



**MILITARY GAMING LEAGUE  
BRANCH BATTLE**

**2019 RULEBOOK**



**PLAYERUNKNOWN'S**

**BATTLEGROUNDS**

# Table of Contents

1. MILITARY GAMING LEAGUE BRANCH BATTLE PLAYERUNKNOWN'S BATTLEGROUNDS 2019 OFFICIAL TOURNAMENT RULES....	4
1.1 Eligibility.....	4
2. DEFINITIONS .....	4
3. TOURNAMENT FORMAT .....	4
3.1 Schedule.....	4
3.2 Qualifiers.....	5
3.2.1 Format Details.....	5
3.2.2 Qualifier Scoring Table .....	5
3.3 Finals .....	6
3.3.1 Finals Scoring Table.....	6
4. ELIGIBILITY .....	6
4.1 Platform .....	6
5 – TOURNAMENT REGISTRATION.....	7
5.1 Player Inactivity.....	7
5.2 Entry Fees.....	7
6 – PLAYER CONDUCT .....	7
7 – PRIZES .....	8
7.1 Prize Restrictions.....	8
7.2 Standings Tie-Breakers.....	8
8 – GAMEPLAY RULES .....	8
8.1.1 Game Settings .....	9
8.1.2 Circle Settings.....	9
8.1.3 Controllers.....	10
8.2 Match Procedures.....	10
8.2.1 Hosting .....	10
8.2.2 Re-Hosts .....	10
8.2.3 Game Start .....	10
8.2.3 Game End .....	10
8.2.4 Substitutions .....	10
8.2.5 Reporting Scores .....	10
8.2.6 Observers .....	10
8.3 Team Rosters .....	10
8.3.1 Team Captains.....	10
8.3.2 Rosters .....	10
8.3.3 Roster Submission .....	10
8.3.4 Player or Team Names .....	11
8.4 Match Obligations.....	11

8.4.1 Forfeits .....	11
8.5 Match Disruptions.....	11
8.5.1 Disconnects .....	11
8.5.2 Restarts .....	11
8.6 Cheating.....	11
8.6.1 MOnitor System Status (MOSS) .....	11
8.6.2 Mandatory MOSS File Upload .....	11
8.7 Penalties.....	11
9 – PRIVACY POLICY .....	12
9.1 Right to Publish .....	12
10 – PLAYER PARTICIPATION RELEASE.....	12
10.1 Disclaimer of Warranties.....	13
10.2 IMPORTANT – General Release and Limitation on Liability .....	13
10.3 Indemnification .....	13
10.4 Force Majeure.....	14
11 – RESOLUTION OF DISPUTES.....	14
11.1 Disputes Regarding Official Rules.....	14
11.2 Binding Arbitration for Arbitration Disputes .....	14
11.3 Arbitration and Class Action.....	15
11.3.1 Arbitration Limitation.....	15
11.3.2 Class Action Waiver .....	15
11.3.3 Individual Class Action.....	15
11.4 Governing Law .....	15
11.4.1 State Law Jurisdiction.....	15
11.4.2 MGL Authority.....	15
11.5 Changes to this Section.....	15
12 – PLAYER REVENUE SHARE.....	15
12.1 Profit Revenue Overview .....	15
12.2 Player Split .....	16
12.2.1 Example Player Split Scenario .....	16
Exhibit A.....	17
Exhibit B .....	18

# 1. MILITARY GAMING LEAGUE BRANCH BATTLE PLAYERUNKNOWN'S BATTLEGROUNDS 2019 OFFICIAL TOURNAMENT RULES

## 1.1 Eligibility

Please read and understand completely the following terms and conditions ("**Terms**") before registering for the PLAYERUNKNOWN'S BATTLEGROUNDS 2019 Branch Battle ("**Tournament**") brought to you by Military Gaming League ("**MGL**"). These Official Rules set forth the terms and conditions for participating in the Tournament. All Players must comply to these Official Rules before entering and participating in the Tournament. By entering the Tournament, you agree to be bound by these Terms, and represent that you satisfy all eligibility requirements contained here within.

The Tournament is a competitive esports gaming tournament featuring PLAYERUNKNOWN'S BATTLEGROUNDS ("**PUBG**") from Bluehole Studio Inc. ("**Bluehole**"), collectively the "**Title Game**".

These Official Tournament Rules ("**Official Rules**") govern the Tournament. 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 MGL makes 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 is not outlined in these Official Rules may be addressed and resolved by MGL 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 MGL in their sole discretion. The most recent version of these Official Rules will be posted in the MGL Discord Tournament channel, and MGL may also use other means to communicate with those Players who have registered for the Tournament using the contact information associated with their account or 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 MGL determines in their sole discretion that such changes must be applied retroactively for legal or other reasons. These Official Rules 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. Entry into the Tournament does not constitute entry into any other tournament, competition, contest or sweepstakes.

## 2. DEFINITIONS

- Series-of-X - Means a match has X number of games, and each team must play all of those games, regardless of whether a team has already won that series.
- Game – a single Title Game competition between up to four teams.
- Match – Tournament play between Teams that may involve multiple Games, as described in Section 3, entitled "**Tournament Format**".
- Team – a group of Players who compete in the Tournament together as a unit. A description of Team requirements is provided in Section 4, entitled "**General Eligibility and Player Equipment Requirements**".

## 3. TOURNAMENT FORMAT

### 3.1 Schedule

Qualifiers – Friday and Saturday starting at 1730 PST/1930 CST on Fridays and 1000 PST/1200 CST on Saturdays from March 1<sup>st</sup> to March 16<sup>th</sup>

Finals – April 27<sup>th</sup> starting at 1000 PST/1200 CST

## 3.2 Qualifiers

On Wednesday, February 27<sup>th</sup> a Player check will be initiated by MGL Tournament staff (“**Tournament Organizers**”) to confirm Player availability for participating in the Qualifiers for the Tournament starting on Friday, March 1<sup>st</sup>.

This will be closed at 1700 PST/1900 CST later that day on the 27<sup>th</sup> and **Players not checked in will be ineligible for the Qualifiers**, and therefore disqualified from participating in the Tournament finals on April 27<sup>th</sup>.

Five (5) games will be played per group per qualification day (3 days for each group). Each group will have a maximum participation of 50 teams. The Army and Navy groups will be streamed concurrently starting on Friday March 1<sup>st</sup>. The Marines, Air Force, and Coast Guard groups will be streamed concurrently on Saturday, March 2<sup>nd</sup>. Then the groups will swap days the following week, and then swap again for the last week of the Qualifiers event. All qualification games will be broadcast on MGL’s Mixer channel.

### 3.2.1 Format Details

The format will be 2-member team play and at the end of all 5 games each qualification day, Players will be ranked according to the point structure outlined in 3.2.2 below. The top 5 Team placements from each branch group at the end of the Qualifier period (Saturday, March 16<sup>th</sup>) will earn a place to play on the Branch Battle Team of their respective branches at the Finals. Player placement 11 and 12 from each group will earn a reserve position to play on the Branch Battle Team of their respective branch. A 13<sup>th</sup> player will be placed in a final reserves slot and will be decided by wildcard. These reserve positions will earn a spot to play in the Finals if any of the original top 10 placed Players are disqualified post Qualifiers from attending, or if they cannot attend for voluntary reasons, up to the cut off date of Saturday, April 13<sup>th</sup>. Reserve Player placement 11 will travel to the Finals with the rest of the top 10 Players of their respective branch to act as an alternate Player for any issues that arise requiring a top 10 placement Player to drop out from playing in the Finals, up to and through the start of the Finals event on Saturday, April 27<sup>th</sup>.

The 1 wildcard spot available for the last reserve slot for each branch group will be decided by the highest kill total across the 5 games.

If Players are tied for the highest kill total, then they will be separated based on overall lobby points, number of wins, number of 2nd places, number of 3rd places, etc.

If a Team has to play with 1 member down, this is permissible so long as the Team is able to play 2/3<sup>rd</sup>s of the Qualifiers event together (e.g. 2 out of 3 matches or 2 out of 3 days or 10 out of 15 games). If a Team plays with 1 member down for more than 2/3<sup>rd</sup>s of the Qualifiers event, the remaining Player can continue to compete as a *solo* participant, and the absent Player will be disqualified.

#### 3.2.1.1 Partial Branch Representation

In the event that a branch does not have enough qualified Players to choose a complete top 5 Teams (or the top 10 Players overall for that branch) by the end of the Qualifiers, that branch can still participate if there are at least 6 qualified Players (or 3 duo Teams). These short-handed branches will play at the Finals event with a kill points handicap as outlined in section 3.3.

### 3.2.2 Qualifier Scoring Table

This scoring table will govern the way Players are scored and placed during the qualification event. Points will accumulate between each game, for a total at the end of the qualifier match, which will then be used for overall Player placement.

2 Man Squad			
Rank	Points	Rank	Points
1	400	17	72
2	365	18	61
3	337	19	51
4	313	20	42
5	294	21	34
6	273	22	27
7	250	23	21

8	225	24	16
9	202	25	12
10	181	26	9
11	162	27	6
12	144	28	4
13	127	29	3
14	111	30	2
15	97	31	1
16	84	32	0

**1 Kill = 15 points**

### 3.3 Finals

As mentioned in section 3.2, the top 5 Teams from the Qualifiers will be combined into branch specific 10 Player Teams, plus 3 reserve Players from each branch group. These Player combinations will make up the Teams invited to the Finals event.

For branch Teams with less than 10 qualifying Players (but with at least 6 qualifying Players), eligibility to participate in the Finals will be allowed with the following handicap for kill points:

- 6 Player branch Team = 1.8x kill points multiplier (e.g. 27 points per kill)
- 7 Player branch Team = 1.6x kill points multiplier (e.g. 24 points per kill)
- 8 Player branch Team = 1.4x kill points multiplier (e.g. 21 points per kill)
- 9 Player branch Team = 1.2x kill points multiplier (e.g. 18 points per kill)

The Teams invited to the Finals will be awarded a share of the Tournament prize pool based on final placement at the conclusion of this Finals event. More information on the prize pool placement breakdown in section 7.

The Finals event will be played over 5 games on Saturday, April 27<sup>th</sup>.

#### 3.3.1 Finals Scoring Table

This scoring table will govern the way Teams are scored and placed during the Finals event. Points will accumulate between each game, for a total at the end of the Finals match, which will then be used for overall Team placement.

10 Man Squad			
Rank	Points	Rank	Points
1	500	4	295
2	410	5	250
3	345	<b>1 Kill</b>	<b>15</b>

## 4. ELIGIBILITY

You must be a United States active duty servicemember, reserve, national guard, or military veteran that has membership in good standing with MGL. For all qualifying stages, individual Players must supply their own equipment: personal PC, internet connectivity, and any and all permissions to access the PUBG video game, including a valid and legally acquired copy of the PUBG video game.

### 4.1 Platform

This Tournament is open to users on PC only. All Players must have a valid and unique Steam account in good standing, with no active bans or violation warnings in relation to PUBG, upon registration of the Team into the Tournament.

Players on PC are required to play on the Steam account used at the time of Team registration to be eligible to compete. Players found not playing on their registered Steam account, without prior approval of MGL staff, will be disqualified. Steam accounts are solely the responsibility of the Player. MGL is not responsible for any issues, problems or concerns regarding Steam accounts. Players are not permitted to play on Guest accounts.

## 4.2 Contact Details

Players agree, by entering and participating, within the Tournament, to allow MGL the right to contact them via any means listed on their registration form, Player agreement, or any other contact information outlined in their MGL website registration. MGL to Player communication regarding qualifiers, prizes, travel, accommodation, finals, and all other items relating to the Tournament may be conducted via these lines of communication at MGL discretion.

## 5 – TOURNAMENT REGISTRATION

To register, please fill out the attached Tournament Participation Agreement and return it to MGL staff according to the guidance put out in the official Tournament MGL Discord channel. Specific information about you, as a Player, will be recorded for the purpose of administering and fulfilling the Tournament, and such information may be disclosed to third parties as reasonably required to do so. This information will be stored and used in accordance with MGL's Privacy Policy as stated in Section 9.

### 5.1 Player Inactivity

Players that are unable to participate due to deployment, TDY, or other military mission-related orders, or have other unforeseen extenuating circumstances conflicting with the dates of the Tournament prior to playing in the qualification event or Finals event that they have registered for, are liable for disqualification.

### 5.2 Entry Fees

There are no entry fees for registration or participation in the Tournament.

## 6 – PLAYER 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.

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 MGL, if deemed necessary.

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 Twitch Website, or the MGL 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., an agreement between two [2] or more Teams or Players on different Teams to pre-determine 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, or use of offensive, vulgar or obscene language, imagery in communications involving but not exclusive to Twitch, Twitter or In-Game channels;
- 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 an 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;
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage;
- Using any language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- 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 or penalized as per section 8.7, and MGL reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

## 7 – PRIZES

The total Prize Pool is set at \$25,000.

The total Prize Pool breakdown (“Prize”) is as follows for the Finals Series.

PLACEMENT		PRIZE (USD)
1 <sup>st</sup>	40%	\$10,000
2 <sup>nd</sup>	23%	\$5,750
3 <sup>rd</sup>	18%	\$4,500
4 <sup>th</sup>	12%	\$3,000
5 <sup>th</sup>	7%	\$1,750

### 7.1 Prize Restrictions

A Player may qualify only for one spot on a Team starting at the Open Qualifier. Winners may be required to execute an Affidavit of Eligibility, and any additional legal documentation regarding receiving payment. Prizes will be delivered within forty (40) days of receiving the appropriate payment details from players. Physical prizes may be delivered via courier or standard postal carriers. Failure to accept delivery of any prize may result in the forfeiture of the prize which may then be reassigned to an alternate winner. Prize substitutions are not available. By participating in the Tournament, winners acknowledge that MGL, and Tournament entities, have not and will not obtain or provide insurance of any kind relating to the Prizes. Players will be responsible for supplying correct details to MGL, including legal name, address, contact number, and date of birth, as required. Winners who do not supply MGL with the appropriate information, and/or documentation, required within thirty (30) days of Tournament completion will automatically void their Prize, and MGL shall have no further liability or responsibility to such Player(s) in connection with the Prizes.

### 7.2 Standings Tie-Breakers

Teams tied on overall points will be separated by the following tiebreakers.

- Number of combined Player kills in associated Qualifiers and Finals

## 8 – GAMEPLAY RULES

These are the “Gameplay Rules” governing how PUBG is played during the Tournament.

### 8.1 Match Settings



## 8.1.1 Game Settings

### 8.1.1.1 Qualifiers

Default Map: Alternating Erangel and Sanhok  
Team Size Qualifiers: 2  
Server: North America  
Perspective: FPP

Sniper Rifles: 1.3x  
Assault Rifles: 1.5x  
SMGs: 1.5x  
Flare Guns: 0x  
All other weapons: 1.0x

All Attachments: 1.3x  
All Consumables: 1.3x  
All Equipment: 1.3x (Level 3 Helmets at 0x)  
All Land Vehicles: 1.0x  
All Watercrafts: 1.0x  
All Ammunitions: 1.8x

Weather: Sunny

### 8.1.1.2 Finals

Default Map: Erangel  
Team Size Finals: 10  
Server: North America  
Perspective: FPP

Sniper Rifles: 2.3x  
Assault Rifles: 2.5x  
SMGs: 2.5x  
Flare Guns: 0x  
All other weapons: 2.0x

All Attachments: 2.3x  
All Consumables: 2.3x  
All Equipment: 2.3x (Level 3 Helmets at 0x)  
All Land Vehicles: 2.0x  
All Watercrafts: 2.0x  
All Ammunitions: 2.8x

Weather: Sunny

## 8.1.2 Circle Settings

<i>PHASE</i>	<i>DELAY</i>	<i>WAIT</i>	<i>MOVE</i>	<i>DPS</i>	<i>SHRINK</i>	<i>SPREAD</i>	<i>LAND RATIO</i>
Phase 1	120	300	300	0.4	0.4	0.5	0
Phase 2	0	130	130	0.6	0.57	0.56	0
Phase 3	0	90	140	1	0.57	0.56	0
Phase 4	0	80	140	3	0.6	0.56	1
Phase 5	0	70	110	5	0.6	0.56	0
Phase 6	0	70	100	7	0.65	0.56	0
Phase 7	0	70	80	10	0.6	0.6	0
Phase 8	0	60	60	15	0.5	0.56	1

### 8.1.3 Controllers

All standard controllers, including mouse and keyboard, are legal.

Macro functions (e.g. turbo buttons) are not permitted.

## 8.2 Match Procedures

### 8.2.1 Hosting

In all stages of the Tournament, a Tournament Organizer representative will host the Match. Players will not host the Match unless specified by a Tournament Organizer.

### 8.2.2 Re-Hosts

Tournament Organizers reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

### 8.2.3 Game Start

For Qualifiers, all solo competing Players must be ready in the lobby before each Game's start time, or otherwise could be disqualified from competing.

For Finals, Teams must have all ten (10) players ready in the lobby. The Game will begin once all five (5) teams are ready.

### 8.2.3 Game End

Game scores will be updated between each round as available.

The scores for each Game MAY take up to the end of the event based on available information.

### 8.2.4 Substitutions

A ("**Substitution**") is defined as changing a line-up after a Match has started. Substitutions may only occur between a Match, and Teams are limited to one Substitution per Match.

### 8.2.5 Reporting Scores

Scores are not required to be submitted via Teams at the end of the Game.

### 8.2.6 Observers

In-game observers are not allowed except for Tournament Organizers and their designees.

## 8.3 Team Rosters

### 8.3.1 Team Captains

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

### 8.3.2 Rosters

Teams may only use Players who are on their roster for a Match. Rosters must contain a minimum of ten (10) starting Players and up to three (3) designated Reserve Players who may be used as an alternate. An individual may not simultaneously be part of more than one roster at a time.

### 8.3.3 Roster Submission

Rosters will be assigned by MGL, but the assigned Players for each branch Team must choose a Team Captain, and that Player will be responsible for filling out the Team Declaration Agreement attached at the end of the Official Rules to accurately capture all qualified Player information.

Any changes to the submitted roster must be sent through to a Tournament Organizer at least 24 hours before the Finals event begins. Any changes after this are at the discretion of the Tournament Organizers.

#### 8.3.4 Player or Team Names

Players or Teams may not change their User Names or in-game names without approval from Tournament Organizers. User Names and in-game names must comply with these Official Rules and Tournament Organizers may request that they are changed at any time. A roster shall not contain duplicates of the same name, names that consist only of symbols or names that are difficult to distinguish from one another.

### 8.4 Match Obligations

#### 8.4.1 Forfeits

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

### 8.5 Match Disruptions

#### 8.5.1 Disconnects

In the event of a disconnect, the shorthanded Team will continue to play out the Match. The disconnected Player may rejoin during the Match that the disconnect occurred in or in between Matches, provided the option is available in-game.

#### 8.5.2 Restarts

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

### 8.6 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.

Usage of Reshade, SweetFX, VibranceGUI, and other 3rd party programs that enhance, add, modify, or remove game appearance, color, or files, is strictly prohibited during the Tournament.

Intentionally changing a PUBG character's angle to look through a texture or object is prohibited. Players are not allowed to set two actions to the same key in key bindings.

The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be penalized. Any Team found to be using any known exploit will forfeit their game upon the first occurrence of the exploit. If the Team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the Tournament and additional penalties could apply including barring from future Tournament participation.

#### 8.6.1 MOnitor System Status (MOSS)

[MOnitor System Status \(MOSS\)](#) is mandatory for all players to use for the full duration of all Qualifier games without exception. If a player cannot use MOnitor System Status (MOSS) then they are not allowed to take part in a match.

For a missing/incomplete/defective MOSS files, the Team will be penalized. Manipulating MOSS files is strictly prohibited and will be considered cheating.

#### 8.6.2 Mandatory MOSS File Upload

Prior to a match starting, Tournament Organizers will post a Google Drive upload link for posting MOSS zip files after each match. It is mandatory to upload MOSS files within 15 minutes after a match closes. If you have trouble exporting your MOSS file post-match, initiate a protest within that 15-minute window after match closure with Tournament Organizers. Player(s) that file a protest in this way will get an additional 15 minutes from the opening of the protest to upload their MOSS files.

If the Player still has not uploaded their MOSS files within this deadline, then the Team will be penalized up to and including disqualification.

### 8.7 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 Game
- Match forfeiture
- Temporary Player bans
- Permanent Player bans
- Prize forfeiture

Any penalties imposed on a Player and/or Team may be made available to the public by the Tournament Organizers in their sole discretion.

## 9 – PRIVACY POLICY

MGL will not intentionally disclose any personally identifying information about any Player (including name, e-mail address, information obtained by MGL from cookies, and information regarding IP address) to third parties without Player consent except where MGL, in good faith, believes such disclosure is necessary to comply with the law, or other contractual provisions of MGL, or to enforce the Official Rules as stated here.

Participant's acceptance of any prize from the Tournament constitutes consent for MGL's disclosure of personal information, as required. MGL reserves the right to collect general demographic and other market information, which does not personally identify the participant to any person without additional consent.

MGL utilizes email addresses to notify Players when they have won a Prize and to let them know of special promotions, events, and policy changes. Website registrants are automatically opted-in to receive all types of MGL emails: promotional marketing emails, promotional partner emails, newsletters, fairness emails, fun (i.e. Tournament - or gameplay - related) emails, and financial emails. Participants have the choice to opt-in, or opt-out, of receiving any, or all, of these types of emails at any time.

### 9.1 Right to Publish

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

## 10 – PLAYER PARTICIPATION RELEASE

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

All Player information, including images, audio recordings, database of information, bracket information, etc., made in connection with the Tournament will be owned by MGL, which it may use, license, transfer or assign, including to Tournament Partners, in its sole discretion. Player grants to MGL, and each of its designees, the right to use, edit, adapt, post, stream, copy, display, perform, transmit, broadcast, and other exploit Player images and the Player information including any names, likeness, voice, conversation, biography and any other attributes of Player's personality and appearance, individually or with others, in whole or in part, alone or in conjunction with other material, in any and all media now known or hereafter devised, in perpetuity throughout the world, for the purpose of trade, advertising, promotion, or any other lawful purpose whatsoever, without additional compensation, consideration, notification or permission, except where prohibited by law.

## 10.1 Disclaimer of Warranties

The Tournament entities make no warranties, and hereby disclaim any and all warranties, express or implied, concerning any prize (including, without limitation, the grand prize) furnished in connection with the Tournament. Without in any way limiting the generality of the foregoing and without abrogating the MGL 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.

## 10.2 IMPORTANT – General Release and Limitation on Liability

Each Player knowingly consents to participate in any or all Tournament activities under his or her own free will and without duress or undue influence of any third party. By entering and/or otherwise participating in the Tournament, each Player, on behalf of himself or herself and his or her 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 MGL 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 MGL 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 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 Gameplay 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.

## 10.3 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. Except for matters for which Player is obligated to indemnify the Tournament Entities hereunder, MGL will indemnify and hold each Player harmless from and against any Third Party Claims arising from production, distribution, and exploitation of the Tournament.

The Player or Tournament Entity seeking indemnification (the "**Indemnified Party**") shall promptly notify the Tournament Entity or Player, as the case may be, responsible for indemnification (the "**Indemnifying Party**") of the existence of any Third Party Claim giving rise to indemnification under these Official Rules. In the event of a Third Party Claim, the Indemnifying Party shall have a reasonable opportunity to defend the same at its own expense and with its own counsel, provided that the Indemnified Party shall at all times have the right to participate in such defense at its own expense. If within a reasonable time after receipt of notice of a Third Party Claim the Indemnifying Party fails to undertake the defense, the Indemnified Party shall have the right, but not the obligation, to defend and to compromise or settle (exercising reasonable business judgment) such Third Party Claim for the account and at the risk and expense of the Indemnifying Party. The Indemnified Party shall make available to the

Indemnifying Party, at the Indemnifying Party's expense, such information and assistance as the Indemnifying Party shall reasonably request in connection with the defense of such Third Party Claim. The Indemnifying Party will keep the Indemnified Party informed of the status of the Third Party Claim and will not settle such Third Party Claim without the Indemnified Party's prior written consent unless the settlement includes a full and complete release of the Indemnified Party and its parent, subsidiary and affiliated entities and each of their respective officers, directors, and employees. The indemnification obligations hereunder shall survive the expiration or earlier termination of the Tournament.

## 10.4 Force Majeure

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

# 11 – RESOLUTION OF DISPUTES

## 11.1 Disputes Regarding Official Rules

MGL has final, binding authority to decide disputes with respect to the breach, termination, enforcement, or interpretation of Sections 1, 2, 3, 4, 5, 6, 7, 8, 9, and 10 of these Official Rules ("**Rules Dispute**").

## 11.2 Binding Arbitration for Arbitration Disputes

Any dispute, claim or controversy that MGL may have against a Player or that a Player might have against MGL, and any dispute, claim or controversy arising out of or relating to the Tournament or these Official Rules or the validity thereof, including the determination of the scope or applicability of these rules to arbitrate, and that is not otherwise subject to MGL's final, binding authority (whether under Section 11.1 or under separate written agreements entered into with MGL or its affiliates) or otherwise subject to arbitration under separate written agreements entered into with MGL ("**Arbitration Dispute**") will take place in Portland, Oregon and settled through the American Arbitration Association, and that a neutral arbitrator will be selected in a manner consistent with its National Rules for the Resolution of Contractor Disputes. All matters relating to the arbitration, including any final award, will be considered the confidential information of the parties to the Arbitration Dispute. The parties to any Arbitration Dispute agree that they will only file with the court the portions of the award necessary to enter judgment and enforce the award and that they will make every effort to exclude confidential information from what is to be filed with the court, with any disagreements related thereto to be decided upon by the arbitrator prior to any court filing. The decision of the arbitrator will be final and binding on the parties to the Arbitration Dispute, and any award of the arbitrator may be entered in any court of competent jurisdiction. This Section 11.2 will not preclude a party to a dispute from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction in respect of Arbitration Disputes or preclude MGL from seeking and obtaining from any court of competent jurisdiction (without the need for MGL to post any bond or other security) temporary and/or preliminary injunctive relief against a Player for any breach by the Player of the terms of these Official Rules. Except as otherwise provided by these Official Rules or applicable law, each party to any legal action or proceeding brought against the other party will be responsible for his/her/its own attorneys' fees, experts' fees, court costs and all other expenses sustained in the course of such litigation (including any appeals).

## 11.3 Arbitration and Class Action

### 11.3.1 Arbitration Limitation

By agreeing to these Official Rules, each Player agrees that any arbitration will be limited to the Arbitration Dispute between MGL and the Player individually.

### 11.3.2 Class Action Waiver

By agreeing to these Official Rules, each Player acknowledges and agrees that: (i) a claim by, or on behalf of, other persons, will not be considered in, joined with, or consolidated with, the arbitration proceedings between the Player and MGL; (ii) there is no right or authority for any Rules Dispute or Arbitration Dispute to be arbitrated, adjudicated, or resolved through court proceedings on a class-action, collective action, private attorney general or representative action basis or to utilize class action, collective action, or private attorney general or representative action procedures; and (iii) the Player will not have the right to participate as a class representative, collective action representative, or private attorney general, or as a member of any class, collective action, or private attorney general or representative action for any Rules Dispute or Arbitration Dispute. Under no circumstances does any Player or MGL agree to class, collective, private attorney general or representative action procedures in arbitration or court proceedings or the joinder of claims in arbitration or court proceedings. The foregoing provisions of Section 11.3.1 and this Section 11.3.2 are referred to as the “**Class Action Waiver**”.

### 11.3.3 Individual Class Action

In any case in which: (i) the Rules Dispute or Arbitration Dispute is filed or pursued as a class action, collective action, or private attorney general or representative action; and (ii) all or part of the Class Action Waiver is found to be unenforceable, the class action, collective action, or private attorney general or representative action to that extent must be litigated in a civil court of a competent jurisdiction within Portland, Oregon, but any individual claims for which the Class Action Waiver is deemed enforceable must be litigated separately in arbitration. The Class Action Waiver will be severable in any case in which the Rules Dispute or Arbitration Dispute is filed or pursued as an individual action and severance are necessary to ensure that the individual action proceeds in arbitration.

## 11.4 Governing Law

### 11.4.1 State Law Jurisdiction

All Rules Disputes and Arbitration Disputes will be governed by and construed under the laws of the United States of America and the law of the State of Oregon, without regard to choice of law principles, provided that MGL will have the right to disqualify any Players that are rendered ineligible to participate due to local law. This selection of governing law shall supersede any prior choice of law contained in any prior version of the Official Rules executed by the Player.

### 11.4.2 MGL Authority

Players agree to be bound by these Official Rules and by the decisions of MGL with respect to the disciplinary actions imposed for their violation, which are final and binding in all respects.

## 11.5 Changes to this Section

MGL will provide 60 days’ notice of any changes to this Section 11. Changes will become effective on the 60th day and will apply prospectively only to any claims arising after the 60th day.

## 12 – PLAYER REVENUE SHARE

### 12.1 Profit Revenue Overview

MGL will conduct a net profit split between MGL, the eligible Players, and the MGL Foundation after all Tournament expenses, salaries, vendor and venue fees, licensing, prize pool, third party fees, taxes, third party non-profit contributions, and any other cost associated with the Tournament as defined by MGL at the sole discretion of MGL (“**Expenses**”).

A report will be generated within thirty (30) days following the conclusion of the Tournament outlining Tournament Expenses and eligible Player entitled split of remaining revenue (if any).

## 12.2 Player Split

For the Tournament, eligible Players are defined as Players that are invited to the Finals event and play  $\frac{3}{4}$  of the Finals event or more (“**Eligible Players**”). Eligible Players will receive an equal share of a 40% split of the net Tournament profit after Expenses.

### 12.2.1 Example Player Split Scenario

PUBG Branch Battle Tournament with 1 qualifying event leading to an in-person live finals event. The rules are set for 10 Player teams, one for each Branch that had qualifying Players. MGL brings in sponsorship dollars totalling \$250,000. The prize pool is set at \$40,000. 10% of proceeds go to a third-party veteran non-profit organization, StackUp. Based on this scenario, the profit share would breakdown as follows:

- \$20,000 venue cost for specialized Branch Battle production
- \$40,000 prize pool – which breaks out as follows:
  - 1<sup>st</sup> place would receive 40% of the pool at \$16,000
  - 2<sup>nd</sup> place would receive 23% at \$9,200
  - 3<sup>rd</sup> place would receive 18% at \$7,200
  - 4<sup>th</sup> place would receive 12% at \$4,800
  - 5<sup>th</sup> place would receive 7% at \$2,800
- \$35,000 tournament cost (including staff hours, broadcasting cost, travel and lodging cost, swag bag/give away costs, and trophy and winner circle expenses)
- \$25,000 for our third party non-profit, StackUp
- \$130,000 net profit split with the following Player breakdown:
  - \$52,000 goes to player pool (40%)
    - In this scenario 50 Eligible Players made it to the finals (or 5 branch Teams) an equal split between all 50 players would be 2% of the \$52,000 pool a piece, or \$1,040 each

This scenario is not reflective, nor does it imply or express the actual Tournament payouts, figures, Expenses, or anything else that could be construed as an expected Player payout. The above scenario is meant strictly for illustrative purposes only, to better explain the Player revenue split model.



## Exhibit A

### Team Declaration Agreement

This Team Declaration Agreement (the “**Declaration**”) serves as a declaration from the team captain identified below that the professional or amateur players outlined therein (the “**Team Members**”), are deemed eligible, registered with MGL with, and are available to participate in the Tournament as a single competitive team. The Team Members outlined below will constitute the entirety of the Team, reserve players should also be included on this form for the purpose of subbing as necessary. Capitalized terms not otherwise defined herein shall have the meanings ascribed to them in the Military Gaming League Event Participation Agreement in effect between the Team Members and MGL.

**Organization/Team Name:** \_\_\_\_\_ Organization  Free Agent Team

Player Name	MGL Discord Username #	PUBG Username	Player Status
1.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
2.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
3.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
4.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
5.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
6.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
7.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
8.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
9.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
10.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
11.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
12.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>
13.			Starter <input type="checkbox"/> Reserve <input type="checkbox"/>

**Other Terms and Conditions**

MGL has established rules for the competitive play for the Tournament. Standardized rules benefit all parties who are involved in commercial activities relating to PUBG, including the players referenced above. The Team Captain (the “**Team Representative**”) signing below recognizes and agrees that the benefits that accrue from standardized rules only arise if all entities involved in commercial activities relating to competitive play of PUBG agree to abide by these rules. Each Team Representative further recognizes and agrees that MGL and its affiliates do not establish the terms of player employment and do not restrict competition for players. This Team Declaration Agreement is designed solely to ensure the integrity of the system established by MGL for competitive play of PUBG and transparency of the players who are intended to compete. In witness whereof, I hereby agree to the foregoing Declaration.

<b>Printed name of Team Representative</b>	<b>Title</b> (Team Owner, General Manager, Team Captain, etc.)
<b>Signature of Team Representative</b>  X	<b>Date Signed</b>

## Exhibit B

### Military Gaming League Tournament Participation Agreement

The Tournament Official Rules, including any updates, amendments or supplements thereto, govern the conduct of all Teams, Team Captains, Team Staff, and Players (“**Participants**”) who are actively participating in the season of play, finals, or any event related to this Tournament. For purposes of ensuring fair play, to preserve the integrity of all tournament events, and to ensure a consistent and high-quality experience for members of the public that view Tournament events, you must accept the Official Rules in order to participate in the Tournament, and you must abide by the Official Rules in order to remain eligible to participate. You can accept the Official Rules by signing this Military Gaming League Tournament Participation Agreement (“**Acceptance Form**”). The Official Rules form a contract between Participants, on the one hand, and MGL and its affiliates who are engaged in operating the Tournament, on the other hand. The Official Rules contain limitations of liability, license grants, and other legally binding contractual terms. Each Participant is required to read, understand, and agree to the Official Rules before participating in the Tournament. THESE OFFICIAL RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN THE TOURNAMENT ARE GOVERNED BY A BINDING ARBITRATION CLAUSE IN SECTION 11 AND A WAIVER OF CLASS ACTION RIGHTS. THAT CLAUSE AFFECTS YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW IT CAREFULLY BEFORE ACCEPTING THE OFFICIAL RULES.

Personal Information	
<b>First Name:</b>	<b>Last Name:</b>
<b>Service Status*:</b>	<b>Military Branch:</b>
<b>MGL Discord Nickname:</b>	
<b>E-mail associated with your MGL membership:</b>	

\* Use abbreviations to represent your service status: AD – Active Duty, R – Reserve, NG – National Guard, V – Veteran

Acceptance of and Agreement to MGL Official Tournament 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 in the Tournament. I acknowledge that MGL and their affiliates reserve the right in their sole discretion to impose discipline for any conduct that violates the Official Rules, including public reprimands, penalty points, suspensions, debarment, banning, and/or disqualifications. I acknowledge that the Official Rules are necessary to ensure fair play, preserve the integrity of Tournament games, matches and events, and to ensure a consistent and high-quality experience for members of the public that view Tournament events. I have carefully read, and I understand the Official Rules and agree to be bound by their terms. I understand and support the standards set forth in the Official Rules, and I will act in accordance with them.	
<b>Printed name of Participant</b>	<b>Title</b> (Player, Team Owner, General Manager, Team Captain, etc.)
<b>Signature of Participant</b>  X	<b>Date Signed</b>

