
Table of Contents

GENERAL TERMS

1. Administration

2. Acceptance and Tournament Rules	3
2.1. Acceptance	3
2.2. Modifications to Tournament Rules	3
2.3. Additional Compliances	3
3. Eligibility	4
4. General Tournament Rules	5
4.1. Participant Conduct	5
4.2. Other Mobile Applications	8
4.3. App Notifications	8
4.4. In Game Communication	8
4.5. Equipment	8
4.6. Tournament Area	9
4.7. Punctuality	9
4.8. Use of Participants Images, Media	10
4.9. Communication	11
4.10. Ownership of Sponsorship Materials and Promotional Material	11
4.11. Third Party Material	12
4.12. Unforeseen Circumstances	12
5. Termination	12
6. Indemnification	12
7. Limitation of Liability	13
8. Game and Tournament Specific Rules	13
8.1. General	13
8.2. Phases	13
8.3. In Game Qualifiers	14
8.4. Online Phase	14
8.5. League Stage	14
8.6. Grand Finals	14
8.7 Scoring Table	14
8.8. Tiebreaker	14
8.9. Tournament Prizes	15
8.10. Prize Pool	15
8.11. Special Awards	1
8.12. Prize Disbursement	15
8.13. General Pre Game Setup	16

8.14. Device Settings	16
8.15. Stoppage of Play	16
8.16. Streaming	17
8.17. Post-Game Process	17
8.18. Player Equipment and Apparel	18
9. Dispute Resolution and Communication	18
9.1. Governing Law	18
9.2. Finality of Certain Decisions	18
9.3. Arbitration	18
9.4. Remedies	18
10. Waiver	18
12. Annexures	19

Tournament Rules for [Snapdragon Conquest Free Fire Open 2020]

The [Snapdragon Conquest Free Fire Open 2020] ("**Tournament**") is organized by Tesseract Esports LLP ("**Tournament Organizer**") and sponsored by Qualcomm CDMA Technologies Asia-Pacific Pte Ltd. ("**Sponsor**" or "**Qualcomm**").

Scope: The intended game for the purpose of this Tournament is 'Garena Free Fire'. By participating in the Tournament, the participants ("**Participant**", which term shall include without limitation all individuals, Teams (*wherein each Team member is considered a Participant*), coaches, Team Owners or entities who are participating in the Tournament, either directly or indirectly, or have some form of a representative stake) agree that they shall be governed by the rules, obligations, terms, and conditions as set forth herein ("**Tournament Rules**") and all aspects pertaining to the Tournament including qualifiers, quarter finals, semifinals, finals play, and any other tournament, match, game or event, shall be governed by these Tournament Rules, unless stated otherwise.

DISCLAIMER: The Tournament Organizer is responsible for all aspects pertaining to the conduct and operations of the Tournament, including but not limited to providing relevant information pertaining to Tournament, administering the Tournament, and for ensuring any compliance under these Tournament Rules. The Sponsor is sponsoring the Tournament and any grievances with regard to the conduct or operation of the Tournament must be taken up by the Participants or any third-party with the Tournament Organizer, directly. In no event shall the Sponsor be liable to any Participant or other third-parties for any claims, disputes, or controversies relating to the Tournament.

1. Administration

All disputes, controversies, or decisions pertaining to the Tournament shall be settled in accordance with these Tournament Rules. In the event the Tournament Rules do not provide for a specific scenario, then the Tournament Organizer may at its sole discretion determine, decide, or settle such dispute or controversy, and such interpretation by the Tournament Organizer shall be final and binding upon all the Participants.

2. Acceptance of Tournament Rules

2.1. Acceptance

A Participant shall be bound by these Tournament Rules by virtue of attempting to participate or participating in the Tournament. Notwithstanding the above, as a condition to participate in the Tournament, each Participant and Team must explicitly agree to and abide by these Tournament Rules as available on the website at www.snapdragonconquest.com, failing which, the Tournament Organizer may without prejudice to other rights, choose to (a) disqualify a Participant or the entire Team from the Tournament, (b) forfeit any prizes that may be earned by such Participant or Team, and/or (c) and/or forfeit Participant's or Team's slot in the Tournament. Prior to commencement of the Tournament, each Participant shall sign and provide the acceptance form prescribed in Annexure A (and in the event of a minor Participant, an acceptance form by their parents or guardians as applicable) to the Tournament Organizer to confirm the Team's and each Participant's obligations to abide by these Tournament Rules. The Teams hereby acknowledge and agree that in the event their Team consists of a minor Participant, the entire Team will not be allowed to participate in the event such consent by the minor Participant's parent or guardian is not obtained in the form prescribed in Annexure B.

2.2. Modifications to Tournament Rules

The Tournament Organizer may at its sole discretion modify, amend or supplement the Tournament Rules from time to time. The Tournament Organizer may post such modifications to the Tournament Rules by releasing online postings, instructional videos, emails, or texts that provide instructions and

guidance to the Participants. However, this is not an obligation upon the Tournament Organizer, or the Sponsor and it is the responsibility of the Participant to ensure compliance with any modifications to the Tournament Rules. The Tournament Organizer will endeavor (but without obligation) to provide the Participants and the Teams with any material changes to the Tournament Rules by online means and such correspondence shall be provided through the email address or contact number provided as a part of the online registration process. Notwithstanding anything contained herein, participation in the Tournament will constitute acceptance of the Tournament Rules and any modifications thereto.

2.3. Additional Compliances

Each Participant further acknowledges and agrees that in addition to compliance under the Tournament Rules, the Participants must also comply with the game publisher's terms and conditions, any terms of use of the platform on which the Tournament is conducted and privacy policy, or such other policies made available and pertains to the Free Fire game.

All information provided by the Teams and Participants to the Tournament Organizers shall be processed and used in accordance with the privacy policy available on www.snapdragonconquest.com.

3. Eligibility

- 3.1.** Game Level Requirement. All Participants must hold "Level 10" or above in their Free Fire ID being registered for the Tournament in any mode of the Free Fire Game, at the time of registration to be eligible to take part in the Tournament.
- 3.2.** The Tournament is open to all Indian citizens who are lawful permanent residents of India, except those residing in the states of Andhra Pradesh, Odisha, Sikkim, Nagaland, and Assam or any states which may be excluded by the organizer or where applicable laws do not permit from time. The Tournament Organizers may seek valid proof of residency from the Participants, and details of the Participant's PAN Card prior to commencement of the Tournament or thereafter. In the event a Participant is from any of the above-mentioned states or if the Participant is unable to provide a valid proof residency such Participants and their Team shall be automatically disqualified without any notice. In case PAN Card details are not provided by the Participants, the winning prize money may be withheld until the PAN Card details are provided by the Participants. In event of the Participant is a minor, he/she can provide the PAN Card details of their parent or the guardian.
- 3.3.** Each such Participant must be at least twelve (12) years of age to take part in the Tournament. In the event such a Participant is below eighteen (18) years of age, then their participation is subject to their parents' or guardians' consent and subject to their parents or guardians providing the requisite documentation on behalf of such minor Participants as set forth in these Tournament Rules.
- 3.4.** Registration for the Tournament will be open from 8th December 2020 to 20th December 2020, or till such extended period as the Tournament Organizers may communicate. To participate in the Tournament, the Participants will have to register themselves on the website at www.snapdragonconquest.com individually and complete the registration as a team of four (4). On registering individually, the Players can either create a team or join a team via invite code to successfully register their team. Players without teams can also request to join from a list of existing teams looking for teammates through the search team option available on the user dashboard.
- 3.5.** Details of each Team Participant such as their in-game name, registered account, age, place of residence, email address, and contact number as required under the registration process. Participants ("**Team**") will be prompted to provide information regarding Team Logos, Team Ownership and Payment details at the end of the Online Qualifiers to process any prize that a Participant or Team may be eligible to win. Information regarding Payment and Team Ownership cannot be changed once provided. Prizes for Teams registering with a Team Owner will be disbursed to the Team Owners and as per the payment details provided by them during the registration process. The Team Owners shall be responsible for ensuring their Teams and Team's Participants receive their share of the prizes. Neither the Tournament Organizer

nor the Sponsor is responsible for providing the members of such teams with their share of the prizes (if any) individually. Prizes for individual Participants will be provided directly to the respective Participants, subject to receipt of valid payment details from the Participant. If Team logo is required by the Tournament Organizer, the Team shall create and provide logo as per the guidelines specified by the Tournament Organizer. All such logos shall be approved by the Tournament Organizer.

- 3.6.** Employees of the Tournament Organizer or the Sponsor are not eligible to participate in this Tournament. Participants and their Teams violating these terms shall be automatically disqualified without any prior notice.
- 3.7.** Participants shall utilize their own accounts, and their own unique in-game name, for competing in the Tournament. During the registration process, each Participant will be locked to his/her registered player account and Team for the remainder of the Tournament (as provided during the registration process) and will not be allowed to switch to another account under any circumstances. The Tournament Organizers at their sole discretion, may or may not allow substitutes to be registered in as part of a Team's roster. If a Team's roster contains substitutes, they may only conduct substitutions in between matches. No substitution is allowed while a match is in process. Upon successful registration, a Team or Participant may not change its names for the remainder of the Tournament, unless requested by the Tournament Organizers in accordance with the Tournament Rules. The Tournament Organizers may also refuse any player name that are deemed vulgar, offensive, discriminatory, or to be infringing on any copyrights.
- 3.8.** If any Participant is found to be participating under multiple registered player accounts, the Participant and all his/her accounts will be immediately disqualified. Participants are free to use any characters, regardless of character level, in each match as long as it does not violate any applicable laws or disrespects any caste, creed or nationality.
- 3.9.** A Participant can participate in the Tournament as a part of a single Team only and not as part of multiple teams. Participants are not allowed to use multiple names or login credentials to participate in the Tournament. If a Participant is performing with a Team, then such Team will not be allowed to change its roster after commencement of the Tournament. In the event a breach in this regard is brought to the knowledge of the Tournament Organizer, it may at any stage of the Tournament, disqualify such Participant or the entire Team immediately without any notice or compensation. The qualifying Teams or Participants shall not, in any manner, be allowed to transfer their qualifying slots for the subsequent rounds in the Tournament with any other teams or participants.
- 3.10.** No in-game restrictions are imposed for registration in the Tournament. Participants are free to equip any in-game cosmetics or features that have been unlocked in-game.
- 3.11.** The Team Owners, their Teams and all Participants represent and warrant that they shall provide accurate information pertaining to their Team composition, payment details, and each Participant's age, eligibility and residency supported by documentation required by the Tournament Organizer during the time of registration and prior to the commencement of the Tournament. In the event any Participant becomes ineligible to participate in the Tournament for any reason whatsoever, or has provided inaccurate details, such Participant and their Team or Team Owner shall immediately notify the Tournament Organizer. Each Team is responsible for ensuring that its players meet the applicable residency requirements. It shall be a violation of these Tournament Rules, by both the Team and the Participant, if a Participant (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such Participant's residency and region. Such a violation will subject the Team and/or Participant to disqualification or other measures deemed appropriate by the Tournament Organizer.

4. General Tournament Rules

4.1. Participant Conduct

The Tournament is being conducted to bring out the competitive spirit and determination to win by means of fair-play in each Participant and Team. The Tournament Organizers has a zero-tolerance policy towards any form of cheating, match fixing, doping, or any form of abusive behavior and disrespect towards the Sponsors, Tournament Organizers, other participants, or any viewers.

As a result, all Participants of the Tournament are required to abide by the code of conduct set forth in this section. Failure to adhere to these codes of conduct or the Tournament Rules in general can result in *(without prejudice to other rights of the Tournament Organizer)* warnings, fines, disqualification or any other measures as deemed appropriate by the Tournament Organizer against each such Participant or their entire Team.

4.1.1. Competitive Integrity

All Participants and their Teams are expected to perform at their best levels at all times in the Tournament. The following examples are a non-exhaustive list of offenses:

- (a) Collusion: Participants who cooperate with others, including other competing Participants to cheat, deceive, or gain any form of unfair advantage are guilty of collusion. Such acts of collusion include, but are not limited to:
 - Soft Play - Any agreement among Participants to not play at a reasonable or expected standard of competition in any match during the Tournament.
 - Prior arrangements to split prize money and any other forms of compensation.
 - Receiving information and signals from outside sources during a game.
 - Deliberately losing any match-up for compensation, and such compensation includes any monetary amounts, in-game cosmetics, currency or tokens, any gambling or betting against the other Participant.
- (b) Hacking: Any modification of the Free Fire game client, including using any third-party applications, scripts, bots or such other modifications to grant in-game advantages. Note that such modification also amounts to intellectual property infringement of the game publisher's property.
- (c) Exploiting: Deliberate abuse of in-game bugs or glitches (whether known or unknown) to gain an advantage or to disadvantage other Participants.
- (d) Looking at spectator monitors, official broadcast streams, or devices of other Participants.
- (e) Smurfing - Using another player or Participant's account.
- (f) Intentionally disconnecting from matches without prior approval of the Tournament Organizer.
- (g) Misusing in-game features in any manner, including intentionally resuming a match when paused by the Tournament Organizers and causing any disadvantage to other Participants or Teams.
- (h) Gambling – If any Participant or Team indulges in gambling, betting, or wagering of any form or manner, either on the outcome of the Tournament matches (or any plays therein) or otherwise, it will pose a serious threat to the integrity of the Tournament. Therefore, Teams and each of their Participants will under no circumstances indulge in any form of betting, gambling, or wagering nor will they attempt to the same with any third-party acting on their behalf or otherwise.
- (i) Doping – Using any restricted substances, drugs, or such other performance enhancers, whether physical or mental.
- (j) No Participant shall offer any gift or cash or other reward to/from another Participant and/or Team, the Tournament Organizer or any other person connected with or employed by another Team in order to influence the outcome of the Tournament. No Participant shall accept any gift, reward or compensation from another Team or Participant (or anyone acting on behalf of another Team or player) in connection with any Tournament.

4.1.2. Sportsmanship and Proper Behavior

Participants may not use language, gestures, any sign languages or any other behavior or expression that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, defamatory, sexually harassing, or otherwise offensive or objectionable, during the Tournament, including by way of using any in-game communication features or other means. Participants are not allowed to

engage in any such acts during any public-facing events or otherwise, including during interviews. Each offense will incur infraction points or other measures as deemed appropriate by the Tournament Organizers.

Abuse of Tournament Organizer, Sponsor, other Participants, or viewers will not be tolerated. Violations, including but not limited to verbal abuse, touching another Participant's devices, body, or property will result in infraction points, immediate disqualification or other measures at the sole discretion of the Tournament Organizer. Participants, Teams, and their guests (if any) must treat all individuals attending a match with respect.

4.1.3. Prohibited Sponsors and in-game names

In the event the Tournament Organizer at its sole discretion determines that display or use of any particular sponsor, brand, logo, names or other markers or indicators is against the spirit of the Tournament or any applicable law, then the Participant will be requested by the Tournament Organizer to not display or endorse such sponsors or their products/services. Similarly, though Participants and Teams are free to choose their in-game display names (in accordance with the Free Fire game's limitations), in the event the Tournament Organizer determines that such in-game name is offensive, objectionable, or abusive in any nature, then each such Participant or their entire Team may be required by the Tournament Organizer to change their in-game display name.

4.1.4. Confidentiality

All Participants and their Teams must ensure that any information provided by the Tournament Organizer or the Sponsor is considered as confidential and acknowledge that any disclosure of such information by the Participant may cause irreparable harm to the Tournament Organizer or the Sponsor as applicable. The Participants agree that unless any information has been published publicly by the Sponsor or such information has been permitted for disclosure by the Tournament Organizer or Sponsor (as applicable), the Participants shall maintain the confidentiality of such information and prevent any unauthorized disclosure.

4.1.5. Right of Investigation

Each Participant agrees and acknowledges that the Tournament Organizer shall have full liberty to investigate any reports or devices indicating a Participant's violation of these codes of conduct or the Tournament Rules or to investigate in general the Participant's compliance with the Tournament Rules. To the extent required by the Tournament Organizer, the Participants shall extend full cooperation to the Tournament Organizer to investigate any such claims against the Participants or compliance by the Participant, as requested by the Tournament Organizer.

4.1.6. False Information and Unauthorized Actions in General

Participants or their Teams indulging in providing false details such as fake identity documents, fake personal information, multiple identities, or using fake software, hacking tools, cheat codes, scripts, bots, etc., or undertaking any act which is in contravention of Information Technology Act, 2000, along with other applicable laws, or acts otherwise determined by the Tournament Organizer or the Sponsor at their sole discretion to be disruptive or bringing disrepute may be disqualified with immediate effect without any liability for compensation or alternate opportunity to participate in the Tournament.

4.1.7. Social Media

All Participants shall at all times, abstain from poor, undesirable, offending, provocative or negative behavior towards anybody involved with the Tournament in any way including the Tournament Organizers and the Sponsor. All Participants shall, at all times, abstain from any action or inaction that brings anybody involved with the Tournament in any way into public disrepute, contempt, scandal or ridicule or reduces the public relations, or commercial value of any involved party.

Every Participant is expected to behave with respect towards the representatives of Sponsor, Tournament Organizer, press, viewers, partners and other players. The Participants are requested to represent esports and their sponsors honorably. This applies to behavior in-game and also in social and other media. Participants are expected to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in any kind of harassment or hate speech in any form. This includes, but is not limited to:

- Posting inaccurate information, defamatory/derogatory remarks, hate speech, content which is offensive, slanderous or threatening, or using any abusive content related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Violation of these norms may result in penalty points and other appropriate measures which may include disqualification or banning from future events.

4.2. Other Mobile Applications

During the course of each match, Participants are not allowed to have any other applications running in the background. As long as the Participant or any of his/her Team Members are still alive in the match, they are not allowed to leave the match or minimize the Free Fire game client or application. If Participants are using devices loaned to them by the Tournament Organizer or the Sponsor, they are not allowed to download or install any applications onto the device or modify the devices in any manner.

4.3. App Notifications

Participants are not allowed to receive notifications on their mobile device during the course of each match. If a Participant receives any information on an on-going match that his/her Team is competing in, such Participant and the Team that the Participant is a part of, will be immediately disqualified.

4.4. In-game Communications

Participants are to use the in-game voice chat function to communicate with their teammates in-game. Usage of any third-party applications including without limitation applications such as Discord, TeamSpeak, or Ventrilo are not allowed. If the in-game voice communication features are not available, the Tournament Organizer may at their discretion designate a third-party application for all Participants to use.

4.5. Equipment

4.5.1. Device Peripherals

Participants are allowed to use only mobile phones. Participant may use any mobile phone case, matte screen protectors, or any other peripherals as long as they do not modify the game's controls. (e.g. Peripherals which add shoulder buttons for firing weapons such as triggers, etc.). Participants have to rely solely on the game's on-screen controls.

4.5.2. Headphones

Participants are required to use headphones/earphones throughout each match during the Tournament. A Participant may not take off their headphones/earphones as long as their Team is still active (at least one member alive) in the match. If the Tournament Organizers do not provide headphones/earphones, Participants are required to bring their own earphones.

4.5.3. PC Emulators

Participants are not allowed to use PC emulators to emulate the Free Fire game for any matches during the Tournament.

4.5.4. On-stage Devices

The Tournament Organizer or Sponsor may provide devices for the Participants to use at particular stages of the Tournament. The Tournament Organizer may at its sole discretion, choose to enforce all Participants to use the provided devices for competition. If a Participant is using a Sponsor-provided device, they are not allowed to disconnect any cables or devices. Participants are not allowed to make any changes to the device configuration, connections, and cabling. If a Participant, with or without intention, disconnects any cabling and suffers network/gameplay difficulties, they will not be offered any remake or pauses. Participants shall be solely responsible and liable for any damages caused to any devices provided to them.

4.5.5. Network

Participants are required to source and obtain their own internet connections for the duration of the Tournament. The Tournament Organizers may at their discretion provide connectivity assistance for Participants to connect to, for the Grand Finals if requested. Tournament Organizers may also make it mandatory for all Participants to be connected to the Tournament-provided access points for all matches during the Tournament.

4.5.6. Disconnections

Participants are not allowed to intentionally cause a disconnection during a match. If a Participant is disconnected due to network issues, they are allowed to reconnect back to the match while the match is still ongoing. Participants are not allowed to request for a pause or a remake due to a disconnection. However, the Tournament Organizer may at its sole discretion consider a remake under one of the following conditions:

- (a) Game Server Failure - All Participants are unable to reconnect.
- (b) If ten (10) Participants or more are disconnected at the same time in a match due to network issues.

4.5.7. High Ping/Latency

If a Participant is competing using their own network connection, the Participant or his/her Team is solely responsible for the quality of his/her internet connection. Participants are not allowed to request for a remake due to high ping or poor network conditions. When using network connection provided by the Tournament Organizer, it may consider a remake, at their sole discretion, under one of the following conditions:

- (a) Game Server Issues - All Participants in a match are suffering high ping or lag in-game.
- (b) If twenty (20) players or more are deemed by officials to be suffering from high ping or lag.

4.6. Tournament Area

In the event that Teams and Participants progress to the stages of where they are required to be present in-person on any Tournament area, stage and/or arena, the Teams and Participants, shall conduct themselves in a proper manner and observe all rules and policies applicable to such space. These areas are provided on an as-is where is basis and each Participant shall be responsible for their own safety.

4.7. Punctuality

All Participants and Teams are to report to the Tournament Organizer within the requested time frame. The Tournament Organizer is not obliged to delay any match from starting on schedule to accommodate late Participants or Teams. If a round has started before a Participant's or Team's arrival, such late

Participant and their Team will forfeit that round. Tournament Organizer may delay any match at its sole discretion, owing to extenuating circumstances including without limitation, circumstances such as extreme weather, crowd control, or game server issues.

- 4.7.1. All Participants and Teams must respond to any correspondence or communications made by the Sponsor or the Tournament Organizers within a period of one (1) day from when such communication is delivered by the Sponsor or Tournament Organizer as applicable.
- 4.7.2. There may be instances wherein prompt communication between the Teams (including each of their Participants) and the Tournament Organizer is necessary. To that extent, the Participants and Teams acknowledge and agree to respond to any such request from the Tournament Organizer immediately regardless of the manner in which such communication is made. If a Team Member/Participant receives three official requests regarding a particular matter via at least three different mediums of communication within a four hour period, such Team Member/Participant must respond to at least one such official request within twelve hours of receiving the last (i.e. the third) of such official requests.
- 4.7.3. Any communication sent via email, text message, voice mail, any voice or other communication applications including but not limited to Discord, or any other medium will be deemed to have been “received” by a Participant one hour after the time it is sent (as recorded on the device from which it was sent). Any communication that Tournament Organizer provides (or attempts to provide) via phone call will be deemed to have been “received” by a Participant thirty minutes after the time such phone call is made (as recorded on the device from which it was made) whether or not such phone call is answered by the Participant at such time. Participants must note that the Tournament Organizer may at its sole discretion record any such phone calls.
- 4.7.4. In the event a Participant or Team fails to respond to any official communication by the Sponsor or the Tournament Organizer, such failure shall be deemed to be a breach of the Tournament Rules, and the Participants and Teams further agree that it will constitute a waiver or forfeiture of such rights of the Participant or the Team as applicable. The Tournament Organizer is at the liberty to take any decision it deems appropriate, without prejudice to other rights under the Tournament Rules or otherwise with regard to such breach or failure by the Participants or the Teams.

4.8. Use of Participants’ Images, Media

The Tournament Organizer shall have the right to require Participants to cooperate and participate in various media events including media interviews, briefings, streaming sessions, sponsor events, photo or video shoots and other media events that are organized by the Tournament Organizer in connection with the marketing and promotion of the Tournament.

By participating in the Tournament, all Participants, Teams and Team Owners consent and hereby irrevocably grant all full and unconditional rights and licenses to the Sponsor and/or any of its subsidiaries, affiliates, contractors and/or licensees/assignees on an exclusive, unlimited, unrestricted, royalty free, worldwide, perpetual, basis to:

- (i) the use of their names, voices, images, likeness, appearance, videos, team logos, Participant photos, interview videos, participation, in-game score sheets, in-game name, avatar, in game persona, voice, likeness, game play statistics and biographic information, and any and all attributes of personality (“Appearance”), in, on or in connection with any film, audio tape, video tape, audio-visual work, photograph, illustration, animation, broadcast, streaming content, product packaging, advertising, or promotional material or any other content or material, in any media or embodiment, now known or unknown, including, without limitation, all formats of electronic or computer readable media (collectively, the “Works”), produced by or for the benefit of Sponsor and/or any of its subsidiaries, affiliates, contractors and/or licensees/assignees, in relation to any purposes that the Sponsor deems fit;

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- (ii) the use of any images, trademarks, videos or other materials other than appearances provided to Sponsor and/or any of its subsidiaries, affiliates contractors and/or licensees/assignees (“Materials”) in relation to the Works or otherwise in relation to any purposes that the Sponsor deems fit.

All Participants, Teams and Team Owners represent and warrant that they have the authority to grant, Sponsor and/or any of its subsidiaries, affiliates, contractors and/or licensees/assignees all rights necessary to use the Materials.

All Participants, Teams and Team Owners acknowledge that they have no right, title or interest and shall not acquire any right, title or interest in or to any part of the Works. Without prejudice to the foregoing to the extent that it is determined or deemed that any rights do subsist, in consideration for their participation in the Tournament, all Participants, Teams and Team Owners hereby, on an irrevocable, exclusive, unlimited, unrestricted, perpetual and worldwide basis, assign to the Sponsor any and all rights, title and interests (including all underlying intellectual property rights including but not limited to any copyrights, patents or trademarks) they may have in any part of the Works. Such rights shall include without limitation, the rights to print, produce, publish, copy, edit, post, display, perform, adapt, translate, dub, distribute, exhibit, transmit, broadcast, stream, disseminate, market, advertise, sell, lease, license, transfer, modify, create derivative works or otherwise use the Works in any media or format, now known or unknown, for any purpose whatsoever.

All Participants, Teams and Team Owners undertake to indemnify and hold harmless the Sponsor and its agents, employees, subsidiaries, affiliates, successors, assigns and licensees from and against all claims, notices, suits, proceedings, actions, causes of action, damages, liabilities, awards, losses, costs and expenses (including attorney’s fees) of any kind, now known or unknown, in law or in equity, including, without limitation, claims of libel, slander, invasion of privacy, right of publicity, defamation, trademark infringement, and copyright infringement, arising out of or in connection with (a) their Appearance or its use thereof in relation to the Works or otherwise, and/or (b) use of the Materials in relation to the Works or otherwise.

All Participants, Teams and Team Owners waive any right to inspect or approve the content of the Works. All Participants, Teams and Team Owners understand and agree that none of them shall be entitled to any compensation on account of the foregoing. Further, all Participants, Teams and Team Owners expressly waive, release, discharge the Sponsor and its agents, employees, subsidiaries, affiliates, successors, assigns and licensees from all claims, cause of action and liability of any kind, now known or unknown, in law or in equity, arising out of or in connection with (a) their Appearance or its use thereof in relation to the Works or otherwise, and/or (b) use of the Materials in relation to the Works or otherwise.

This agreement will be binding upon the heirs, successors, representatives, and assigns of all Participants, Teams and Team Owners.

No Participant, Team or Team Owner shall record, film, store, stream, copy, archive or otherwise retain or make available by him/herself or through any third party, any part of the Tournament, including any interactions or transactions, in any media or any manner whatsoever, including on any computer or mobile devices, regardless of the purpose or intent.

4.9. Communication

The Participants hereby further consent to receive messages, calls, auto-dialed or pre-recorded calls or messages, from the Tournament Organizers or the Sponsor at any time with the use of information provided by the Participant. Participants hereby voluntarily consent to receive transactional and/or promotional emails/SMSs from the Tournament Organizer or Sponsor at any time they deem fit. Furthermore, the Tournament Organizer or the Sponsor may also seek the feedback of the Participants (“**Feedback**”) for the purpose of improving subsequent rounds of the Tournament or other future tournaments sponsored by the Sponsor in future, for analytical purposes etc. Participants agree

and acknowledge that any such Feedback provided by them is owned by the Sponsor. The Participant hereby grants the Sponsor all rights, on worldwide, unrestricted, royalty free basis in perpetuity to any Feedback, without any attribution requirements or compensation to the Participants.

4.10. Ownership of Sponsor Materials and Promotional Materials

The Participants, Teams and Team Owners agree and acknowledge that the Sponsor shall be the sole and exclusive owner, on a worldwide, unrestricted, royalty free basis in perpetuity, of all rights, title and interests, including but not limited to copyrights, trademarks, designs (whether registered or not), and any and all other proprietary rights, property rights and intellectual property rights, in and to any and all Works, recordings, content, footage, creatives, editorials, highlights, archival materials, commentaries, snippets, advertising, promotional or training materials, written materials, audiotapes, videotapes, edits, derivatives, programming, screenshots, manuals, film, audio-visual works, photographs, illustrations, animation, broadcast, streaming content, product packaging, advertising, or promotional material and all other materials, information and/or content of any nature that are created or otherwise results or is generated in connection with the Tournament ("**Content**"), including without limitation, any material or content produced by or for the benefit of Sponsor and/or any of its subsidiaries, affiliates, contractors and/or licensees/assignees; or in which the Participant's images or likeness are used, subject to the pre-existing ownership rights of the game publisher in Garena Free Fire game. For the avoidance of doubt, it is clarified that Sponsor and/or any of its subsidiaries, affiliates, contractors and/or licensees/assignees may print, produce, publish, copy, edit, display, post, perform, adapt, translate, dub, distribute, exhibit, transmit, broadcast, stream, disseminate, market, advertise, sell, lease, license, transfer, modify, create derivative works or otherwise use in any media or format, now known or unknown, such Content or any part thereof in any manner they deem fit, including, without limitation, all formats of computer readable media for any purposes whatsoever without any approvals or payments or conditions. Nothing contained herein should be construed as granting, by implication, or otherwise, any license or right to use any of the Content or any part thereof to any party without the prior written permission of the Sponsor that owns all rights in all such Content. Participant's, Team's or Team Owner's use of such content is strictly prohibited. The Participants may be required by the Tournament Organizer to sign, execute such undertaking, releases, affidavits, other documentation as it may deem necessary in this connection.

4.11. Third Party Materials

The Participants and the Teams shall ensure that they do not use any third-party intellectual property or violate any third-party intellectual rights in connection with their participation in the Tournament. A Team name or logo cannot include the game publisher's or any third-party's intellectual property without the prior written approval of the game publisher or the relevant third party and the Tournament Organizer. Notwithstanding any approval that may be provided by the Tournament Organizer, the Team Owners and their Teams assume full responsibility and liability for using any such intellectual property. In the event of a claim against the Tournament Organizer or the Sponsor arises as a result of any Team's actions, the Team Owner and each Participant of the Team shall be liable to indemnify, defend, and hold harmless the Tournament Organizer and/or the Sponsor against all such claims, actions, proceedings, losses, damages, and/or liabilities.

4.12. Unforeseen Circumstances

If the Tournament Organizer is not able to run the Tournament as planned for any reason whatsoever, including without limitation for reasons such as tampering, external interference, fraud, acts or omissions of any Participant, technical challenges or failures, government action, changes in laws or regulations or their application, telecommunication line failures, earthquakes, pandemics, epidemics, riots, strikes, floods, incessant rains, cyclones, tsunamis, unavailability of a game or any other causes, the Tournament Organizer reserve the right to take action, including disqualify any Participant who tampers with the Tournament, and to cancel, terminate, modify or suspend the Tournament without any further obligation or liability (including for any prize money).

5. Termination

Tournament Organizer or Sponsor may cancel, modify, or suspend the Tournament (or portion thereof) at its discretion, with or without cause at any time, without any further obligation or liability (including for any prize money) or change any and all aspects of the Tournament, including but not limited to, the name, format, match, game, prize money, content, and time.

6. Indemnification

Participants, Teams, and Team Owners shall comply with these the Tournament Rules and waive any right to claim any ambiguity in the Tournament Rules, and further agree to jointly and severally, release, indemnify and hold harmless the Tournament Organizer and the Sponsor, and their respective affiliates, employees, directors, officers, representatives and agents from and against any injuries, losses, damages, claims, actions, proceedings, awards, causes of action, costs and expenses (including attorney fees) and/or any liability of any kind resulting from or arising from their acts or omissions, participation in the Tournament or arising from their breach of any of the Tournament Rules. Team Owners shall be fully liable and responsible for all actions or omissions by their Teams and each Participant in the Team. The Team Owners hereby agree and acknowledge that they shall be liable to indemnify the Tournament Organizer or Sponsor in accordance with these Tournament Rules.

7. Limitation of Liability

In no event shall the Tournament Organizer be liable to any Participant, Team, Team Owner or any third-party for any indirect, consequential, special, exemplary, or punitive damages (including any damages for loss of revenue, data, and/or profits), whether foreseeable or unforeseeable, arising out of the Tournament, regardless of whether the liability is based on breach of contract, tort, strict liability, breach of warranties or otherwise, and even if the Tournament Organizer has been advised of the possibility of those damages. Notwithstanding anything herein, Tournament Organizer's aggregate liability in connection with the Tournament, whether in contract or in tort, shall in no event exceed Rs. 100 (Indian Rupees One Hundred only).

The Tournament is organized and conducted by the Tournament Organizer, and in no event shall the Sponsor be in any manner liable for any direct, indirect, consequential, special, exemplary, or punitive damages or losses or for any damages for loss of revenue, data, and/or profits, whether foreseeable or unforeseeable, arising out of the Tournament, regardless of whether the liability is based on breach of contract, tort, strict liability, breach of warranties or otherwise, and even if the Sponsor has been advised of the possibility of those damages. Should the disclaimer of liability of the Sponsor hereinabove be deemed unenforceable by a court of competent jurisdiction as per applicable law, notwithstanding anything herein, the Sponsor's aggregate liability in connection with the Tournament, for any claims, losses or damages, whether in contract, tort or howsoever, shall in no event exceed Rs. 100 (Indian Rupees One Hundred only).

Without prejudice to the foregoing, neither Tournament Organizer nor Sponsor are liable for any defamatory, offensive, illegal or other conduct of any user or Participant or third party involved with the Tournament or for any content or issues relating to the match or game. If any Participant or Team is dissatisfied with the Tournament, or with these Tournament Rules, the Participant's and Team's sole and exclusive remedy is to discontinue participation in the Tournament. Each Participant and Team acknowledge and agree that the Tournament is provided or available "as is" and, to the fullest extent permissible under applicable law, Tournament Organizer and Sponsor disclaims all warranties, express or implied, including, but not limited to, implied warranties of merchantability and fitness for a particular purpose, title and non-infringement and any other conditions, warranties and other terms which might otherwise be implied by statute, common law or the law of equity. Tournament Organizer nor Sponsor does not warrant that the Tournament or match will be uninterrupted or error-free, that defects will be corrected, or that servers that make it available, are free of viruses or other harmful components.

8. Game and Tournament Specific Rules

8.1. General

Each qualifier will require Teams to compete in sets-of-1/sets-of-2/sets-of-4/ and with sets-of-12 rounds in the Grand Finals. Teams will be ranked on points assigned for their placements and kill counts at the end of each round. Points will be awarded based on a standard scoring table.

8.2. Phases

The Qualifiers will comprise of multiple stages or phases, requiring Teams to compete in sets-of-1/sets-of-2/sets-of-4 matches in the respective stages. Teams will be ranked on points assigned for their placements and kill counts at the end of each round.

8.3. In-game Qualifiers

Registered Teams will first play the in-game qualifier phase. In-game qualifiers will be for a span of six (6) days. Each registered Team is expected to play fifteen (15) matches. The best scores of the squads' ten (10) best matches will be considered. In event of a tie, other parameters including kills, damage dealt, will be considered and the top 648 Teams will qualify for the next round. If a Team fails to complete ten (10) matches, their score would be calculated on the basis of the number of matches played.

8.4. Online Phase

The online phase features three (3) knockout rounds where the top 648 Team will play the first round in best of 1 fixture from which the top 216 Team qualify for the next round. Round 2 will house a similar format of best of 1 fixture and 72 Teams will qualify for the next round from round 2. Round 3 will accommodate 72 Team who will play the matches in best of 3 format. The top 18 Teams from round 3 will qualify and proceed to the next phase in the qualification process which is the League Stage.

8.5. League Stage

The league stage is a comprehensive qualification phase where the top eighteen (18) Teams from the online phase along with six (6) invited teams will play against each other in a round robin format for over four (4) weeks in a leaderboard. The Teams are divided into four (4) groups of six (6) Teams each. Teams will play their matches in a best of 4 format. Each week will have three (3) matchdays where the Teams get to play against each other and the top 12 Teams in the leaderboard at the end of the league stages will qualify for the Grand Finals.

8.6. Grand Finals

Twelve (12) Teams from the League Stage will play the Grand Finals. The Grand Finals will include twelve (12) matches which will be played across two (2) days. The Team with the highest cumulative score in the leaderboard at the end of the two (2) days will be crowned as the champions of the Tournament.

8.7. Scoring Table

Teams will be ranked on points assigned for their placements and kill counts at the end of each round. Points will be awarded based on the standard scoring table given below.

Placement	Points
1 st	20
2 nd	17
3 rd	15
4 th	13
5 th	12

6 th	10
7 th	8
8 th	6
9 th	4
10 th	3
11 th	2
12 th	1

Points per kill – 2

8.8. Tiebreakers

If there are two or more Teams tied on points at the end of a series, the tiebreaker will be decided on the given factors in the following order

- 1) Placement points.
- 2) Number of Booyah(s) in the set.
- 3) Kill Points.
- 4) Placement of Team in the last match of the set.

8.9. Tournament Prizes

Prizes will be awarded to successful Participants within ninety (90) days following the completion of the awards ceremony after the Grand Finals of the Tournament. Teams and Participants will be ranked on points assigned for their placements and kill counts at the end of the Grand Finals and the prizes will be awarded to the Teams based on their position.

8.10. Prize Pool

Rank	Prize Money (INR) per team (to be allocated in equal portion to members)
1 st	20,00,000
2 nd	8,00,000
3 rd	5,00,000
4 th	4,00,000
5 th	3,00,000
6 th	2,00,000
7 th	1,50,000
8 th	1,00,000
9 th	75,000
10 th	75,000
11 th	50,000
12 th	50,000

8.11. Special Awards

Category	Prize Money (INR)	Award Information
Most Kills (Total)	50,000	Player with Most Kills in the Grand Finals Series
MVP (Fan Vote)	50,000	Most Valuable Player voted by fans
Most Kills (Team)	1,00,000	Most Kills by a Team in the Grand Finals Series
Popular Team (Fan Vote)	1,00,000	Most Popular Team voted by fans

8.12. Prize Disbursement

Prizes will be awarded to successful Participants within ninety (90) days following the completion of the award ceremony after the Grand Finals of the Tournament. In general, the prizes earned by a Team or Participant will be delivered directly to Team Owners (and as per their payment details provided), and such Team Owners shall be solely responsible for dividing the prize and disbursing the same to their Team's Participants and others who contributed to the victory. In other cases, the prizes earned by a Team will be delivered directly to their registered Participants. Each Team that has been declared the winner of a prize in the Tournament will not be an official winner unless

- (i) such Team (including all Participants in the Team) and Team Owner are eligible to receive the prizes under applicable law;
- (ii) the winning Team (and each Participant in the Team) executes an affidavit of eligibility, liability release and/or any other documentation required by the Tournament Organizers; and
- (iii) the Team Owners of the winning Team execute an affidavit of eligibility, liability release, and/or any other documentation as required by the Tournament Organizer.

Failure to sign and return all prize documentation to the Tournament Organizer 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. National, state and local taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. All taxes/levies and charges on prizes will be the responsibility of the respective Participants and the Team Owners. Taxes as applicable will be deducted at the source for all prizes.

8.13. General Pre-game Setup

8.13.1. Game Version

The version of Garena Free Fire used for Tournament will be determined by the Tournament Organizer.

8.13.2. Player Accounts

Players will use their own online accounts and Gamer Tags for Online Events.

8.13.3. Game Lobbies

Other than with respect to qualifier matches, all Tournament matches will be played in game lobbies hosted and identified by the Tournament Organizer. Prior to a Tournament start time, Team Owners or Captains will be notified of official tournament accounts that will be used to host official Tournament Game lobbies.

8.13.4. Start of a Game

Once all Participants of each Team have reported to the official tournament game lobby, a Qualcomm Snapdragon Conquest Officials will request confirmation from the Team Owner or Captains that each Team is ready to begin the match. Once each Team Owner or Captain confirms readiness, the Tournament Organizer will start the game.

8.13.5. Timeliness of Match Start

It is expected that all Tournament matches will begin at the scheduled time. Any delay caused by issues arising out of a Team Member's inadequate preparation will be assessed by Tournament Organizer. Disciplinary action for tardiness may be assessed at the discretion of the Tournament Organizer.

8.13.6. General/Game Setup

8.13.7.1. Maps: Bermuda, Kalahari

8.13.7.2. Game Mode: TPP

8.13.7.3. Team Size: 4 players

8.13.7.4. Roster Size: 4 players

The Tournament Organizer reserves the right to make changes to the required match or player settings at any time in their sole discretion prior to the start of any Tournament match.

8.14. Device Settings

Handheld devices must use the settings specified by the Tournament Organizer prior to the Tournament. During a Tournament match, players shall not make any adjustment to the framerate without permission from Tournament Organizer.

8.15. Stoppage of Play

8.15.1. Pauses. No pauses will be permitted during Tournament play for any reason.

8.15.2. Remaking or Replaying Tournament Matches. Tournament Organizer should be notified of any technical malfunction or other emergency immediately. Tournament matches shall be remade only pursuant to the request of the Tournament Organizer. The Tournament Organizer may remake a Tournament match under the following circumstances:

- (A) Technical malfunctions or player disconnects (excluding malfunctions and disconnects as a result of a player's mistake or fault) within 120 seconds after a player land on the battlefield,
- (B) A problem occurs during the loading screen and the match cannot be loaded,
- (C) A player is unable to move on the battlefield within 120 seconds after such player lands on the battlefield,
- (D) A player does not enter the Tournament match before the departure of the starting plane, and
- (E) Some players are able to join a Tournament match but start on the battlefield, without flying on the starting plane and without parachuting.

8.15.3. Solutions for Extreme Cases.

Notwithstanding the foregoing, if there is an extreme situation, such as a network or hardware failure (including the network value turning yellow or mobile phone stuttering) or a critical bug affecting one or more players, the Tournament Organizer 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 match 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 match, Tournament Organizer will use their best judgement and may consider, among other factors, the match 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 match for any reason (even if the inability to compete is not due to any fault or wrongdoing by the player), and Tournament Organizer decide not to remake the Tournament match, 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 match in progress, he or shall be permitted to do so.

8.16. Streaming

With prior written approval from the Tournament Organizer, Participants may stream their own matches (but not the matches of others) during Online Events with at least a 5-minute delay.

8.17. Post-Game Process

8.17.1. Results

Tournament Organizer will confirm and record all Tournament match results and point allocations.

8.17.2. Tech Notes

Following each Tournament match, Participants will identify any technical issues with Tournament Organizer.

8.17.3. Break Time

In cases where breaks between Tournament matches are necessary or deemed to be desirable by the Tournament Organizer, it will inform Team Owners or Captains of such break time and the next Tournament match will start promptly at the conclusion of such break time.

8.18. Player Equipment & Apparel

8.18.1. Player Equipment

Participants may participate in online matches only on mobile phone handheld devices running the Android or the iOS operating systems. Participants may not use peripheral devices of any kind without express approval of Tournament Organizer (including adapters, controllers, Bluetooth keyboards, and mice).

8.18.2. Apparel and Accessories

As further described in Section 4 of the General Terms, Team Members shall, during all public facing Tournaments (including Online Events that are streamed to the public and all Media Events), wear official Team uniforms (including jerseys, jackets, hats and pants). In addition, Team Members are not allowed, during all public-facing Tournaments (including Online Events that are streamed to the public and all Media Events), to wear watches, gloves, and other accessories without prior written approval from the Tournament Organizer.

9. Dispute Resolution and Communication

9.1. Governing Law

The Tournament Rules and the Tournament will be governed by the laws of India.

9.2. Finality of Certain Decisions

All Participants and Teams shall comply with all applicable laws and these Tournament Rules while accessing or participating in the Tournament and shall conduct yourself in a lawful and ethical manner at all times. Tournament Organizer reserves the right, in its sole discretion, to restrict or cancel access to any Participant or Team to the Tournament if it determines that the said Participant and/or Team have violated any terms of these Tournament Rules. All decisions regarding the Tournament including a Participant's or Team's eligibility, conduct, Tournament scheduling and staging, and disciplinary action for misconduct of Participants lie solely with the Tournament Organizer. The decisions of the Tournament Organizer are final and binding upon all Participants and Teams and shall not give rise to any claim for monetary damages or any other remedies.

9.3. Arbitration

Any dispute, controversy, or claim arising in any way out of or in connection with the Tournament Rules or the Tournament will be referred binding arbitration in accordance with the Arbitration and Conciliation Act, 1996. The venue and seat for such arbitration shall be Bengaluru, India, and the arbitration proceedings shall be conducted in the English language.

9.4. Remedies

Notwithstanding the foregoing, the Sponsor or the Tournament Organizer 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 any Team or Participant in the event that it deems such action is necessary or desirable.

10. Waiver

In the event any terms of the Tournament Rules are deemed to be invalid or unenforceable by a court of competent jurisdiction, such term shall not affect the validity of the remaining terms. No waiver by the Sponsor or the Tournament Organizer shall be deemed to be valid, unless such waiver is provided by a written instrument.

Annexure A

ACCEPTANCE FORM

Instructions: Qualcomm Snapdragon Conquest Free Fire Open 2020 Rules, including any updates, amendments or supplements thereto ("Tournament Rules"), govern the conduct of Participants and Teams in the Qualcomm Snapdragon Conquest Free Fire Open 2020 ("Tournament"). In order to participate in the Tournament, all Participants and Teams must accept the Tournament Rules. By completing and signing this Acceptance Form, the Participant ("you") agrees to follow and comply with the Tournament Rules.

Name	
Date of Birth	
Age	
Registered Email	
Unique in-game name	
Team Name	

1. You hereby acknowledge receipt of, or access to, the Tournament Rules. You understand that your compliance with the Tournament Rules is a condition of your participation in Qualcomm Snapdragon Conquest Free Fire Open 2020. You acknowledge that Tesseract Esports LLP ("Tournament Organizer") reserve the right in their sole discretion to impose discipline for any conduct that violates the Tournament Rules, including suspensions, debarment and/or disqualifications. You acknowledge that the Tournament Rules are necessary to ensure fair play, preserve the integrity of all pre-season, regular-season, and post-season games and tournaments and all other organized promotional events, marketing events, streaming sessions, sponsor events, photo shoots, press conferences and interviews, charitable events, webcasts and chats, media events, opening and closing ceremonies, awards ceremonies and other calendar items in Qualcomm Snapdragon Conquest Free Fire Open 2020. You have carefully read, and you understand the Tournament Rules, and agree to be bound by their terms. You understand and support the standards set forth in the Tournament Rules, and you will act in accordance with them.
2. This Acceptance Form (including any questions relating to its existence, validity or scope) shall be governed by the laws of India and jurisdiction limited exclusively to the courts at Bangalore, India. This Acceptance Form shall be effective and binding upon your heirs, next of kin, executors, administrators, assigns and representatives. If any provision of this Acceptance Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Acceptance Form you are not relying on any oral or written statements or representations made by any person with respect to the Tournament. The terms of this Acceptance Form are in addition to the Tournament Rules and any other rules or policies that are notified by the Tournament Organizers, all of which are binding on you.

We have read and understood the terms and consent to the same.

Signature of the Participant	
Date	

ANNEXURE B

PARENT / GUARDIAN CONSENT FORM

The Tournament is meant for adult participants and viewers. A minor participant may attend or participate in the Tournament their parent or legal guardian grants consent. Therefore, to enable a minor participant to participate in the Tournament, the parent or legal guardian named below agrees to the following Tournament Rules relating to the attendance of the minor named below at the Tournament that such minor participant participates in and at any related events, including fan engagement events, media and sponsor events, etc. The Teams hereby acknowledge and agree that in the event their Team consists of a minor participant, the entire Team will not be allowed to participate in the event such consent by the minor participant's parent or guardian is not obtained.

Minor Participant's Information:

Name of Minor:	Parent/ Guardian's Email:
Date of Birth:	Parent/ Guardian's Contact Number:
Parent/Guardian's Name:	Date:

Therefore, in addition to being bound by the Tournament Rules on behalf of the minor participant, the respective parent or guardian additionally also agrees to the below terms.

- Declaration & Consent:** you are the parent or legal guardian of the Minor named above. You certify that the Minor named above has completed 12 years of age as on the date of execution of this Consent Form. You understand that your permission and authorization is required for the Minor to attend, compete or participate in the Tournament. You also understand that the Minor will not be permitted to attend, compete or participate in the Official Competition Event unless you provide your permission by signing this Consent Form. You hereby give permission for the Minor to attend, compete and participate in the Tournament. You accept all responsibility for, and you assume all risk of loss and liability for, any damages and injuries that Minor may suffer or sustain as a result of his or her attendance or competition or participation at the Official Competition Event.
- Release of Sponsors and Tournament Organizers.** You hereby release the Tournament Organizers and Sponsors and their respective affiliates and subsidiary organizations, together with all of their respective shareholders, directors, officers, employees, independent contractors, investors, insurers, and agents (the Vendor), sponsors, from any and all claims, liability, or causes of action of any kind arising anywhere in the world, whether based on negligence, breach of contract or duty or otherwise, for property damage, personal injury, or death, arising from or related to the Minor's attendance, competition or participation in the Tournament.
- Acceptance of Other Legal Terms.** You hereby accept, on behalf of the Minor, and agree to be bound by, any legal terms and conditions that relate to the Tournament including the Tournament Rules and the Registration Requirements or any rules displayed on signage at the venue where the Tournament takes place or otherwise legally binding on people who attend the Tournament. You further agree that you shall be legally responsible for any violation of any such terms and conditions by the Minor.

4. **Recordings of the Minor.** On behalf of the Minor, in addition to the other rights that you have granted under the Tournament Rules, you hereby grant the Tournament Organizers, their Sponsors and their respective affiliates, streaming partners, assigns and licensees an unrestricted right to photograph and record the Minor during the Tournament and to stream, broadcast, display and/or otherwise use the Minor's name, image, likeness, voice, audiovisual recording and biographical data throughout the world in perpetuity, in any form or media now known or hereafter devised, for advertising and publicity purposes, without compensation to you or the Minor. You acknowledge and agree, on behalf of the Minor, that all Tournament performances, streams, broadcasts, and recordings, and all data and statistics collected during the Tournament, are the sole property of Sponsor, who may copy, edit, perform, broadcast, re-post and otherwise use them however they choose. You hereby irrevocably transfer and assign any rights that you or the Minor may have or acquire in these performances, streams, broadcasts, recordings, data and statistics to the Sponsor.

5. **Indemnification.** You hereby agree to indemnify, defend and hold harmless the Tournament Organizers and Sponsor from and against any claim, liability, or cause of action of any kind arising from or related to the Minor's attendance, competition or participation at the Tournament. You accept full responsibility for all medical expenses and emergency treatment arising from or related to the Minor's attendance, competition or participation at the Tournament.

6. **Governing Law and Other Terms.** This Consent Form (including any questions relating to its existence, validity or scope) shall be governed by the laws of India and jurisdiction limited exclusively to the courts at Bangalore, India. This Consent Form shall be effective and binding upon the Minor's heirs, next of kin, executors, administrators, assigns and representatives. If any provision of this Consent Form is so broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Consent Form, you are not relying on any oral or written statements or representations made by any person with respect to the Official Competition. The terms of this Consent Form are in addition to the Tournament Rules and any other rules or policies that are notified by the Tournament Organizers, all of which are binding on the Parent/Guardian and Minor.

We have read and understood the terms and consent to the same.

Signature of the Parent / Guardian	
Date	