



PUBG MOBILE CAMPUS CHAMPIONSHIPS The Netherlands

Competition Rules

(Version 3.2, 2020)

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Background and Purpose

Tencent (“**Tencent**”) owns the rights to distribute the mobile game *PlayerUnknown’s Battlegrounds Mobile* (“**PUBG MOBILE**”) worldwide (except in Korea and Japan) and has created the PUBG MOBILE CAMPUS CHAMPIONSHIPS (“**PMCC**”) to serve as the official collegiate competition platform for PUBG MOBILE esports. The CC will provide an esports platform to showcase some of the world’s best competitive PUBG MOBILE players. Tencent has appointed Gamers First to operate the PUBG MOBILE CAMPUS CHAMPIONSHIPS The Netherlands (PMCC-NL) edition.

These PUBG MOBILE CAMPUS CHAMPIONSHIPS The Netherlands Competition Rules (“**Competition Rules**”) establish the general rules applicable to the play of PUBG MOBILE CAMPUS CHAMPIONSHIPS Competition 2020. They include rules governing player eligibility, tournament structure, points structure, prize awards, and player conduct.

These Competition Rules apply to each team (“**Team**”) that has registered for the PMCC- NL 2020 in accordance with the Esports Registration Procedures and Rules (“**Registration Rules**”) and to each Team’s players, managers, coaches and other representatives (collectively “**Team Members**”). Teams will be selected to participate in the PMCC-NL through various mechanisms. Some teams will be selected to participate based on placement in the open online qualifiers described in these Competition Rules. Teams may also be selected based on other criteria developed and administered by Gamers First from time to time.

These Competition Rules apply to online qualifiers, regular season and post-season play, including the Finals, and any other PMCC-NL tournament, match, game or event (“**Tournament**”).

Each Team Member is required to read, understand, and agree to these Competition Rules and the Registration Rules before participating in any Tournament. These Competition Rules and the Registration Rules form a contract between a Team Member and Gamers First. **IF YOU DO NOT ACCEPT**

THESE COMPETITION RULES AND THE REGISTRATION RULES, AND ABIDE BY THEM DURING YOUR PARTICIPATION IN THE TOURNAMENTS, YOU WILL NOT BE ELIGIBLE TO PARTICIPATE IN THE PMCC-NL 2020.

1. Acceptance of Competition Rules

1.1. Acceptance

Each Team Member must agree to these Competition Rules in order to participate in the PMCC-NL 2020. A Team Member may accept these Competition Rules by registering to participate in the PMCC-NL 2020 in accordance with the Registration Rules or by participating in the Tournament.

1.2. Changes to Competition Rules

The field of esports is changing rapidly as are the mobile games that are played in esports, and these Competition Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and the updates to PUBG MOBILE. Accordingly, Gamers First may update, amend or supplement these Competition Rules from time to time; and may interpret or apply these Competition Rules by releasing online postings,

instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these Competition Rules will be provided to the Team's captain using the email address listed as part of the online registration process. The Team's captain will be responsible for distributing updates and other communications relating to these Competition Rules to other Team Members. Participation in the PMCC-NL 2020 will constitute acceptance of the changed rules, instructions and guidance.

1.3. Enforcement of the Competition Rules

Gamers First has retained a third-party tournament organizer ("**Tournament Organizer**") to operate certain PMCC-NL Tournaments. The Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for each Tournament ("**CC-NL Officials**") and for ensuring compliance with these Competition Rules and the Registration Rules.

2. Players

2.1. Eligibility

2.1.1. Player Age. In order to be eligible to participate in a Tournament as a player, an individual must have reached the age of majority in his or her country of residence before the start of the Tournament and must comply with any applicable age ratings for PUBG MOBILE established by the app store for the game where the player downloaded the game. If a player is under such age but older than 16 years of age (i.e. the player has lived for at least 16 calendar years) as of the Tournament start date, he or she may still enter the Tournament if he or she meets the other eligibility criteria in these Competition Rules and the Registration Rules and a parent or legal guardian accepts these Competition Rules and the Registration Rules on behalf of the player, and consents to the player's participation in the Tournament, using a parental consent form provided by the Tournament Organizer.

2.2. No Tencent, Krafton or Gamers First Employees

Team Members may not be employees of Tencent Games, Gamers First, Krafton, Inc. (formerly Bluehole) or any of their respective affiliates at any point during the PMCC-NL 2020 competitive season.

2.3. Player Names

A player's gamer tag or in-game nickname ("**Gamer Tag**") must consist of the player's Team name (or acronym or other word representative of the Team name) and player name in the format of "TEAMNAMEPLAYERNAME". For example, a player named "Lucky" on team "All Stars" might have the Gamer Tag "ASLucky". Gamer Tags will be selected at the time of registration and may not be changed at any time during the PMCC-NL 2020 without the prior written approval of the PMCC-NL 2020 Officials. A Gamer Tag may not include any word or phrase in any language that is offensive, toxic or hurtful. A Gamer Tag may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Gamers First, PUBG MOBILE or any third party without the prior written approval of Gamers First. In order to secure such approval, a player will be required to provide a license agreement, sponsorship agreement or other documentary evidence to Gamers First sufficient to demonstrate to the satisfaction of Gamers First that the player

is property licensed. Notwithstanding any approval that may be provided by Gamers First, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of third party in or as part of a player's name or Gamer Tag shall be with the player. PMCC-NL 2020 Officials reserve the right to reject any Gamer Tag selected by a player and to require the player to select an alternate Gamer Tag that complies with these Competition Rules.

2.4. Registration

All players must comply with the Registration Rules to be eligible to compete in any Tournament. All players must register (as a group with their teammates) for the PMCC-NL 2020 through [dutchcollegeleague.nl]. After registering, Teams can compete in the Crew Challenge on PUBG MOBILE to qualify into the PMCC-NL 2020 for PMCC-NL. Teams that compete in the Crew Challenge without registering through [dutchcollegeleague.nl] are not eligible for PMCC-NL 2020. A player in the PMCC-NL 2020 may not compete for more than one Team. Registration for the PMCC-NL is open until March 1st, 2020. Qualification through the Crew Challenge will only be taken in effect when more than 16 teams are registered.

2.5. Tournament-Related Events

Gamers First shall have the right to require players to cooperate in carrying out various media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by Gamers First in connection with the marketing and promotion of the PMCC-NL 2020 and/or PUBG MOBILE (“**Media Events**”), provided that these Media Events do not unduly interfere with a player's game preparation or participation. The reasonable expenses incurred by a player in travel to and from a Media Event will be borne by Gamers First. Gamers First shall have the right to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

3. Teams

3.1. Roster Requirements

3.1.1. Starters and Substitutes. Each Team is required to maintain, at all times during the PMCC-NL 2020, four players in the Team's starting lineup (“**Starters**”). A Team has the option of adding four (4) additional players who shall act as a substitute (“**Substitute**”). PMCC-NL 2020 Officials shall have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register eight players, which is the maximum number of players allowed.

N.B. The Club Open only allows 1 substitute. The Team that wins the Regular Season and thus wins a spot in the Club Open, must decide which substitute they keep and which substitutes will be removed from the Roster.

3.1.2. Minimum Roster Requirement. All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must at all times comply with the minimum roster requirement during the PMCC-NL 2020. If at any point a Team's roster falls below four players, the Team will be subject to disqualification or other sanctions, unless given permission to drop below the minimum roster by PMCC-NL 2020 Officials, at their sole discretion.

3.1.1. Team Captain. Each Team must designate one player as its captain when completing the online registration process (“**Team Captain**”). The Team Captain will be responsible for all Team communications with PMCC-NL 2020 Officials. The PMCC-NL 2020 Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team’s roster. A Team may not change its Team Captain during a Tournament without the prior written approval of the by PMCC-NL 2020 Officials.

3.2. Submission of the Roster

3.2.1. Team Registration. Before the start of the PMCC-NL 2020, each Team must register its roster (including all Starters and all Substitutes) using the online tools provided by Gamers First. No changes to a Team’s roster will be permitted after a Team’s registration has been processed without the prior approval of the PMCC-NL 2020 Officials (including for changes due to sickness, visa issues, etc.).

3.2.2. Substitutions and other Roster Changes. A Substitute may replace a Starter only between games during Tournament play. During Online Events, players may be substituted at any time between games. During LAN Events, all substitutions must be submitted to PMCC-NL 2020 Officials no later than five minutes following the end of the previous Tournament Game to substitute for the next Tournament Game. Substitutions for the first Tournament Game of the day at a LAN Event must be submitted to PMCC-NL 2020 Officials no later than 11:59 p.m. on the preceding day. The PMCC-NL 2020 Officials reserve the right to approve or deny any request to add or remove a player from a Team’s roster based upon the eligibility of the player(s) involved and such request’s compliance with these Competition Rules and the Registration Rules. The PMCC-NL 2020 Officials also reserve the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to PMCC-NL 2020 Officials if such roster change has not been publicly announced.

3.3. Team Names and Logos

The Team’s name will be selected at the time of registration and may not be changed at any time during the PMCC-NL 2020 without the prior written approval of the PMCC-NL 2020 Officials. All Team names must be different and unique. Neither a Team’s name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful. A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Gamers First, Tencent, PUBG MOBILE or any third party without the prior written approval of the Gamers First . In order to secure such approval, a Team will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Gamers First that the Team is property licensed. Notwithstanding any approval that may be provided by Gamers First, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of third party in or as part of a team name shall be with the Team. PMCC-NL 2020 Officials have the right to reject any Team name or logo and to require the Team to select an alternate name or logo that complies with these Competition Rules.

3.4. Multiple Team Ownership

To preserve the integrity of the PMCC-NL 2020, the following rules apply to any individual, association, federation or group that owns, operates, controls, or has an interest in a Team. An individual, association, federation or group cannot directly or indirectly own or operate multiple Teams. An individual or group cannot directly or indirectly participate in the financing, operation, marketing, or management of multiple Teams. No two Teams can operate under the same brand or Team name or variations of the same brand or Team name in multiple regions of the PMCC-NL 2020. No two individuals or groups that own, operate, control, or have an interest in any Team can enter into a business or financial relationship with a common interest that can directly or indirectly benefit both parties based on performance in the PMCC-NL 2020. Any exceptions to these rules require the prior written approval of Gamers First.

4. Structure and Schedule

4.1. Overview

4.1.1. Overview. The PMCC-NL 2020 is divided into two Splits (Spring and Fall), which each consist of a Regular Season. Teams will qualify to participate in each Split of the PMCC-NL 2020 through various mechanisms. Most Teams will be selected for entry into the PMCC-NL 2020's Spring Split Regular Season with preferred seating for Teams from official Student Esports Associations. Most Teams will be selected for entry into the PMCC-NL 2020's Fall Split Regular Season based on placement in the previous split. Teams may also be selected to participate in the Regular Season of either Split based on other criteria developed and administered by Gamers First from time to time.

4.2. Splits

4.2.1. Regular Season. During the Regular Season of each Split, 16 Teams will compete in Tournaments (“**Regular Season Matches**”) against other Teams from the Region. At Regular Season Matches, Teams will participate in Tournament Games featuring 16 Teams per game. Regular Season Matches will generally be played on Friday each week during a Regular Season. A full schedule of dates and Regular Season Matches can be found at [dutchcollegeleague.nl]. The winning Team of the Regular Season will be awarded a spot in the PUBG Mobile Club Open.

4.2.4. Key Dates**

Registration: January 18 – March 1

Spring Split Group Stage: March 13 – 29 May

** The dates above may be updated from time to time by Gamers First in their sole discretion. Team Members should check this Section from time to time for the latest updates. Key dates for the Fall Split will be published separately on dutchcollegeleague.nl.

4.3. Scoring System

4.3.1. Scoring. Scoring for each Tournament Game will be based on each Team’s final kill count and in-game placement as set forth below.

Scoring System**

1 Kill = 1 point

End-Game Placement Points

<u>Placement</u>	<u>Points</u>	<u>Placement</u>	<u>Points</u>
1	30	9	7
2	22	10	6
3	19	11	5
4	16	12	4
5	14	13	3
6	12	14	2
7	10	15	1
8	8	16	0

** Note, the scoring system set forth in these Competition Rules does not apply to Crew Challenge Tournament Games, which will be scored in accordance with Crew Challenge guidelines. The scoring system may be updated from time to time by Gamers First in their sole discretion. Team Members should check this Section from time to time for the latest updates.

4.3.2. Multipliers. During the Regular Season of each Split, Team’s total points earned each game are affected by a multiplier. The multiplier affects points earned for kills and points earned for placement. The Split is divided into three separate stages: (a) the first 6 weeks the multiplier is one, (b) week seven, eight, nine the multiplier is two, (c) in the Final Week, the multiplier is four. Below is a representation of the multipliers in a table:

DAYS	1	2	3	4	5	6	7	8	9	10
MULTIPLIER	x1	x1	x1	x1	x1	x1	x2	x2	x2	x4

4.3.3. Kill Week. During the Regular Season of each Split, the third week will be known as Kill Week. On this playing day, all points earned by Kills, are doubled. The points earned by placement will stay the same.

4.3.4. Ties. Ties between two Teams during any phase of PMCC-NL 2020 will be determined in the order of (a) total accumulated kills across all Tournament Games, (b) best performing Tournament Game based on total points, (c) best performing Tournament Game based on total kills, (d) total kills in the last-played Tournament Game, and (e) placement in the last played Tournament Game.

4.3.5. Prizes. Prizes may be awarded to successful Teams and individual players at or following a Tournament. Each player that has been declared the winner of a prize in the Tournament will not be an official winner unless (a) the player is eligible to receive the prize under applicable law, and (b) such player executes (or has a parent or legal guardian execute) an affidavit of eligibility, liability release and/or any other documentation required by Gamers First. Failure to sign and return all prize documentation to the PMCC-NL 2020 Officials may result in forfeiture and loss of the prize. The failure to take delivery of any prize within a reasonable time after the close of the Tournament may result in forfeiture and loss of the prize.

5. Game Setup and Process

5.1. General Pre-game Setup

5.1.1. Game Version. The version of PUBG MOBILE used for Tournament Games will be determined by Gamers First.

5.1.2. Player Accounts. Players will use their own online accounts and Gamer Tags for Online Events. At LAN Events, all player accounts and Gamer Tags will be provided by Gamers First.

5.1.3. Game Lobbies. Other than with respect to Qualifier games, all Tournament Games will be played in game lobbies hosted by Gamers First. Prior to a Tournament start time, Team Captains will be notified of official tournament accounts that will be used to host official Tournament Game lobbies.

5.1.4. Start of a Game. Once all players of each Team have reported to the official Tournament Game lobby, a PMCC-NL Official will request confirmation from the Team Captains that each Teams is ready to begin the game. Once each Team Captain confirms readiness, the PMCC-NL 2020 Officials will instruct the host to start the game.

5.1.5. Timeliness of Game Start. It is expected that all Tournament Games will begin at the scheduled time. Any delay caused by issues arising out of a Team Member's inadequate preparation will be assessed by PMCC-NL 2020 Officials. Penalties for tardiness may be assessed at the discretion of Gamers First.

5.1.6. Specific Setup Rules for LAN Events

(A) **Arrival at Studio.** Members of a Team's formal roster who are participating in a LAN Event must arrive at the studio or venue no later than the time specified by Gamers First.

- (B) **Setup Time.** Players will have designated blocks of time prior to their match time to ensure they are fully prepared. Setup time is considered to have begun once a Team's players enter the match area, at which point they are not allowed to leave without permission of PMCC-NL 2020 Official. Setup is comprised of the following: (1) ensuring the quality of all PMCC-NL-provided equipment; (2) connecting and calibrating peripherals; (3) ensuring proper function of voice chat system; (4) adjusting in-game settings and (5) in-game warm-ups.
- (C) **Technical Support.** PMCC-NL 2020 Officials will provide assistance during the setup process, and resolve any issue arising during the setup process.

5.2. In-Game Setup and Rules

5.2.1. General/Game Setup

Maps: Erangel, Miramar, Sanhok and Vikendi

Game Mode: TPP

Team Size: 4 players

Roster Size: 8 players (4 Starters and up to 8 Substitutes)

Number of Teams per Tournament Game: 16

Gamers First reserves the right to make changes to the required game or player settings at any time in their sole discretion prior to the start of any Tournament Game.

5.2.2. Device Settings. Handheld devices must use the settings specified by Gamers First prior to the Tournament. During a Tournament Game, players shall not make any adjustment to the framerate without permission from PMCC-NL 2020 Officials.

5.2.3. Stoppage of Play

- (A) **Pauses.** No pauses will be permitted during Tournament play for any reason.
- (B) **Technical Malfunctions or Emergencies.** Players should remake the Tournament Game according to the request of Gamers First. Gamers First may remake a Tournament Game under the following circumstances.
 - a) Flood, fire, war, terrorist acts, power outages or other disasters that affect the LAN Event.
 - b) The referees determine that the environment of the LAN Event may adversely affect the outcome of the Tournament.
 - c) Technical malfunction or a player disconnects (excluding malfunctions and disconnects as a result of a player's mistake or fault) within 90 seconds after a player lands on the battlefield.

- d) A problem occurs during the loading screen and the game cannot be loaded.
- e) A player is unable to move on the battlefield within 90 seconds after such player lands on the battlefield.
- f) A player does not enter the Tournament Game before the departure of the starting plane.
- g) Some players are able to join a Tournament Game without flying on the starting plane and without parachuting, but instead start on the battlefield.

(C) **Solutions for Extreme Cases.** Notwithstanding the foregoing, if there is an extreme situation, such as a network or hardware failure (including network value turning yellow or mobile phone stuttering) or critical bug affecting one or more players, Gamers First will make a judgement as to how to proceed based on the facts and circumstances existing at the time . There may be circumstances in which a Tournament must proceed, even if one or more players are facing extreme circumstances or critical bugs which might otherwise justify a remake of a Tournament Game and even if the affected players are not at fault in any way. In making a determination to proceed with the Tournament or order the remake of a Tournament Game, PMCC-NL Officials will use their best judgement and may consider, among other factors, the game progress time and whether the player making the report delayed in making such a report. Players that submit false or misleading reports will be subject to disqualification for cheating. If a player is unable to compete in a Tournament Game for any reason (even if the inability to compete is not due to any fault or wrongdoing by the player), and PMCC-NL Officials decide not to remake the Tournament Game, competition should resume as normal, with the affected Team continuing to play without the affected player. If a player who has been disconnected or has otherwise experienced an extreme circumstance or critical bug is able to rejoin the game in progress, he or shall be permitted to do so.

5.2.4. Streaming. With prior written approval from Gamers First, players may stream their games during Online Events with at least an 5-minute delay. Streaming at LAN Events is not permitted.

5.3. Post-Game Process

5.3.1. Results. PMCC-NL 2020 Officials will confirm and record all Tournament Game results and point allocations.

5.3.2. Tech Notes. Following each Tournament Game, Players will identify any technical issues with PMCC-NL 2020 Officials.

5.3.3. Break Time. In cases where breaks between games are necessary or deemed to be desirable by Gamers First, PMCC-NL 2020 Officials will inform Team Captains of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

6. Player Equipment and Apparel

6.1. Supported Devices

Players may participate in Tournaments (both in Online Events and at LAN Events) only on mobile phone handheld devices. Players may not play on, personal computers (PC), consoles, laptops, or any other non-handheld device. Players may not use an emulator to play on a PC or other device that is not a handheld device. Players competing in Online Events may only use devices running the Android or the iOS operating systems. At LAN Events, players will be provided with officially-supported equipment and software.

6.2. Provided Equipment (LAN Events only)

6.2.1. Provided Equipment. Gamers First will provide, and all players shall use, equipment in the following categories for all official LAN Event Tournament Games: (A) handhelds, (B) headsets and/or earbuds and/or microphones and (C) a table and chair. Players must use unmodified PMCC-NL 2020-provided equipment when competing in LAN Events. Players may not use any hardware or software at a LAN Event that is not provided or approved by PMCC-NL 2020 Officials (including talcum powder, cell phone screen protectors, etc.). The unauthorized modification of PMCC-NL 2020-provided equipment or the use of hardware or software that is not provided or approved by PMCC-NL 2020 Officials shall be deemed cheating.

6.2.2. Voice Chat. Voice chat among players at LAN Events shall be conducted only via the native communication system used in PMCC-NL-provided headsets. Use of third-party voice chat software is not permitted, except in exceptional circumstances if a PMCC-NL 2020 Official determines that a change in the voice chat system is required. PMCC-NL Officials may monitor a Team's audio at their sole discretion.

6.2.3. Social Media and Communication. It is prohibited to use PMCC-NL 2020-provided handhelds to view or post on any social media or communication sites. PMCC-NL-provided handhelds may be used for launching PUBG MOBILE and playing the game, and for no other purpose that is not expressly authorized by a PMCC-NL 2020 Official.

6.2.4. Fixation of Handhelds. Before the formal start of a Tournament Game, each handheld shall be fixed on a stand and secured by an equipment cable. Players are prohibited from disconnecting the equipment cable under any circumstance, except in cases where a PMCC-NL 2020 Official is testing a handheld.

6.3. Replacement of Provided Equipment (LAN Events only)

If hardware, software or other technical problems arise at a LAN Event, a player may request a technical review of the provided equipment by PMCC-NL 2020 Officials. A PMCC-NL 2020 Official will diagnose and troubleshoot problems, as needed, and may, in his or her discretion, request an order replacement of any equipment or software.

6.4. Standards for Equipment Use (LAN Events only)

A player's use of the equipment provided by the PMCC-NL 2020 shall be limited to pre-match software and hardware testing and normal game competition.

6.5. Equipment Tampering (LAN Events only)

Players may not touch or handle another player's equipment after a Tournament Game has started. Players who require assistance with their equipment should ask assistance from a PMCC-NL 2020 Official.

6.6. Apparel

6.6.1. Official Uniforms Required. Team Members shall, during all public-facing Tournaments (including LAN Events and Online Events that are streamed to the public), wear official Team uniforms (including jerseys, jackets, and pants). Gamers First reserves the right at all times to impose a ban on apparel that is deemed to conflict with these Competition Rules, including the sponsorship restrictions in Section 8 below.

6.6.2. Team Apparel Design and Requirements

- (A) Team uniforms shall be designed and manufactured by each Team on its own.
- (B) The Team's logo must appear in a conspicuous position on the front side of the uniform.
- (C) Logos of major sponsors may be placed on the front and both arms of a Team uniform, but the total number of the logos may be limited by Gamers First if they become excessive.
- (D) Gamers First will review and has the right to propose modifications to all Team uniforms. Gamers First will review, for instance, whether the uniform pattern conforms to the PMCC-NL 2020's minimum aesthetic standards; and whether the size, position and number of the logos are appropriate.
- (E) Players must wear long pants and closed toe shoes, and the colour of pants and shoes shall be consistent at LAN Events.
- (F) Gamers First may provide players with PMCC-NL 2020-themed apparel before the start of a Tournament. These PMCC-NL 2020 uniforms are primarily to be used for interviews and PMCC-NL 2020-related events during non-match periods. In addition, if the uniform of any Team does not conform to relevant design requirements of Gamers First, such Team may temporarily wear the PMCC-NL 2020-provided or PMCC-NL 2020-themed apparel during a Tournament, and the relevant Team shall be provided with a grace period to modify its uniform design.
- (G) Coaches (if any) must wear business attire during any Tournament or while attending public-facing events in his or her capacity as a coach of a Team.

6.6.3. Refusal of Entry. Gamers First reserves the right to refuse entry or continued participation in a Tournament to any Team Member who does not comply with the aforementioned apparel rules.

7. LAN Event Travel, Team Entourage and Match Area

7.1. Travel and Expenses

Players who have earned the right to participate in a LAN Event will receive reimbursement for reasonable travel, accommodation and meals while competing at the LAN Event, or a stipend to cover these expenses. Players who qualify to compete in a LAN Event must have all necessary visas, passports or other travel documents for travel to the city where the LAN Event is held. Players under the age of majority under applicable law may be required to travel with a parent or legal guardian. A parent or guardian will be responsible for his or her own travel arrangements and expenses.

7.2. Team Entourage

The entourage of the Team for a game day (i.e., all persons who are not Starters or Substitutes) shall be limited to those approved in advance by Gamers First. The Team shall submit an application to the Gamers First with its list of members of the Team entourage at least fourteen days in advance of the first day of a LAN Event. Only a Team's head coach is permitted to be in the match area or warm-up area along with the Team. Other members of a Team's entourage are required to use tickets to access the venue to watch the Tournament, and shall not access the match area or the warm-up area during the game period.

7.3. Match Area

The "match area" is comprised of the area immediately surrounding any competition handhelds used during LAN Event play. During LAN Event play, the presence of Team Members in the match area is restricted solely to the Starters of the Teams engaged in the competition. The match area is subject to the following additional rules and procedures:

7.3.1. Team Managers and Coaches. Managers and coaches (if any) may be in the match area during the match prep process, but must leave prior to the join lobby phase and may not return until after the end of the match.

7.3.2. Electronic Devices. Electronic devices (including mobile phones and tablets, but excluding PMCC-NL 2020-provided equipment) are not allowed in the match area.

7.3.3. Food and Drink Restrictions. No food is allowed in the match areas. Only PMCC-NL 2020 provided drinking water is permitted in the match area.

7.3.4. Warm-up Area. The warm-up area will contain handhelds designated by Gamers First specifically for players to practice on before the official Tournament Games begin. The warm-up area is reserved for players and the head coach only and access will be provided by Gamers First at its discretion.

7.3.5. Fan Management. Each Team shall be obligated to cooperate Gamers First to actively manage the on-site fans and instruct the fans to watch all games rationally and civilly. No Team is allowed to permit or encourage (whether or not intentionally) the fans to create any disorder at the venue.

7.3.6. Punctuality. When attending a LAN Event, Media Event, or other PMCC-NL 2020 event, each Team shall arrive at the venue on time in accordance with the relevant notification provided by Gamers First. If the Teams or players fail to arrive on time for reasons attributable to themselves, they shall be subject to discipline by Gamers First .

8. Sponsorships

8.1. Prohibited Sponsors

Teams and players are encouraged to develop relationships with sponsors. However, in order to preserve the integrity of competition in the PMCC-NL 2020 and the reputation of PUBG MOBILE and Gamers First, neither a Team nor any of its players shall enter into any sponsorship, endorsement, advertising or related agreement with any person or entity that is determined by Gamers First to conduct business within any product or service category that is prohibited. A list of prohibited product or service categories (“**Red Flag List**”) will be provided by Gamers First and may be updated from time to time. Players are prohibited from endorsing or having any other commercial association with any of the products and services in the categories on the Red Flag List and may not include any of these products or services in any streaming of PUBG MOBILE or on any apparel worn during any LAN Event or any Online Event that is streamed.

8.2. Initial Red Flag List

The initial Red Flag List, which may be updated from time to time, includes: drugs and drug paraphernalia, tobacco products, gambling and casinos, alcohol, pornography, Betting & Gambling, and any business that promotes the use of in-game hacks, cheats, exploits, skins gambling, or in-game currency farming; any product or service prohibited by applicable law, any competitor of Tencent Games or its affiliates, any games that are not published by Tencent Games or its affiliates, and any esports leagues, tournaments or events, other than the PMCC-NL 2020.

8.3. Decisions Relating to the Red Flag List

Gamers First may, in its sole judgment, reject or terminate a player’s right to display an advertisement or sponsorship on or adjacent to any stream of PUBG MOBILE or on any camera-visible apparel worn during any Online Event or LAN Event.

8.4. Unauthorized Use of Trademarks

Nothing in these Competition Rules or the Registration Rules grants, by implication, waiver, estoppel, or otherwise, to a Team Member any right or license to use the name PUBG MOBILE, or any other trademark, trade name, or logo owned by or licensed to Gamers First or its affiliates. Any unauthorized use by a Team Member of a trademark, trade name, or logo owned by or licensed to Gamers First or its affiliates is prohibited and a breach of these Competition Rules. A Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Gamers First or any of their respective affiliates.

8.5. PMCC-NL Sponsors

If requested by Gamers First, players are required to wear jackets, jerseys, hats, and warm-ups that feature the PMCC-NL 2020 sponsors in all Online Events that are streamed and at all LAN Events.

9. Code of Conduct

9.1. Conduct Generally

9.1.1. High Standards for Professionals. All Teams and Team Members must at all times observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, PMCC-NL 2020 Officials, Gamers First, the media, sponsors and fans.

9.1.2. Competitive Integrity. All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.

9.1.3. Sanctions. A violation of these rules will result in sanctions at the discretion of Gamers First, as discussed in greater detail below. All decisions in regard to violations are at the sole discretion of Gamers First and PMCC-NL 2020 Officials.

9.2. Prohibited Conduct

Set forth below is a non-exclusive list of examples of prohibited conduct.

9.2.1. Collusion. Any form of collusion by any Team Members is prohibited. Examples of collusion are:

- (A) Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.
- (B) Pre-arranging to split prize money AMONGST other teams and/or teammates of other teams not being their own and/or any other form of compensation.
- (C) Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce another player to do so.

9.2.2. Cheating. Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, hand signals, talcum powder and cell phone screen protectors, etc., shall be deemed cheating.

9.2.3. Exploiting. Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, at Gamers First's sole determination, is not functioning as intended and violates the design purpose of PUBG MOBILE.

9.2.4. Ringing. Playing under another player's account or Gamer Tag, or soliciting or inducing someone else to play a under another player's account or Gamer Tag, is prohibited.

9.2.5. Vulgar or Hateful Speech. A Team Member may not, during a LAN Event, Online Event, media interview or in any communication relating to the PMCC-NL 2020 or PUBG MOBILE, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post,

transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events or in any streaming of PUBG MOBILE. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

9.2.6. Violence. Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at LAN Event or against any competitor, fan or PMCC-NL Official.

9.2.7. Drugs and Alcohol. 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 Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to Gamers First. The unauthorized use or possession of prescription drugs by a Team Member 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 Tournament Game. Each Team Member is required to report any violation of this rule to Gamers First.

9.2.8. Gambling. Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in PMCC-NL 2020. Team Members are not allowed to (i) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (ii) associate with high volume gamblers, or deliver information to others that might influence their bets.

9.2.9. Studio Interference. At LAN Events, no Team Member may interfere with lights, cameras or other studio equipment.

9.2.10. Unauthorized Communications. At LAN Events, all communication devices must be removed from the play area before any Tournament Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.

9.2.11. Identity. At all public-facing Tournaments, a player may not cover his or her face. Hats and dark glasses are not allowed during LAN Event play.

9.3. Unprofessional Behaviour

Set forth below is a non-exclusive list of examples of unprofessional behaviour, all of which are prohibited.

9.3.1. Harassment. Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

9.3.2. Sexual Harassment. Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed

would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

9.3.3. Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

9.3.4. Negative Statements. Team Members may not make, issue, authorize or publish any statement that is prejudicial or detrimental to the best interests of the PMCC-NL 2020, Gamers First, Tencent Games or its affiliates, or PUBG MOBILE.

9.3.5. Confidentiality. Without consent of Gamers First, a Team Member may not disclose any confidential or proprietary information provided or made available by Gamers First to the Team Member in relation to the PMCC-NL 2020. Team Members shall be obligated to keep confidential the confidential or proprietary information provided by Gamers First. The “confidential or proprietary information” of Gamers First includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Gamers First to a Team Member concerning or related to PUBG MOBILE, the PMCC-NL 2020 or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Gamers First. Confidential information includes, without limitation, development plans and release dates for updates to PUBG MOBILE, the configuration of the stage used at LAN Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a LAN Event.

9.3.6. Illegal Activity. Team Members are required to comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.

9.3.7. Immoral Activity. A Team Member may not engage in any activity which, in the sole determination of Gamers First, is unethical, immoral or disgraceful.

9.3.8. Bribery. No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, PMCC-NL 2020 Official, Gamers First or any other person connected with or employed by another Team in order to influence the outcome of a Tournament.

9.3.9. Gifts. No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Tournament.

9.3.10. Non-Compliance. No Team Member may refuse to comply with the instructions or decisions of Gamers First or the PMCC-NL 2020 Officials.

9.3.11. Match-Fixing. No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any Tournament (or any play or component thereof). Match-fixing will be subject to maximum

penalty in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these Competition Rules, that Team Member must immediately report this request to Gamers First.

9.3.12. Document Submission. Tax forms and other documentation may be required at various times by Gamers First. If the documentation is not completed to the standards set by Gamers First then a Team may be subject to sanctions.

9.3.13. Term of Use. Any conduct that (a) violates the Terms of Use for PUBG MOBILE, (b) violates any guidelines, or any policy posted on the websites for PUBG MOBILE; or (c) interferes with use of PUBG MOBILE by others is prohibited and a violation of these Competition Rules.

9.4. Disciplinary Action and Sanctions

9.4.1. Investigations by Gamers First. Gamers First will have the right to monitor compliance with these Competition Rules and the Registration Rules and investigate possible breaches. By agreeing to these Competition Rules, each Team Member agrees to cooperate with Gamers First in any internal or external investigation that Gamers First conducts relating to a suspected violation of these Competition Rules, the Registration Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for Gamers First and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

9.4.2. Penalties. Upon discovery of any Team Member committing any violations of these Competition Rules or the Registration Rules, Gamers First will issue the following penalties: (a) verbal or written public warning(s); (b) prize forfeiture(s); (c) game forfeiture(s), (d) Tournament forfeiture(s); (e) suspension(s); and (f) disqualification(s) and ban(s).

9.4.3. Repeated Infractions. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the PMCC-NL 2020.

9.4.4. Final Determinations. Unless expressly stated otherwise, offenses and infringements of these Competition Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. Gamers First’s determination as to the appropriate disciplinary action will be final and binding.

10. Use of Names and Likenesses

10.1. Grant of Rights by Team Members

Each Team Member hereby grants Tencent Games, Gamers First and their respective affiliates permission to live-stream or record his or her play of PUBG MOBILE at any Tournament. Each Team Member hereby further grants to Gamers First a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use and display his or her full name, Gamer Tag, photograph, likeness, image, avatar, voice, video, in-game persona, game play statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with (a) the streaming of any coverage of all or any part of a Tournament; (b) the marketing and

promotion of the PMCC-NL 2020 or any Tournament or part thereof; and (c) the marketing and promotion of PUBG MOBILE.

10.2. Ownership of PUBG MOBILE Streams

Each Team Member irrevocably acknowledges and agrees that all streams and audio-visual recordings of any all or any part of a Tournament are owned by Gamers First or its licensors. Appearing in a stream or audio-visual recording of any Tournament does not give a Team Member any ownership interest in such stream or audio-visual recording.

10.3. Feedback

A Team Member may from time to time provide suggestions, comments or other feedback (“**Feedback**”) to Gamers First with respect to the operation of, or improvements for, the PMCC-NL 2020, a Tournament or PUBG MOBILE. Each Team Member agrees that all Feedback is and shall be given entirely voluntarily. Feedback, even if designated as confidential by the person offering the Feedback, shall not, absent a separate written agreement, create any confidentiality obligation for Gamers First. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by Proxima, Proxima shall be free to use, disclose, reproduce, license or otherwise distribute, and exploit the Feedback as it sees fit, entirely without obligation or restriction of any kind on account of intellectual property rights or otherwise.

11. Limitations of Liability

11.1. No Punitive Damages

To the maximum extent permitted by applicable law, neither Gamers First nor any of their respective affiliates or licensors (collectively, the “**Gamers First Parties**”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these Competition Rules, the Registration Rules, the PMCC-NL 2020, any Tournament or PUBG MOBILE, or the delay or inability to use or lack of functionality of PUBG MOBILE, even if a Proxima Party is at fault and even if a Gamers First Party has been advised of the possibility of such damages.

11.2. Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the Gamers First Parties arising out of or in connection with these Competition Rules, the Registration Rules, the PMCC-NL 2020, any Tournament and PUBG MOBILE will be limited to a Team Member’s direct damages in an amount not to exceed €500. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Gamers First neither assumes, nor authorizes any other person or entity to assume on P Gamers First’s behalf, any liabilities in addition to those liabilities expressly set forth in this Section 11.2.

12. Dispute Resolution

12.1. Governing Law

These Competition Rules will be governed by the laws of The Netherlands, without reference to its laws relating to conflicts of law.

12.2. Finality of Certain Decisions

All decisions regarding player eligibility, sponsor restrictions, PMCC-NL 2020 scheduling and staging, and disciplinary action for misconduct lie solely with Gamers First or with PMCC-NL 2020 Officials. The decisions of Gamers First and/or the PMCC-NL 2020 Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

12.3. Arbitration

Any dispute, controversy, or claim arising in any way out of or in connection with these Competition Rules will be referred to and finally resolved by binding arbitration administered by the Dutch Esports Federation's Arbitration Commission. The arbitration tribunal will consist of/one arbitrator to be appointed in accordance with the Arbitration Rules. The seat of arbitration will be The Netherlands and the arbitration will be conducted in Dutch. The arbitration tribunal will have no authority to award damages excluded by these Competition Rules in Section 11. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction.

12.4. Remedies

Notwithstanding the foregoing, Gamers First shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team Member in the event that such action is necessary or desirable. In the event of a breach by Gamers First of any of the provisions of these Competition Rules or the Registration Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member be entitled to enjoin or restrain Gamers First from operating any PMCC-NL 2020 event, conducting any Tournament or distributing any streams or other audio-visual content. Neither Tencent Games nor any of its affiliates or group companies has any fiduciary relationship with or duty to the a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection with these Competition Rules and the Registration Rules to any property of Tencent Games or any of its affiliates or group companies.

13. General Terms

13.1. Tournament Organizer's Right of Interpretation

Any matters relating to the PMCC-NL 2020 or PUBG MOBILE that are not covered by these Competition Rules or the Registration Rules shall be subject to an interpretation made by Gamers First and provided to the Teams from time to time in the form of an update to, or interpretation of, these Competition Rules or the Registration Rules.

13.2. Additional Terms

Players may be required to accept additional terms from Gamers First in order to participate in Tournaments. Gamers First will collect, store and use a player's personal information in accordance with the Privacy Policy for PUBG MOBILE in effect for the player's Region. Play of PUBG MOBILE is subject to compliance with the Terms of Use/ End User License Agreement in effect for the player's Region. Gamers First reserves the right to change or update these Competition Rules or the Registration Rules at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

13.3. Business Judgment

Whenever these Competition Rules or the Registration Rules grant, confer or reserve to Gamers First the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, Gamers First will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Gamers First and the short and long term interests of the PMCC-NL 2020, PUBG MOBILE and the businesses and activities of the affiliates and Gamers First. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Gamers First or any PMCC-NL 2020 Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Competition Rules or the Registration Rules.

13.4. Language

These Competition Rules have been written in the English language. In the event of a conflict in interpretation between the English version and such translation, the English version shall control.

13.5. Conflicts

In the event of a conflict in interpretation between these Competition Rules and the Registration Rules, these Competition Rules shall control.

14. Glossary

“**Arbitration Rules**” means the Arbitration Rules of the Dutch Esports Federation Arbitration Centre in force at the time a notice of arbitration is submitted under Section 12.3.

“PMCC-NL 2020” means the PUBG MOBILE CAMPUS CHAMPIONSHIPS THE NETHERLANDS 2020.

“PMCC-NL 2020 **Officials**” means the officials, referees and administrators designated by Gamers First to operate a Tournament.

“**Competition Rules**” means these PUBG MOBILE Campus Championships Competition Rules, including any updates, amendments or supplements thereto.

“**Fall Qualifier**” means the open online regional Tournament that is used to determine entry into the Fall Split Regular Season.

“**Feedback**” means suggestions, comments or other feedback.

“**Gamer Tag**” means a player’s gamer tag or in-game nickname.

“**Group Stage**” means the online Tournament among the Teams in a Region selected to participate in the Regular Season of a Split.

“**LAN Event**” means any live, in-person Tournament (including the Global Finals).

“**Media Event**” means media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by Gamers First in connection with the marketing and promotion of the PMCC-NL 2020 and/or PUBG MOBILE.

“**Online Event**” means any online Tournament (including the Crew Challenge, Fall Qualifier or any Regular Season Match).

“**Gamers First**” means 4 Angry Dutch b.v..

“**Gamers First Parties**” means Gamers First or any their respective affiliates or licensors.

“**PUBG MOBILE**” means the mobile game “*PlayerUnknown’s Battlegrounds Mobile.*”

“**Red Flag List**” means the list of prohibited product or service categories.

“**Region**” means the region in which a Team competes for online competitions, as set forth in these Competition Rules or as may be determined by PMCC-NL 2020 Officials.

“**Regional Finals**” means the online Tournament among the top Teams in a Region based on placement in the Regional Semi-Finals.

“**Regional Semi-Finals**” means the online Tournament among the Teams in a Region that will take place following the Group Stage.

“**Registration Rules**” means the PUBG MOBILE Campus Championships the Netherlands Esports Registration Procedures and Rules, including any updates, amendments or supplements thereto.

“**Regular Season**” means the three-month phase of a Split during which Teams will compete in Regular Season Matches.

“**Regular Season Matches**” means Tournaments played during the Regular Season.

“**Split**” means scheduled PMCC-NL 2020 play that will occur over an approximately three-month period of time, consisting the Regular Season.

“**Starter**” means the four players in a Team’s starting line-up.

“**Substitute**” means up to one substitute player on a Team’s roster.

“**Team**” means any four-person squad that participates in the PMCC-NL 2020.

“**Team Captain**” means the Team player designated as captain when completing the online registration process.

“**Team Members**” means each Team’s players, managers, coaches or other representatives.

“**Tournament**” means any PMCC-NL 2020 tournament, match, game or event.

“**Tournament Game**” means an instance of competition of PUBG MOBILE that is played until all but one participating Team is eliminated or disqualified.

“**Tournament Organizer**” means any third-party tournament organizer designated by Gamers First to operate a Tournament.

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