and wireless networks) of all or any part of the KSL (including any scrimmages, games, matches or other competitions that are part of the KSL) or any related KSL Event, and/or (ii) the advertising, marketing, distribution, promotion and sale of the products and services of

the Blizzard Group, including StarCraft: Remastered and KSL.

8.2. Advertising Materials

(a) The grant of rights and licenses in Section 8.1 includes the right and license of Blizzard and the other Blizzard Group members (and their respective sublicensees) to copy, display, distribute, edit, transmit, host, store and otherwise use Your Brand Materials, and create derivative works thereof, on or in connection with:

- Websites of Blizzard and its streaming and broadcast partners;
- Social media postings;
- Print and online advertising and content;
- Network, cable and local television and radio;
- Newspaper and magazine advertising and content;
- Online advertising and content, including banners, leaderboards, and skyscrapers;
- Outdoor and indoor billboards, posters, signs and displays;
- Product catalogues, point-of-sale materials, hang tags, product packaging and instruction manuals;
- Press releases, newsletters and e-alerts; and
- Hats, shirts and other apparel and gaming gear and peripherals.

(b) You hereby waive, and agree not to assert, any rights of prior review and/or approval of any of the Advertising Materials that you may have under applicable law. Nothing in these Official Rules requires Blizzard or a member of the Blizzard Group to make use of any of the rights or licenses granted herein.

(c) You agree to take, at Blizzard's expense, any further action (including execution of affidavits and

other documents) that Blizzard reasonably requests to effect, perfect or confirm Blizzard's rights as set forth in these Official Rules.

8.3. Ownership of Advertising Materials, Feedback, Stats and Suggestions.

(a) As between you and Blizzard, you are the sole owner of Your Brand Materials.

(b) As between you and Blizzard, Blizzard shall be the sole owner of all of the following:

- Advertising Materials (but not Your Brand Materials that are incorporated into or used in the Advertising Materials);
- Works of authorship, audio-visual works, artwork, compilations, data and documentation that are created by or for a member of the Blizzard Group and that incorporate or make use of all or any part of Your Brand Materials (but not Your Brand Materials that are incorporated or used therein);
- Suggestions, comments and other feedback that you may provide to Blizzard relating in any way to StarCraft: Remastered, the KSL, KSL Events or the business of Blizzard and all improvements or enhancements to StarCraft: Remastered, the KSL, KSL Events and the business of Blizzard resulting therefrom;
- Data and statistics relating to your play of StarCraft: Remastered during the KSL, and all feeds and data streams of such data and statistics; and
- Intellectual property rights in each of the foregoing.

(c) You agree not to engage, directly or indirectly, in any acts that might jeopardize, or contest or attempt to acquire, any rights of the Blizzard Group in the Advertising Materials or any of the foregoing items.

8.4. Collection of Personal Data

- (a) Blizzard collected the information necessary to operate the KSL at the time that you registered your Blizzard Account, and without limiting Blizzard's rights under its Online Privacy Policies, Blizzard will use such information to contact you for matters and events related to the operation of the KSL.
- (b) Blizzard will collect, store and use information collected in connection with the KSL and KSL Events (including information collected at live events) in accordance with Blizzard's Online Privacy Policy.
- (c) All information collected is discarded after 60 days
- (d) By accepting these Official Rules in any of the ways provided in Section 2.1, you are also agreeing to the terms of Blizzard's Online Privacy Policy.

9. RESOLUTION OF DISPUTES

9.1. Applicability

- (a) This Section 8 applies to and governs any Dispute that arises out of or relates to the KSL, KSL Event or these Official Rules, or the breach thereof.

9.2. Negotiations

- (a) In an effort to accelerate resolution and reduce the cost of any Dispute, you and Blizzard agree to first attempt to negotiate a resolution of any Dispute informally for at least thirty (30) days before either party initiates any arbitration or court proceeding, unless one or more of the exceptions to negotiations and arbitration in Section 8.6 below apply.
- (b) Negotiations will begin upon receipt of written notice by the party raising the Dispute. Blizzard will send its notice to your billing address and email you a copy to the email address you have provided to Blizzard in your Blizzard Account.
- (c) You will send your notice to Blizzard at Blizzard Entertainment, Ltd., 15F, Parnas Tower, 521,

Teheran-ro, Gangnam-gu, Seoul 06164, the Republic of Korea, attn: Legal Affairs.

9.3. Court Litigation

- (a) If a Dispute cannot be resolved through negotiations, you and Blizzard shall have the Dispute finally and exclusively resolved by court litigation in Korean courts. In this case, the litigation shall be commenced and maintained in the first instance court, which shall have subject matter jurisdiction with respect to the dispute between the parties in accordance with the Korean Civil Proceeding Procedure Act or other related laws. In the event any litigation is brought by either party in connection with this Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the relevant costs and expenses incurred by such prevailing party in the litigation in accordance with Civil Proceeding Act.

9.4. Governing Law

- (a) Except as otherwise set forth herein, this Official Rules and All Disputes shall be governed by, and will be construed under, the Laws of the Republic of Korea, without regard to choice of law principles.
- (b) Players agree to be bound by these Official Rules and by the decisions of Blizzard with respect to the disciplinary actions imposed for their violation, which are final and binding in all respects. The application of the United Nations Convention on Contracts for the International Sale of Goods is expressly excluded.

10. GENERAL (BUT IMPORTANT) TERMS AND CONDITIONS

10.1. Blizzard Copyrights and Trademarks.

- (a) These Official Rules, the KSL and all accompanying materials are copyright © 2018 Blizzard Entertainment, Inc., and its respective licensors. All rights are reserved.
- (b) Nothing in these Official Rules or your participation in the KSL grants to you, by implication,

waiver, estoppel or otherwise, any right or license to use or display any name, logo, service mark or trademark of Blizzard or any other Blizzard Group member.

10.2. Changes to StarCraft: Remastered

(a) Blizzard reserves the right to patch, update or improve StarCraft: Remastered at any time to fix bugs, change balance or add features or functionality as deemed appropriate by Blizzard, in its sole discretion, without suspending or canceling the KSL.

(b) You agree that Blizzard will not be liable to you for any changes to StarCraft: Remastered or these Official Rules.

10.3. Changes to these Official Rules

(a) These Official Rules contain the rules, policies and practices of Blizzard for the KSL that are in effect at the time of their publication. All previously issued rules, policies and practices (other than the Website Terms), whether in print or online, relating to the KSL are superseded.

(b) Blizzard reserves the right, subject to the approval of the Blizzard at its sole discretion, to revise, modify, change, delete or add to these Official Rules at any time, in its sole discretion, and to suspend, cancel or modify the KSL or any Player's participation in the KSL should viruses, bugs, unauthorized human intervention, hacks or other causes beyond Blizzard's control affect the administration, security or proper play of the KSL, or Blizzard otherwise becomes (as determined in its sole discretion) incapable of running the KSL as planned.

10.4. No Employment Relationship

(a) You agree that you are not an employee or contractor of Blizzard or any other Blizzard Group member and are not entitled to employee or fringe benefits.

(b) Nothing in these Official Rules shall be deemed or construed to create a partnership, joint venture or similar relationship or create fiduciary duties or responsibilities on the part of Blizzard or any

other member of the Blizzard Group.

10.5. Communications

- (a) We both agree that these Official Rules constitute a written agreement signed by both you and Blizzard under applicable law.
- (b) To the fullest extent permitted by applicable law, these Official Rules, and any other notices, requests and other communications provided for herein, may be provided to you electronically, and you agree to receive all such communications from Blizzard electronic form.

If you have any questions or comments about these Official Rules or the KSL, please email them to KSLinfo@vspn.com or send written questions to: VSPN, 21F 361, World Cup buk-ro, Mapo-gu, Seoul, Republic of Korea

11. GLOSSARY

“Advertising Materials” means (a) the websites of Blizzard and its streaming and broadcast partners; (b) social media postings; (c) print and online advertising and content; (d) network, cable and local television and radio; (e) newspaper and magazine advertising and content; (f) online advertising and content, including banners, leaderboards and skyscrapers; (g) outdoor and indoor billboards, posters, signs and displays; (h) product catalogues, point-of-sale materials, hang tags, product packaging and instruction manuals; (i) press releases, newsletters and e-alerts; and (j) hats, shirts and other apparel and gaming gear and peripherals.

“Battle.net Account” means a full Blizzard account registered on Blizzard’s America Blizzard service that is in good standing and that remains in good standing throughout the KSL. “Battle.net Account” does not refer to a Blizzard light account; a light account is not sufficient for participation in the KSL.

“Blizzard”, “we” or “us” means Blizzard Entertainment International, a division of Activision Blizzard

International, B.V. and Blizzard Entertainment, Inc. and their respective affiliates and joint venture companies.

“Blizzard Group” means Blizzard, its parent and any of their respective affiliate companies and subsidiaries and joint venture companies.

“Dispute” means any dispute, controversy, or claim, whether based on contract, tort, fraudulent misrepresentation, statute, regulation, constitution, common law, equity, or any other matter, that arises out of or relates to the KSL, a Qualifier Event or these Official Rules, or the breach thereof.

“End User License Agreement” means the End User License Agreement applicable to your use of Blizzard’s online service. The current version of the End User License Agreement for Korean account holders is found at <http://kr.blizzard.com/ko-kr/company/legal/eula.html>. The current versions of the End User License Agreement applicable to other countries’ account holders can be found by going to the link posted above and switching to the appropriate language at the bottom of the page.

“KSL” is abbreviation of “KOREA StarCraft LEAGUE”, the format of official StarCraft: Remastered tournament competition.

“Official Rules” means the KSL Official Competition Rules, Terms and Conditions (*i.e.*, the rules, terms and conditions as set forth this document).

“Online Privacy Policy” means the Online Privacy Policy applicable to your use of Blizzard’s online service. The current version of the Online Privacy Policy for Korean account holders is found at

<http://kr.blizzard.com/ko-kr/company/about/privacy.html>. The current versions of the Online Privacy Policy applicable to other countries' account holders can be found by going to the link posted above and switching to the appropriate language at the bottom of the page.

"Website Terms" means the End User License Agreement applicable to your use of Blizzard's online service, the Online Privacy Policy applicable to your use of Blizzard's online service, and the other terms and conditions governing use of Blizzard's websites. The current version of the End User License Agreement for Korean account holders is found at <http://kr.blizzard.com/ko-kr/company/legal/eula.html> and the current version of the Online Privacy Policy for Korean account holders is found at <http://kr.blizzard.com/ko-kr/company/about/privacy.html>. The current versions of the End User License Agreement applicable to other countries' account holders can be found by going to the link posted above and switching to the appropriate language at the bottom of the page.

"You" means the player, coach, manager, or owner who seeks to participate in the KSL.

"Your Brand Materials" means your name, nickname, BattleTag, logo, initials, likeness, image, photograph, animation, autograph, voice, public persona, biographical information and backstory.

PLAYER PARTICIPATION ACCEPTANCE FORM AND PERSONAL INFORMATION PROCESSING CONSENT FORM

Instructions: The KOREA StarCraft LEAGUE (“KSL”) Official Rules, Terms and Conditions, including any updates or amendments thereto (“**Official Rules**”), govern the conduct of players, coaches, and managers of each team in the KSL. You must accept the Official Rules in order to participate as a player, coach, or manager in the KSL, and you must abide by the Official Rules in order to remain eligible to participate in the KSL. You can accept the Official Rules by checking the “Accept” boxes below and by signing this Player Certificate and Acceptance Form (“**Player Form**”). If you check “Decline” on any of the boxes below, or if you don’t check either “Accept” or “Decline,” then you will not be permitted to participate in the KSL.

Acceptance of the Official Rules:	
I hereby acknowledge receipt of, or access to, the Official Rules. I understand that my compliance with the Official Rules is a condition of my participation as a player, coach, or manager of a team in the KSL. I acknowledge that Blizzard Entertainment International reserves the right to impose discipline for any conduct that violates the Official Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. I have carefully read and I understand the Official Rules. I understand and support the standards set forth in the Official Rules, and I will act in accordance with them.	
<input type="checkbox"/> Accept	<input type="checkbox"/> Decline

Consent for Personal Information Processing:	
I hereby consent that Blizzard processes personal information collected through registration process of KSL Online Qualifier (including name, date of birth, citizenship, contact info and Blizzard Account related information, etc.) for proceeding of offline qualifier and playoffs of KSL and relevant communications. A player’s name and/or account name may be released to public during tournament procedure. This information shall be destroyed permanently after 60 days from this consent. If you decline this personal information processing, you are restricted from participation of KSL Tournament.	
<input type="checkbox"/> Accept	<input type="checkbox"/> Decline

Consent for Personal Information Processing by Delegated Vendor:	
I hereby consent that the above personal information collected through registration process of KSL Online Qualifier shall be processed by VSPN Korea, the operator of KSL Tournament delegated by Blizzard. If you decline this personal	

information processing, you are restricted from participation of KSL Tournament.	
<input type="checkbox"/> Accept	<input type="checkbox"/> Decline

License to Use Name and Likeness:

I hereby grant to Blizzard Entertainment, Inc. a sublicensable, royalty-free, fully paid-up, worldwide, nonexclusive right and license (with the right to grant sublicenses) to copy, display, distribute, edit, transmit, host, store and otherwise use my name, nickname, tag, logo, initials, likeness, image, photograph, animation, autograph, voice, public persona, biographical information and backstory, and create derivative works thereof, in any and all present and future media, on or in connection with (a) any group licensing or other agreements with third parties that are negotiated by Blizzard Entertainment, Inc., (b) the broadcast, streaming, webcast or other distribution of any audio visual, visual and/or audio coverage of any Tournament game, match or other event (whether in full or in part and whether on a live or delayed basis and whether of all or any part of such Tournament game, match or other event); (c) activities related to the advertising, marketing and promotion of the KSL, Blizzard Entertainment and *StarCraft: Remastered*; and/or (d) the distribution, advertising, promotion and sale of the products and services of Blizzard Entertainment, including skins and other ingame or digital merchandise.

Accept

Decline

Limitations of Liability:

I agree that the liability of Blizzard Entertainment, Inc., and their respective affiliate companies to me for all harm, damages, injury or loss shall be limited to my direct damages not to exceed US \$500.00, and this shall be my only remedy regardless of what legal theory is used to determine that Blizzard Entertainment, Inc., or any of their respective affiliate companies was liable for the harm, damages, injury or loss. Multiple claims will not expand this limitation. I further agree to the other disclaimers and limitations of liability in Section 7 of the Official Rules.

Accept

Decline

Other Terms and Conditions:

This Player Form shall be governed by the laws of the Republic of Korea, without regard to choice of law principles. This Player Form shall be effective and binding upon your heirs, next of kin, executors, administrators, assigns and representatives. Any dispute with or claim against Blizzard Entertainment, Inc., or any of its respective affiliate companies arising out of or based on this Player Form or your participation in the KSL shall be governed by Section 9 of the Official Rules. If any provision of this Player Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Player Form you are not relying on any oral or written statements or representations made by any person with respect to the KSL. This Player is in addition to, and not

in lieu of, the Official Rules and may not be amended except by a written amendment signed by Blizzard Entertainment, Inc. In the event of a conflict between the Official Rules and this Player Form, the Official Rules shall govern and control.

Accept

Decline

Date: _____

Name: _____