



Rules and Regulation of the “Game'Her Challenge” League of Legends tournament

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Article 1. General

Game'Her, whose registered office is 1 rue Farcot 93400 Saint-Ouen, registered under number 841 848 088 (hereinafter, the "Organizer") is organizing a Challenge taking place on the video game League of Legends (hereinafter, the "Game"), published by Riot Games (hereinafter, the "Game Publisher").

Article 2. Acceptance of the By-law

By registering for the Challenge, you accept without reservation all the stipulations of these Rules and Regulations and agree to abide by them when participating in the Challenge.

Article 3. Conditions of Eligibility

Participation in the Challenge is open to any natural person who has the following during the Challenge stages:

- A League of Legends EUW account
- A computer on which the League of Legends game on PC is installed up to date
- Minimum level of each player: Platinum IV (solo/duo queue, 2020 season or at registration)
- For underage players, parental permission (found below) is required to participate

Players sanctioned by Riot Games publisher to the extent of a ban on their account will not be allowed to participate in this challenge with an account different from the one mentioned during registration.

The Participant is the natural person meeting the eligibility requirements and accepted by the Organizer to participate in the challenge. In addition, each player agrees upon registration to abide by the rules mentioned in the rules. Registration is done by teams of at least 5 people.





Platform and Game: PC and League of Legends

The Organizer reserves the right to refuse the registration of any player who is or has been banned or sanctioned, of any nature and for any reason whatsoever, by the Organizer during a previous event and more generally, any player who has been banned or sanctioned by a third party organizer or by the Game Publisher.

No financial sacrifice, within the meaning of article L321-11 of the Internal Security Code, is required by the Organizer to participate in the Challenge. No purchase of any kind will increase the chances of winning the Challenge. The chances of winning the challenge depend exclusively on the individual skill, talent and competence of each Participant.

Article 4. Date and Schedules

Qualification phase :

The qualification phase will take place from February 7th, 2021 to February 13th, 2021.

This phase will be in the form of a double round-robin.

The final phase will take place in two parts:

The first part of the winner and the loser bracket will take place on Friday 19th and Saturday 20th of February 2021

The second part and the final of the winner and the loser bracket will take place on Friday 26th and Saturday 27th of February 2021.

Preliminary phase of each game :

The following schedules are valid for the qualifications and the final phase, unless otherwise specified.

End of registration and start of check-in, 30 minutes before the start of the stage.

Duration of check-in, 15 minutes

At the end of the "check-in" phase, the Organizer proceeds to the publication of the tournament tree.

Participants have 15 minutes of preparation time between the end of the check-in and the beginning of the stage.





Attention: The competition organizers reserve the right to modify the dates and times of the matches in order to respond to the various problems encountered.

Article 5. Challenge Registration

To register for the challenge, the player must consult the registration offer available on the "Toornament" platform and register. Participation becomes final only after validation of the registration by the Organizer.

For this challenge, a team of at least 5 players must be formed. A captain must be designated in each of the teams (hereafter, the "Captain"). This Captain must be the player holding the account with the email address of the main contact email of the team on the platform "Toornament".

The Captain of each team is responsible for the registration of the players of his team at the stages of the Challenge on Toornament and for entering the personal information corresponding to each player of his team which he certifies as accurate and adequate.

The number of teams registering for the challenge will be subject to a limit (see article 5), registration requests will be accepted by the Organizer according to the following rule:

"First come, first served. That is to say that registrations will be validated in chronological order according to the date of application.

However, the Organizer reserves the right to register teams with the status of "guests" without taking into account the rule previously stated. The number of such teams may vary. However, no team that has already been validated by the Organizer may be deregistered in favor of any other team, even in favor of a "guest" team.

The information required at the time of registration is necessary for the Organizer to enable the smooth running of the Challenge and to verify compliance with the eligibility conditions.

The Organizer reserves the right to verify by any means the accuracy of the information provided by the player and necessary to validate his participation in the Challenge, including his identity, the ownership of his Game account or his Toornament account.

In the event of inaccurate information, the Organizer may either ask the player to modify the information provided, disqualify the player, or cancel his participation in the Challenge in the event of non-compliance with the conditions of eligibility.

Each team can have a substitute, registered before the beginning of the qualifications or the final phase. The team can make as many changes as necessary between the substitute and the regular players in





case of technical problems and provided that the change is reported before the start of the draft phase. However, no other players may be added to the team. If no substitute has been registered beforehand, a request to a tournament administrator may be made subject to the acceptance of this referee and provided that the request is made at least 30 min before the match and that the player is of the same level or lower than the player being replaced.

We remind you that League of Legends accounts are strictly personal accounts, therefore, each player will be associated to his game account, any person caught cheating, playing on another person's account, will be immediately sanctioned and will penalize his team with a defeat with immediate effect or a disciplinary sanction in accordance with the sanctions in force in the rules.

Article 6. Challenge Format

The challenge consists of 2 stages: the "qualification phase", itself composed of 32 teams and the "final phase". The maximum number of teams per qualifying pool is 4 teams. The Organizer reserves the right, at its own discretion, to change the number of teams that can register. The modification will be directly indicated on the stage information page on the "Toornament" platform.

1) "Qualification Phase".

The qualification phase consists of 8 pools corresponding to independent tournaments and meeting the following criteria:

- 4 teams
- Double Round-Robin
- No designation of 2nd, 3rd and 4th places
- All the rounds are played in BO1.
- If there is a tie for first place, a Tie-break will be set up to break the tie.

The "seeding" of this tournament will be done randomly thanks to the tool set up by the "Toornament" platform.

2. "2. "Final Phase





The final phase consists of a tournament meeting the following criteria:

- 8 teams
- Double elimination shaft
- Designation of 3rd place
- Round 3 of the winners and loser brackets and round 4 of the loser brackets are played in BO3. The Grand Final is played in BO5.
- The team from the winner bracket (which has never lost) starts the final with an additional win.

The "seeding" of this tournament will be done randomly thanks to the tool set up by the "Toornament" platform.

Article 7. Match Settings

1. Creation of the Part, definition of the Side and Draft procedure

A. Creation of the Party

Both teams must be ready and complete at their posts at the start time (announced by a Challenge Administrator).

Games played during the competition will be accessible via a tournament code available on Toornament. In case of any problem upon receipt of the code, please contact an administrator.

Tournament codes are configured with the following settings :

- Region: Western Europe
- Map: Summoner's Rift
- Type of Draft: Tournament Draft
- Spectator: All

B. Definition of the Side and Draft procedure

The "sides" are decided as follows: The team that appears at the top in the tournament tree will be on the left side in the living room. This side corresponds to the "Blue Side" once in the game. Conversely,





the team at the bottom of the tournament tree will be on the right side of the living room. This side is the "Red Side" once in the game.

Each qualifier is played on the patch in progress at the date of the qualifier on the live servers with the system of 10 competitive "bans" (5 per team).

In the case of a "remake" following a problem during the draft phase, the draft will resume in the state it was in at the moment before the problem occurred.

Each team can "remake" a maximum of 1 time per game during the draft phase in case of an error and each game can be remaked 1 time for each team in case of a problem during the loading screen (for example, error in runes or summoner spells).

The "remake" of a draft phase or a game during the loading screen or during the game is however subject to the approval of the Challenge administrators and subject to good faith on the part of the participants.

In order to simplify the draft phases and the streaming potential of your match, the placeholders are mandatory either toplane in first pick, jungle in second pick etc... ending with the role of support. However, if there is a concern about the availability of champions for certain players, it is possible to use a third party site such as "ProDraft" to make the draft of the match. The team wishing to use "ProDraft" will have to make a request to the opposing team. A spectator link will then have to be provided to the streaming if there is a cast.

2. End of game procedure

In some cases, Directors may end an inning or game before its conclusion. Typical causes for such decisions include logistical problems (postponement of the game, end time of the event reached, etc ...). The administrator should use the following method to determine the winners of the match when the normal conclusion of the inning is not possible:

- A team with a very large advantage in the game (difference in "gold", buildings destroyed, dragons killed, Barons Nashor killed, opponents dead, etc ...).

If it is impossible to define a very large advantage in favor of a team according to the criteria, the administrator may decide to start the game again.

Article 8. Communication with Coaches

Players may communicate with their Coaches at any time except during a game.





It is therefore allowed to communicate with his Coach during the draft phase.

Article 9. Directors of the Challenge

The Organizer designates one or more Challenge administrators in charge of managing the Challenge. This information is communicated by any means by the Organizer and in particular on the Toornament page of the stages (qualifiers or final phase). The Administrators will be responsible for ensuring that the Challenge takes place in accordance with the rules laid down (hereinafter referred to as the "Administrators").

Article 10. Match Results

In order to avoid any dispute, the following measures should be taken:

At the end of a match, the Captain of each team must communicate to the Organizer, the result of the match and each inning, attaching any useful evidence to avoid possible claims such as screenshots or video recordings in the appropriate channel on the Discord dedicated to the tournament.

The results are to be transmitted as soon as possible to a Director and within a reasonable period of time. Administrators enter the results on the "Toornament" platform as soon as they receive the information from the Team Captains.

In case of disputes, screenshots or video evidence will be requested by the Organizer. In the event of impossibility to detect the true of the false, the Organizer will be able to decide to start again the part or to take any other decision.

Any dispute must be declared as soon as it arises and not after the party is finished.

Example: In case you notice that the opposing team selects a champion who has been banned from the stage or Challenge, you must report this to an Administrator no later than the start of the game. In the event that the report is made too late according to common sense (especially during the game or after the end of the game), the Administrator will not be required to sanction the offending team.

Article 11. Decisions of the Organizer





The Organizer and the Administrators are solely competent to take any measure necessary for the smooth running of the Challenge, including modifying the format of the Challenge, adapting the code of conduct or taking disciplinary action against Participants who have violated the code of conduct or who have adopted harmful behaviour towards other Participants, the Organizer, the Administrators or third parties in general.

The decisions taken by the Organizer during the Challenge are immediately applicable and binding on the Participants.

Article 12. Disconnections and Breaks

1. Creation of the Party and Draft procedure

A. In-Match Disconnections

Each disconnection must be reported to an Administrator. Players can pause when a player from one of the two teams is missing.

In a rematch, teams must keep the same champions as well as the same skills and runes. No substitute player can be designated in case of impossibility to reconnect a player.

B. General

In case of voluntary disconnection of a Participant, the match (including the current inning and the other inning already played or not) is considered lost by the Participant in question as well as for his or her team.

2. Breaks

Players are allowed to take a break as part of their scheduled break time per round. During any break or stoppage of play, players are not allowed to leave the game unless they have been officially allowed to do so.

- Directed Break: An administrator may pause an inning at his or her discretion - Team Break: Each team has a break of a total of ten **(10) minutes** that may be used during a game for the following reasons :





- Unintentional disconnection
- A hardware or software malfunction (software or peripheral problems, problems with gambling, connection problems)

In certain extraordinary circumstances, players may ask the Administrators for an additional break when five minutes have elapsed. In this case, the team must alert an Administrator and will be required to resume play after the ten minute break has expired until the Administrator decides whether or not to accept an additional break. At this point, whether or not to grant a break is at the Administrator's discretion. If the official decides that a break cannot resolve the issue within a reasonable period of time, the team must continue to play.

- Resuming the break: both teams must have specified that they are ready before restarting the game as soon as possible.
- Unauthorized break: if a player initiates or ends a break without permission outside of his allowed break time, or if he does not resume the game within the time limit, he may be sanctioned in accordance with the Challenge rules.
- Player communication during stoppages: Players are allowed to discuss the inning or strategy with their teammates during a break. No communication with the coach is allowed during the break.

Article 13. By-law Amendments

The Organizer reserves the right to modify the present Rules at any time, without prior formality, without any particular mention and without its liability being engaged in this respect. The Organizer undertakes to contact the Participants, by any means, including via an e-mail service, to inform them of any changes inherent to the format of the Stage or Challenge or in the event of a change in the match schedule.

Article 14. Code of Conduct

In order to provide an enriching competition experience for all, the Organizer invites Participants to play in a peaceful manner, to respect each other, to be fair, equitable, honest and to respect the spectators, the Challenge Organizer and the Administrators.





By participating in the Challenge, the Participant agrees to respect the applicable laws and regulations of the country in which he/she resides as well as the various rules of conduct as listed in these Rules.

The purpose of these rules of conduct is to present a non-exhaustive list of the various types of behaviour that are prohibited, dishonest or that may provide an undue advantage. The Organizer reserves the right to modify these rules of conduct at any time and to take any appropriate disciplinary action in the event of non-compliance with the code of conduct, whether or not the conduct is listed below.

The following behaviours are likely to result in disciplinary action :

- Refusing to follow the Challenge Administrator's instructions necessary for the smooth running of the Challenge ;
- Arriving late at the time of his invitation to the Challenge;
- Adopt unsportsmanlike behaviour ;
- Choose a pseudonym or disseminate content indicating a false association with the Organizer or of a vulgar, obscene, offensive, contrary to morality, illegal, infringing the rights of a third party;
- Harass, stalk, threaten, intimidate or engage in any harmful behavior for any reason towards other participants of any kind or the Challenge Administrator;
- Communicate any content that may be considered offensive, including illegal, insulting, abusive, threatening, abusive, vulgar, obscene, sexual, racist, defamatory, whether based on race, political or religious opinions, sexual orientation and more generally any content that is contrary to ethics, values or values.

Or otherwise objectionable under applicable law or regulation;

- Publicly communicate a private and confidential communication between the Organizer and the Participant ;
- Intentionally disconnecting during a game ;
- Publish commercial advertising or promotional content ;
- Publish content that harms the reputation or image of the Organizers or of third parties ;
- Register for the Challenge via a third party account to play one or more matches in place of the account owner;
- Create a false identity or impersonate a third party;
- Propose directly or indirectly offers, promises, donations, gifts or benefits of any kind to a Challenge Administrator in order to obtain any advantage during the Challenge;





- Publish the personal information of other participants (such as name, surname, address, phone number, etc ...) on a publicly accessible space, whether on social networks, on a website or by any other means;
- Use or knowingly exploit a bug in the video game to gain an undue advantage, whether or not it is defined in the Challenge Rules ;
- Fraudulently accessing or remaining in all or part of automated data processing systems;
- Use third party cheat software that modifies the game's functionality, rules, data or graphics rendering ;
- Distort or interfere with the operation of an automated data system, whether it is a video game or services ;
- Transmit or facilitate the transmission of computer viruses, corrupted data or by any other means to interfere with the operation of an automated data system ;
- Not notifying the Organizer of the existence of a bug or loophole that would give an undue advantage during a match;
- Failing to put in your best effort to try and win a game;
- Bet or set up an illegal betting system on the challenge;
- Manipulate the ranking of a stage of the Challenge ;
- Promote or associate with a sponsor having an illicit activity or in connection with the following products or services:
 - Pornography, alcohol, tobacco or cigarettes, pharmaceuticals, firearms, gambling sites and any business harmful to the activity of Riot Games (hacking, key resellers, account resellers, etc. ...)

The behaviours listed and any other harmful behaviour, whether committed intentionally, negligently or by mere attempt, are subject to sanction as defined in this by-law.

The person who, by aid or assistance, facilitates the preparation or commission of the offence may also be subject to disciplinary action.

Participants must inform the Organizer of any prejudicial behaviour or content related to the challenge.

Offences committed during the challenge are subject to a two-year statute of limitations.

The prescription runs :

- From the day when the perpetrator committed the offence ;
- If it is a case of recidivism, from the day of the last act ;
- If the offence lasted for a certain period of time, from the day it ceased.





The limitation period is interrupted as soon as the Organizer has been informed of the infringement and a sanction procedure is opened.

Article 15. Applicable Disciplinary Sanctions

In the event of a violation of these Rules and in particular in the event of a violation of the code of conduct, the Organizer reserves the right to impose a sanction against the offending Participant, depending on the seriousness of the violation found.

The Organizer may impose the following sanctions according to the degree, seriousness and possible repetition of the violation found, in the following order of seriousness :

A. Disclaimer

The Participant is warned that his/her behaviour is detrimental to the smooth running of the Challenge and that he/she must stop this behaviour. In the event of a repeat offence, the Organizer may increase the penalty.

B. Loss of a ban

The Participant loses the ability to carry out a champion ban, in the order indicated by the Game for the current match (including all rounds of the match). In the event of a recurrence, the Organizer may increase the number of Champion bans, up to the total loss of the ban.

C. Loss of a sleeve

The Participant loses the round indicated by the Organizer, it can be the current round or a round already played. The ranking is then updated.

D. Loss of a game

The Participant loses the match indicated by the Organizer, it can be the current match or a set already played. The ranking is then updated.

E. Disqualification from the Challenge





The Participant is disqualified from the Challenge by the Organizer. In the event of disqualification, all matches already played by the Participant are considered lost and any future matches for the Participant are also considered lost. The Organizer decides, at its sole discretion, on the consequences of the Participant's disqualification and in particular on the updating of the ranking or the tournament tree.

F. Banning of the Challenge and future events

The Organizer reserves the right to exclude a Participant from the Challenge in the event that the Participant has repeatedly or particularly seriously violated the code of conduct such as the use of fraud, cheating, third-party cheating software, external complicity to win a game (by electronic communication via a voice server for example or by any other means that may be deemed by the Organizer as constituting a case of cheating) or technical malfunctions to obtain an undue advantage.

The Organizer also reserves the right to ban the Participant from future events for a period of up to three (3) years.

In addition to these disciplinary sanctions, the Organizer reserves the right to take legal action, both civil and criminal, against any person who would have or attempted to disrupt the smooth running of the Challenge, in particular by contributing to a case of cheating, fraud, or attack on an automated data processing system, whether or not they participated in the Challenge.

Article 16. Procedure for Applying Sanctions

1. During the games

During the matches, the Administrator can pronounce the following sanctions: warning, loss of an inning, loss of a match and disqualification from the Challenge. The decisions taken by the Administrator are immediately applicable. At the end of the Challenge, the Organizer has a period of fifteen working days to confirm, cancel, reduce or increase the sanction imposed by the Administrator.

A. At the end of the Challenge

At the end of the Challenge, the Organizer may impose one of the applicable disciplinary sanctions based on evidence collected or produced by third parties.

B. Claims arising during the challenge





Upon receipt of a complaint lodged against a Participant during the Challenge, the Organizer may either take no further action on the complaint or contact the said Participant immediately to notify him/her of the grievances against him/her. The Participant must then immediately provide the Organizer with any information that may be useful to the Organizer in dealing with the complaint.

The Organizer may either dismiss the complaint or impose a disciplinary sanction immediately applicable to the Participant.

2. Claims arising after the end of the Challenge

Upon receipt of a complaint filed against a Participant after the end of the Challenge, the Organizer has a period of three months to process the complaint. At the end of this period, the Organizer may either take no further action on the complaint, or, if an infringement committed by the Participant is established, pronounce one of the applicable disciplinary sanctions. In order to be processed, the complaint must be accompanied by evidence characterizing an infraction listed or not listed by the code of conduct. Failure by the Organizer to respond to a complaint will result in the complaint being dismissed.

In the event of a complaint, the Organizer will contact the Participant who is the subject of a complaint to notify him/her of the grievances against him/her. The Participant will then have a period of fourteen (14) days to provide the Organizer with any information it may need to process the complaint. Decisions taken by the Administrator or the Organizer shall be notified to the Participant, by any means (by e-mail or registered letter), within thirty (30) working days of the decision being taken. The Organizer makes its decisions according to the objective evidence produced.

3. Admitted evidence

Evidence may be adduced by any means except those which are contrary to applicable law or which do not allow relevant facts to be established. In particular, the following may be admitted as evidence: screenshots, testimonies, production of material evidence, audio or video recordings validly captured. The Organizer is free to assess the validity of the evidence submitted. The Organizer does not have to justify the refusal of a means of proof.

Article 17. Privacy

During the Challenge, the Organizer may have to maintain private correspondence with one or more Participants. Messages intended exclusively for one or more specific persons are considered as private correspondence.





Private correspondence is protected as secret and the recipients of these messages are not authorized to publicly disclose the content of these messages. Unauthorized disclosure of private correspondence may result in civil and criminal liability of the sender.

Article 18. Assignment of Image Rights

The Participant authorizes, free of charge, the Organizer, its affiliates, its commercial and media partners, the Publisher of the Game, as well as any person acting on its behalf, to capture its image and its voice during the Challenge, by any means (photography, video, recording, etc.), ...) and to exploit use, reproduce, represent, modify, adapt, translate, subtitle its image, its patronymic name, its pseudonym and/or its voice, its remarks, dub its voice, its remarks, on all supports, known or unknown to date, in particular on any digital support, in particular on any website and mobile versions, on the Organizer's websites of the companies of the group to which the Organizer belongs, its affiliates, its commercial and media partners, the Game Publisher, the social network pages of these entities, online services, electronic communication services, television channels, press publications, both in digital and paper format, in any format, in particular CD-ROM, DVD, Blu-ray, computer, cell phone, etc. In any language, by any known or unknown means, throughout the world.

Article 19. Personal Data

1. Collected data

At the time of registration for the Challenge, the Organizer collects personal information concerning the Participant and possibly in connection with the Game (game account, pseudonym, ranking, etc. ...) that the Participant certifies to be adequate, accurate and relevant. This data is strictly necessary to ensure the proper organization of the Challenge.

Any entry to the Challenge with incomplete or erroneous data may result in the cancellation of the entry and, if applicable, result in disciplinary action at the discretion of the Organizer.

2. Purposes of processing the data collected

The data collected by the Organizer is used to ensure the smooth running of the Challenge: to verify the conditions of eligibility, to determine the possible "seeding", to share the performance of the Participants on the Internet, on social networks, with certain media, for exploitation worldwide. The data shared by the Organizer with third parties is limited to the strict minimum to ensure the proper media exposure of the Challenge without causing any prejudice to the Participant (example: pseudonym, Game account).





The data collected by the Organizer may also be used by the Organizer for statistical purposes and to classify the Participants according to their performance during the various events or stages.

Finally, the data collected is used by the Organizer to record and keep on file the disciplinary sanctions imposed on Participants.

By participating in the Challenge, the player consents to this treatment which is strictly necessary for its organization.

Such processing is necessary for the legitimate interests of the Organizer in order to demonstrate the proper execution of the Challenge and to draw all the consequences of behaviour contrary to the present rules.

3. Conservation of collected data

The data collected is kept by the Organizer for a period of one (1) year from the end of the last event to which the Participant registered or from his last participation in an event organized by the Organizer. The data may be retained for a longer period of time corresponding to the duration of any disciplinary action. Data corresponding to the retention of disciplinary sanctions are retained for a period of one year from the end or lifting of the said sanction.

4. Recipient of the data

The data is intended for the competent services of the Organizer. The player is also informed that the data collected during the Challenge may be shared with technical subcontractors, to ensure the aforementioned processing purposes, in particular the organization of the Challenge and to ensure the proper media exposure of the Challenge, or to fulfill legal and regulatory obligations.

In the event that data may be transferred to a subcontractor, the Organizer guarantees that it has taken the necessary precautions so that the subcontractor undertakes to process the data in accordance with the Organizer's instructions and that appropriate security measures have been taken.

Article 20. Limitation of Liability

Participation in the Challenge presupposes full recognition and acceptance of the characteristics and technical limitations of electronic communication networks. The Participant acknowledges that the online services are provided "as is", without warranty of any kind and that you use is at your own risk. The Organizer cannot guarantee that the services will not be interrupted, that they will be free of





defects or that anomalies will be corrected and cannot be held responsible for the partial or total interruption of certain services used during the Challenge.

The Organizer invites users to install up-to-date security software, in particular antivirus, anti-malware, and to take all necessary measures to protect its data from possible computer attacks that may occur. The Organizer may not be held liable for direct or indirect damage resulting from the use of the services or the Game supporting the Challenge or resulting from harmful or damaging behavior attributable to a Participant or a third party.

The Organizer informs the Participants of the risks inherent to the intensive practice of video games (addiction, isolation, dependence, etc...) and as such, the Organizer declines all responsibility in the event of direct or indirect damage resulting from such practice.

- Epilepsy warning: in some people, the use of the Game requires special precautions.

The direct or indirect damage suffered by the Participant or third parties during the Challenge will not engage the responsibility of the Organizer or its commercial or media partners, except in the event of a serious breach of a safety obligation.

The Organizer's responsibility is strictly limited to the proper organization of the Challenge and the delivery of the information necessary to participate in it.

Article 21. Intellectual Property

The trademarks, logos, software, designs, models, databases, online services, the Game, used during the Challenge are protected as intellectual property and are the property of their respective owners. Any use, reproduction or representation not authorized by the owner of the rights is prohibited.

Participation in the Challenge does not give the Participant any additional rights to use the Game other than those already expressly granted by the Game Publisher in the end user license agreement established by the Game Publisher.

Article 22. Applicable Law

The present By-Law is subject to French law. If one or more stipulations herein are declared invalid following a court decision that has become final, the other stipulations shall remain in force and shall continue to apply.





Article 23. Streaming

During the tournament, your match could be streamed on GameHerTV. Please note that if this were to be the case, the twitchtv will reserve 2 places on the 4 places in the spectator lounge in order to cast the match. There will therefore be 2 places left, i.e. 1 place for each of the coaches.

Teams are allowed to stream their game up to a limit of 1 stream per team. It will be necessary to first make a request to the organizers (subject to refusal) and ask for the GH Challenge logo to be displayed throughout the tournament. If it turns out that a team would stream its matches without the agreement of the Organizers or without displaying the logo, a sanction could be applied (Article 15 of the Rules).

Any team authorized to stream its games will be responsible for the written or vocal material that can be read or heard in the game, outside the game or in the stream's chat. Namely, that any overflow, unsportsmanlike behavior, etc... (Article 14) and that it comes from the players or viewers (if moderation there is not) to lead to a sanction against the team. The Organizers reserve the right to justify the level of the potential sanction.





Game'Her Challenge Entry Form for Minors

I, the undersigned.....

allow my child,

(Discord username, Riot Games usermane)

to participate in the Game'Her Challenge 2021, in accordance with the rules set out in the above regulations.

Dated at

This day of 20 ...

Signature of legal representative

