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Sorare: Football Game Rules

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Sorare: Football is organized by Sorare SAS. Participation in Sorare: Football ("Game") and in the Collection Game ("Collection Game") is governed by the Terms and Conditions, these Sorare: Football Game Rules ("Game Rules" or "Rules"), the Privacy Policy and any applicable Additional Terms. Capitalized terms not defined here will have the meaning given to them in the Terms and Conditions.

1. The Game

Sorare: Football consists of different competitions that track the real performance of football players on the field ("Competition(s)"). The Competitions are accessible from a dedicated area ("Lobby") on the Website. The Game and all Competitions are free to enter.

Your objective in the Game is to use your football knowledge and general manager strategies to create the best lineup of five (5) Collectibles and/or Common Cards ("Cards") representing professional football players, enter the lineup into Competitions to compete with other Users, and progress through the different levels of the league or campaign in which you are competing. Each lineup you enter must include at least one (1) goalkeeper, one (1) defender, one (1) midfielder, one (1) forward and one (1) extra (midfielder, forward or defender) (collectively a "Team").

Competitions are announced in the Lobby at least three (3) days before it is scheduled to begin. Please note that Sorare reserves the right, in its sole discretion, to determine the number and frequency of Competitions. Each Team is awarded points based on the performance of each of the players featured in the relevant Cards. Each player's points are awarded based on that player's actual performance in real games during the Competition and/or Competition Leaderboard (defined below).

Where specified, you may also have the opportunity to participate in cumulative Competitions ("Leaderboard Competition(s)"), where your Teams' scores are tracked over numerous game weeks. The winner of a Competition or Leaderboard Competition is the User who finishes the Game Week or Leaderboard Competition period with the most points. The winning User and other participants may win a reward, as specified in the Lobby and outlined below.

2. Participation in the Game

2.1. League Specific Competitions

Sorare offers a number of different competitions in a league specific format ("League Specific Competitions"). In the League Specific Competitions, you and other Users will build Teams of players' Cards from the same real world league and compete against each other to see who has created the best team to progress through the Game. A full list of available League Specific Competitions is located [here](#).

2.1.1. League Specific Gameplay

2.1.2. Starting Draft

To begin playing in a League Specific Competition, you will need to draft eight (8) Common Cards from the relevant real life league. Those eight (8) Common Cards must represent two (2) goalkeepers, two (2) defenders, two (2) midfielders and two (2) forwards. Each player's Card will have that player's score associated with it, based on their previous performance in real life games. The maximum, combined players score of the Cards you select in the starting draft may not exceed the maximum player score specified.

2.1.3. Entering a Team

Entry Period. The entry period to enter a Team into a Competition and/or Leaderboard Competition will be communicated to you in the Lobby. The relevant entry period in a given Competition and/or Leaderboard Competition will always be specified in advance on the Website and materialized by a countdown. The Game is free-to-play and no entry fee is required to enter a team.

During the entry period, you can access the Lobby to compose your Team and enter that Team into the relevant Competition and/or Leaderboard Competition. When the entry period ends, the composition of the Team can no longer be modified for the duration of the Competition.

Generally, Users may enter the Competition and/or Leaderboard Competition of their choice by submitting a Team of five (5) Cards representing five (5) different players and containing at least one (1) goalkeeper, one (1) defender, one (1) midfielder, one (1) forward and one(1) extra defender, midfielder, or forward.

Selecting Your Team. Within the League Specific Competitions, there are different levels of gameplay depending on the scarcity of the Cards required to compose a Team, other specified criteria, and the prizes available. The requirements for a specific level's Competitions will be communicated to you in the Lobby. Some Competitions will have a specified points cap, which is the maximum number of total player points the Cards composing a Team can have ("Points Cap") for the relevant Competition level.

To select your Team, choose five (5) Cards from the real life league, pursuant to the indicated criteria and scarcity requirements. The combined total of the players points for your Team must be below the Points Cap specified, where applicable. A particular player's Card can only be entered once in a Team (even if you have more than one of that player's Cards). A Card can only be used in one Team at a time.

Remember that win or lose, the Collectibles you enter in a Team are yours to keep! You do not forfeit your Cards when you enter them into a Competition and/or a Leaderboard Competition.

List-or-Play. A particular player's Collectible cannot simultaneously be entered in a Team and offered for sale or trade on the Marketplace. If you have already listed a particular player's Collectible on the Marketplace, that same Collectible cannot be entered in a Team without first removing your offer from the Marketplace. If you have already entered a player's Collectible in a Team and decide to list that Collectible on the Marketplace, the related Collectible will immediately be invalidated from your Team and the full Team will not be eligible for scoring points that Game Week. If You receive a direct offer for a particular player's Collectible you have entered in a Team, that Team is only invalidated if/when You accept the offer.

2.1.4. Game Progression

Game Progression. There are different levels within the League Specific Competitions, with different challenges and requirements. Your goal is to compose competitive lineups using the Cards in your collection and advance through the levels as you hone your strategy and sharpen your scouting skills.

Card Swaps. Within a League Specific Competition and as indicated, you can trade in two (2) of the Common Cards in your collection for two (2) different players' Common Cards. The new Common Cards you select must not cause your total League Specific Competition players score to exceed the maximum player score indicated.

Note that the new Common Cards you receive will start with no experience ("XP") points.

Season Resets. Following the end of the real life season of the relevant league, the Common Cards you had previously drafted for the relevant League Specific Competition will be reset, and you will have a chance to draft eight (8) new Common Cards from the leagues' rosters for the then-current season. The maximum, combined players score of the Cards you select in the starting draft may not exceed the maximum player score specified.

Semi-Pro Competitions. Semi-Pro Competitions are designed to help you sharpen your strategy as you start to progress through the League Specific Competition levels. After you have successfully completed a Semi-Pro Competition in a given League specific competition and played in the next level Competition, you may no longer play in that Specific League's Semi-Pro Competition. Additionally, you cannot play in a League Specific Semi-Pro Competition if you own more than 10 Limited Cards.

2.2. Global Campaign

In addition to the League Specific Competitions, you can progress through the Game's global campaign format ("Global Campaign"). In the Global Campaign, you and other Users will build Teams with players' Cards from all over the world and compete against each other to see who has created the best Team to progress through the Game.

2.2.1. Entering a Team

Entry Period. The entry period to enter a Team into a Competition and/or Leaderboard Competition will be communicated to you in the Lobby. The relevant entry period in a given Competition and/or Leaderboard Competition will always be specified in advance on the Website and materialized by a countdown. The Game is free-to-play and no entry fee is required to enter a team.

During the entry period, you can access the Lobby to compose your Team and enter that Team into the relevant Competition and/or Leaderboard Competition. When the Entry period ends, the composition of the Team can no longer be modified for the duration of the Competition.

In all cases, Users may enter the Competition and/or Leaderboard Competition of their choice by submitting a Team of five (5) Cards representing five (5) different players and containing at least one (1) goalkeeper, one (1) defender, one (1) midfielder, one (1) forward and one (1) extra defender, midfielder, or forward

Selecting Your Team. There are different levels depending on the scarcity of the Cards required to compose a Team, the relevant Points Cap (where applicable), other specified criteria, and the prizes available. The requirements for a specific level's Competitions will be communicated to you in the Lobby.

To select your Team, choose five (5) Cards pursuant to the indicated criteria and scarcity requirements. The combined total of the players points for your Team must be below the Points Cap specified, as applicable.

A particular player's Card can only be entered once in a Team (even if you have more than one of that player's Cards). A Card can only be used in one Team at a time.

Remember that win or lose, the Collectibles you enter in a Team are yours to keep! You do not forfeit your Cards when you enter them into a Competition and/or a Leaderboard Competition.

List-or-Play. A particular player's Collectible cannot simultaneously be entered in a Team and offered for sale or trade on the Marketplace. If you have already listed a particular player's Collectible on the Marketplace, that same Collectible cannot be entered in a Team without first removing your offer from the Marketplace. If you have already entered a player's Collectible in a Team and decide to list that Collectible on the Marketplace, the related Collectible will immediately be invalidated from your Team and the full Team will not be eligible for scoring points that Game Week. If You receive a direct offer for a particular player's Collectible you have entered in a Team, that Team is only invalidated if/when You accept the offer.

2.2.2. Game Progression

Game Progression. There are different levels within the Global Campaign, with different challenges and requirements. Your goal is to compose competitive lineups using the Cards in your collection and advance through the levels as you

hone your strategy and sharpen your scouting skills.

Kickoff Competitions. Kickoff Competitions are designed to help you sharpen your strategy as you start to progress through the Global Campaign's levels. After you have successfully completed a Kickoff Competition in a given Global Campaign level and played in the next level Competition, you may no longer play in the Kickoff Competition. Additionally, you cannot play in a Kickoff Competition if:

- for Limited level Kickoff Competitions, you own more than 10 Limited Cards
- for Rare level Kickoff Competitions, you own more than 10 Rare Cards
- For Super Rare level Kickoff Competitions, you own more than 10 Super Rare Cards
- For Unique level Kickoff Competitions, you own more than 10 Unique Cards

2.3. Eligibility

The Game is open to all natural persons, at least 18 years old (or older where required by your jurisdiction), who have a valid Sorare account. To participate, you must have **at least five (5) total Cards (consisting of Collectibles and/or Common Cards, as required by the relevant Competition), including a goalkeeper, defender, midfielder, a forward and an extra defender, midfielder, or forward.**

You are prohibited from participating in the Game where doing so would be in violation of the Terms and Conditions and/or an agreement you have entered into with a third party.

2.4. Private Leagues

Once you have entered a Team into a Competition, you can also set up a Private League. In a Private League, you can invite your friends, rivals, or anybody in between, and track your scores against theirs. For more information, please visit this article. Except where explicitly stated, there will be no prizes awarded by Sorare in connection with a Private League.

2.5. Scoring and Winning

2.5.1 Scoring system. Points are awarded for each player's Card on the Team, on the basis of data provided by a Third-Party Service regarding the featured player's real life performance in a match during the Game Week or Leaderboard Competition period. More information about the point systems are available on the Help Center.

The winner(s) of a Competition and/or Leaderboard Competition are the User(s) who composed the Team(s) that were awarded the most points at the end of the Competition and/or Leaderboard Competition period. In some Competitions and/or Leaderboard Competitions, prizes are also awarded to Teams finishing in other positions. In the event two Users' scores are tied, the User who submitted their line up first will be considered to have the higher score. Winners are notified via their User account. Winners' usernames will be displayed on the Website for the duration of the Game.

2.5.2 Scoring bonuses. Points awarded to each Player's Card on the Team may be augmented by an additional bonus in Competitions where applicable. More information about the bonus systems are available on the Help Center.

2.6. Rewards

Available rewards for winners are communicated during the Entry Period of the Competition and/or Leaderboard Competition in the Lobby. The prize(s) available depend on the Competition and/or Leaderboard Competition, and the final place of your Team.

The prize(s) awarded for a given Competition or Leaderboard Competition are **Wallet Rewards (Collectibles, ETH or User's Preferred Currency), Coins, merchandise, or real-life experiences.** The scarcity of the Collectible awarded to the winners depends on the Competition and their place in the ranking. The player represented by Collectible is at Sorare's discretion.

Following verification of each winner's eligibility and compliance with these Rules, the Terms and Conditions and any other applicable Additional Terms, the prize(s) will be transmitted pursuant to these Game Rules. By participating in the Game, you give your express permission to be contacted by Sorare by telephone and/or email to administer rewards.

2.7. Declining a Prize

In the event you do not want a merchandise or real world experience prize you have validly won, you may decline your prize by responding to the prize reward email. If you decline a prize, you will under no circumstances be entitled to an alternative prize or compensation. By declining a prize you renounce any claim to the prize.

2.8. Exclusion and Fraud

Sorare reserves the right to exclude any Users who do not comply or are reasonably suspected of not complying with these Rules, the Terms and Conditions, and any applicable Additional Terms. Any violation of these Rules, the Terms and Conditions, and/or any applicable Additional Terms will result in the User's immediate disqualification from the Competition or Leaderboard Competition and other Service limits, as provided for in the Terms and Conditions.

3. The Collection Game

The Collection Game offers Users the possibility to build collections of Collectibles in albums ("Collection Album(s)") for Users to win a scoring bonus within the Game ("Collection Bonus"), subject to the conditions set forth below.

3.1. Collection Requirements

Where indicated on the Website, a licensed club will have one (1) Collection Album per season and scarcity. For a Collectible to contribute to a Collection Album, its corresponding club must have a Collection Album available in the Game for that season. Only one (1) Collectible per individual player is valid per Collection Album (collectively, "Collection Requirements"). Additional details, criteria and other specificities of the Collection Requirements may vary at the discretion of Sorare and will be communicated in advance by Sorare. Sorare reserves the right, at its sole discretion, to determine whether a Collectible has been validly included in a Collection Album, pursuant to the applicable Collection Requirements. Common Cards are not eligible for the Collection Game.

3.2. Scoring and Bonus

3.2.1. Player Card Score. Each Collectible validly included in a Collection Album will have a score attributed to it based on the scoring matrix available on the Website ("Player Card Score").

3.2.2. Collection Album Score. In addition, each Collection Album will have a total collection album score attributed to it, based on the Player Card Score attributed to each Collectible in the corresponding Collection Album ("Collection Album Score"). If you have two or more (2) Collectibles of the same player that would fulfill the same Collection Requirements, the relevant Collectible of that player with the highest Player Card Score will count toward your Collection Album. If a player represented in a Collectible in your Collection Album moves clubs, that player's Collectible will continue to contribute to the Collection Album Score of the club and season that are represented on the relevant Collectible.

3.3.3. Collection Bonus. Collectibles that have contributed to your Collection Album Score may receive a Collection Bonus in Competitions where XP is scored, as detailed on the Website.

3.3 List-or-Play

A particular Collectible cannot simultaneously contribute to a Collection Album Score and be offered for sale or trade on the Marketplace. If you have already listed a particular Collectible on the Marketplace, that same Collectible cannot contribute to a Collection Album Score without first removing your offer from the Marketplace. If a particular Collectible already contributes to a Collection Album Score and you decide to list that Collectible on the Marketplace, that same

Collectible will immediately lose its Player Card Score thus impacting the corresponding Collection Album Score and Collection Bonus (if any) for all Collectibles in the related Collection Album. If you receive a direct offer for a particular Collectible which belongs to a Collection Album, the associated Player Card Score is only invalidated if/when you accept the offer.

4. Rewards

4.1. Wallet Rewards

Some Prizes will require Users to activate all features of their Default Wallet and/or activate a Blockchain Wallet, as detailed below. Users with both a Default Wallet and a Blockchain Wallet will be able to configure their preferences to receive rewards in their Preferred Currency or in ETH in their Wallets setting of their Accounts.

4.1.1 Default Wallet

Prizes won by Users in their Preferred Currency are transferred to the winner's Default Wallet, subject to full completion by winning Users of account verification requirements set forth on the Website and through Sorare's partner Mangopay.

4.1.2 Blockchain Wallet

Blockchain rewards (Collectibles or ETH, where applicable) are transferred to the winner's Blockchain Wallet. For ETH rewards, the ETH available in the relevant Competition and/or Leaderboard Competition will be shown in your local currency in the Lobby. The exact amount of ETH sent to the winner's Blockchain Wallet will reflect the amount shown in the local currency and the exchange rate between the local currency and ETH at the close of business day of the relevant Game Week or Competition Leaderboard Period, as displayed on <https://www.cryptocompare.com>.

Blockchain reward's value may fluctuate, and Sorare is not responsible for any value fluctuation of blockchain rewards after they are delivered to the winner(s). Blockchain rewards may under no circumstances be delivered to a different address.

4.2. Merchandise

You will provide the relevant requested information (including mailing address, sizing information as applicable and other information as reasonably requested) to Sorare in order to receive any merchandise rewards. Failure to provide such information within the timeframe specified by Sorare will result in your automatic forfeiture of the prize. You are responsible for any customs, duties, taxes or other fee(s) applicable to the merchandise. To the extent permitted by law, you agree to release, discharge and hold harmless, and waive any and all claims against Sorare in the event a merchandise prize is delayed or lost while in transit to you. Sorare will not replace or resend merchandise delayed or lost in transit. Sorare is not a seller or retailer. For any merchandise reward where a specific team or a player is indicated (including, without limitation, signed merchandise), Sorare reserves the right to replace the stated merchandise with other equivalent merchandise in its sole discretion.

4.3. Real Life Experiences

Any real life experience invitations or game/event/exhibition tickets awarded as a reward must be claimed within the time period specified by Sorare, if applicable. Except where clearly specified, **TRAVEL NOT INCLUDED**.

Where specified, you may be able to request your geographic preference for the invitation or tickets being awarded as rewards. All game/event/exhibition tickets and invitations are subject to availability.

Tickets or invitations may not be exchanged, resold, offered for resale, or used for any commercial or promotional purpose whatsoever. Any such resale or commercial or promotional use may result in disqualification and reward forfeiture, and may invalidate the tickets or invitations. Not redeemable for cash or credit. Rewards are nominative and personal, they are not transferable and may not be auctioned, traded, copied, transferred, modified or sold. Use of any

game/event/exhibition ticket or invitation is subject to the standard terms, conditions, and health and safety policies applicable to the ticket or invitation. Tickets and seat locations at the relevant game are subject to availability. Guest(s) must be of legal age of majority in their relevant jurisdiction(s) of residence unless accompanied by a parent or legal guardian. Game dates and times may be subject to change. Failure to claim the invitation or ticket(s) awarded in the time period specified by Sorare will result in the automatic forfeiture of the relevant invitation or ticket(s), which Sorare may award to an alternative Competition participant, in its sole discretion.

The terms and conditions of the tickets awarded as part of any Competition will govern in the event a game/event/exhibition is not played or held due to weather conditions, an act of God, an act of terrorism, civil disturbance, or any other reason. Each recipient and, where applicable, his/her guest(s) agree to comply with all applicable venue regulations in connection with the tickets. Sorare and its partners reserve the right to remove or to deny entry to any recipient and/or his/her guest(s) who engage in an unsportsmanlike or disruptive manner or with intent to annoy, abuse, threaten, or harass any other person at the game/event/exhibition. Released Parties (as defined below) will not be responsible for weather conditions; acts of God; acts of terrorism; civil disturbances; local, state, or federal regulation, order, or policy; work stoppage; epidemic, pandemic, or any other issue concerning public health or safety; or any other event outside of their control that may cause the cancellation or postponement of any game/event/exhibition.

You additionally agree, to the extent permitted by applicable law, to release, discharge and hold harmless, and waive any and all claims against Sorare, all Partner Entities, and each of their respective parents, affiliated companies, subsidiaries, officers, directors, employees, general and limited partners, shareholders, members (including, all players ("Players")), agents, licensees, distributors, dealers, retailers, printers, representatives, advertising and promotion agencies, and any other company associated with the reward, and all of their respective officers, directors, employees, agents, and representatives (collectively, "Released Parties") for any injury, damage, liability or loss of any kind that may occur, directly or indirectly, in whole or in part, from participation in the Game and/or a Competition, possession, receipt or use of the rewards (or any portion thereof), or any travel or activity related thereto. "Partner Entities" means Sorare's licensing partners.

The Game is in no way sponsored by any of the Partner Entities. Officially Licensed Product. All rights reserved.

5. Your Content

By entering this Game, you grant Sorare and Sorare's affiliates, representatives, licensees, partners, successors, and assigns the transferable, sub-licensable, irrevocable, free of charge, global right to use, copy, distribute, adapt, creative derivative works, reproduce, distribute, modify, translate, publish, broadcast, distribute, and otherwise exploit, including to in any media or support (including but not limited to digital formats, social media, media, television, streaming platforms, Sorare newsletters, e-banners or other promotional materials, etc.) a Team you have composed and information relating to your Team, including, but not limited to, your username, any statements you have made about the Game, and biographical information, for advertising, marketing, public relations and promotional purposes without any further compensation to you.

6. Amendment

We reserve the right to modify, at any time, all or part of the Rules. By participating in the Game, you accept the then-current version of the Rules. The applicable version of the Rules is the latest version published on the Website.

Sorare: MLB Game Rules

Last update: July 31, 2023

Sorare: MLB is organized by Sorare SAS, a French company registered in the Créteil Trade and Companies Register under the number 844 355 727, with a registered address of at 5 avenue du Général de Gaulle, 94160, Saint-Mandé, France. Participation in Sorare: MLB ("Game") is governed by the Terms and Conditions and these Sorare: MLB Game Rules ("Game Rules" or "Rules"). Capitalized terms not defined here will have the meaning given to them in the Terms and Conditions.

1. The Game

Sorare: MLB is based on virtual tournaments that track the real performance of baseball players on the field ("Tournament(s)"). The Tournaments are accessible from a dedicated area ("Lobby") on the Website. The Game and all Tournaments are free to enter.

Tournaments are announced in the Lobby at least one (1) week before it is scheduled to begin. The duration of each Tournament may vary depending on the time of year and the sporting events planned. Please note that Sorare reserves the right, in its sole discretion to determine the number and frequency of Tournaments.

Your objective in the Game is to use your baseball skills and knowledge to create the best team of seven (7) Collectibles and/or Common Cards ("Cards") representing professional baseball players. Each team must include at least one (1) starting pitcher, one (1) relief pitcher, one (1) corner infielder, one (1) middle infielder and one (1) outfielder ("Team"). Each Team is awarded points based on the performance of each of the players featured in the relevant Cards. Each player's points are awarded based on that player's actual performance in real games during the Tournament and according to the scale specified below. The best Team of each Tournament is the one that finishes the Tournament with the most points. The best Team in each Tournament wins a prize, as described below.

2. Participation in the Game

2.1. Entering a Team

Entry Period. The entry period to enter a Team into a Tournament varies depending on the duration of the Tournament. The relevant entry period in a given Tournament will always be specified in advance on the Website and materialized by a countdown.

During the entry period, you can access the Lobby to compose your Team and enter that Team into the relevant Tournament. When the Entry period ends, the composition of the Team can no longer be modified for the duration of the Tournament.

In all cases, Users may enter the Tournament of their choice by submitting a Team of seven (7) Cards representing seven (7) different players and containing at least one (1) starting pitcher, one (1) relief pitcher, one (1) corner infielder, one (1) middle infielder and one (1) outfielder.

Selecting Your Team. There are different Tournaments depending on the scarcity of the Cards required to compose a Team and the prizes available.

You can only enter a maximum of six (6) of players from the same real life team in a Team, and a particular player can only be entered once in that Team (even if you have more than one of that player's Cards).

A Card can only be used in one (1) Team at a time. You can enter one Team per Tournament.

Remember that win or lose, the Cards you enter in a Team are always yours to keep! You do not forfeit your Cards when you enter them into a Tournament.

2.2. Eligibility

The Game is open to all natural persons, at least 18 years old (or older where required by your jurisdiction), who have a valid Sorare account. To participate, you must have **at least seven (7) total Cards (consisting of Collectibles or Common Cards, as required by the Relevant Tournament), including a starting pitcher, a relief pitcher, a corner infielder, a middle infielder and an outfielder.**

You are prohibited from participating in the Game where doing so would be in violation of an agreement you have entered into with a third party.

2.3. Scoring and Winning

Points are awarded for each player in the Team on the basis of data provided by a Third-Party Service and according to the scale specified below.

More information about tournaments and point systems are available on the Service FAQs.

The winner(s) of a Tournament are the user(s) one who composed the Team(s) that were awarded the most points. In some Tournaments, prizes are also awarded to Teams finishing in other positions (for example, second or third place). Winners are notified via their User account. Winners' usernames will be displayed on the Website for the duration of the Game.

2.4. Prizes

Available prizes for winners are communicated during the Entry Period of the Tournament in the Lobby. The prize(s) available depend on the Tournament and the final place of the Teams.

The prize(s) awarded for a given Tournament are **Common Cards, Wallet Rewards (Collectibles, ETH or User's Preferred Currency), merchandise, or real life experiences.** The scarcity of the Collectible awarded to the winners depends on the Tournament and their place in the ranking. The player represented by the Common Card or Collectible is at Sorare's discretion.

Following verification of each winner's eligibility and compliance with these Rules, the Terms and Conditions and any other applicable Additional Terms, the prize(s) will be transmitted pursuant to these Game Rules. By participating in the Game, you give your express permission to be contacted by Sorare by telephone and/or email to administer rewards.

2.5. Exclusion and Fraud

Sorare reserves the right to exclude any Users who do not comply or are reasonably suspected of not complying with these Rules, the Terms and Conditions, and any applicable Additional Terms. Any violation of these Rules, the Terms and Conditions, and/or any applicable Additional Terms will result in the User's immediate disqualification from the Tournament and other Service limits, as provided for in the Terms and Conditions.

2.6. Sponsored Tournaments

Tournament Partner. The Game may be sponsored by a third-party partner ("Tournament Partner"), where indicated on the Website and/or in other communication. Links or reference to a Tournament Partner are not an endorsement of Sorare of such Tournament Partner.

3. Prizes

3.1 Wallet Rewards

Some Prizes will require Users to activate all features of their Default Wallet and/or activate a Blockchain Wallet, as detailed below. Users with both a Default Wallet and a Blockchain Wallet will be able to configure their preferences to receive rewards in their Preferred Currency or in ETH in their Wallets setting of their Accounts.

3.1.1 Default Wallet

Prizes won by Users in their Preferred Currency are transferred to the winner's Default Wallet, subject to full completion by winning Users of account verification requirements set forth on the Website and/or through Sorare's partner Mangopay.

3.1.2 Blockchain Wallet

Subject to activation by the winning User of the Blockchain Wallet, Blockchain prizes (Collectibles or ETH, where applicable) are transferred to the winner's Blockchain Wallet. For ETH rewards, the ETH available in the relevant Competition and/or Leaderboard Competition will be shown in United States dollars in the Lobby. The exact amount of ETH sent to the winner will reflect the amount shown in United States dollars and the exchange rate between the United States dollar and ETH when the reward is transferred to the winner's Blockchain Wallet, as displayed on <https://www.cryptocompare.com>. Blockchain prizes' value may fluctuate, and Sorare is not responsible for any value fluctuation of blockchain prizes after they are delivered to the winner(s). Blockchain prizes may under no circumstances be delivered to a different address.

3.2 Merchandise

You will provide the relevant requested information (including mailing address, sizing information as applicable and other information as reasonably requested) to Sorare in order to receive any merchandise rewards. Failure to provide such information within the timeframe specified by Sorare will result in your automatic forfeiture of the prize. You are responsible for any customs, duties, taxes or other fee(s) applicable to the merchandise. To the extent permitted by law, you agree to release, discharge and hold harmless, and waive any and all claims against Sorare in the event a merchandise prize is delayed or lost while in transit to you. Sorare will not replace or resend merchandise delayed or lost in transit. Sorare is not a seller or retailer. For any merchandise reward where a specific team or a player is indicated (including, without limitation, signed merchandise), Sorare reserves the right to replace the stated merchandise with other equivalent merchandise in the event the original prize offered is not available.

3.3 Real Life Experiences

Any game/event/exhibition tickets awarded as a reward must be claimed within the time period specified by Sorare, if applicable. **TRAVEL NOT INCLUDED.**

Tickets may not be exchanged, resold, offered for resale, or used for any commercial purpose whatsoever. Any such resale or commercial use may result in disqualification and tickets forfeiture, and may invalidate the tickets. Not redeemable for cash or credit. Tickets are nominative and personal. Tickets are not transferable and may not be auctioned, traded, copied, transferred, modified or sold. Use of any game/event/exhibition ticket is subject to the standard terms, conditions, and health and safety policies applicable to the ticket. Tickets and seat locations at the game are subject to availability. Guest(s) must be of legal age of majority in their relevant jurisdiction(s) of residence unless accompanied by a parent or legal guardian. Use of any Major League Baseball game/event/exhibition ticket is subject to the standard terms, conditions, and health and safety policies applicable to the ticket; see mlb.com/ticketback for details. Tickets and seat locations at the game are subject to availability. Guest(s) must be of legal age of majority in their relevant jurisdiction(s) of residence unless accompanied by a parent or legal guardian. Major League Baseball game dates and times are determined in the sole discretion of the Commissioner of Baseball, and/or the applicable club and may be subject to change.

The terms and conditions of the tickets awarded as part of any Tournament will govern in the event a legal game/event/exhibition, as defined by Major League Baseball, is not played or held due to weather conditions, an act of God, an act of terrorism, civil disturbance, or any other reason. Each recipient and his/her guest(s) agree to comply with all applicable ballpark and venue regulations in connection with the tickets. Sorare and the MLB Entities reserve the right to remove or to deny entry to any recipient and/or his/her guest(s) who engage in a non-sportsmanlike or disruptive manner or with intent to annoy, abuse, threaten, or harass any other person at the game/event/exhibition.

Released Parties (as defined below) will not be responsible for weather conditions; acts of God; acts of terrorism; civil disturbances; local, state, or federal regulation, order, or policy; work stoppage; epidemic, pandemic, or any other issue concerning public health or safety; or any other event outside of their control that may cause the cancellation or postponement of any Major League Baseball game/event/exhibition. Major League Baseball game/event/exhibition tickets awarded as prizes may not be resold, offered for resale, or used for any commercial or promotional purpose whatsoever. Any such resale or commercial or promotional use may result in disqualification and reward forfeiture, and may invalidate the license granted by the game/event/exhibition ticket.

You additionally agree, to the extent permitted by applicable law, to release, discharge and hold harmless, and waive any and all claims against Sorare, Tournament Partner(s) where applicable, the MLB Entities (as defined below), the Major League Baseball Players Association ("MLBPA"), MLB Players, Inc. ("MLBPI"), OneTeam Partners, LLC ("OTP"), and each of their respective parents, affiliated companies, subsidiaries, officers, directors, employees, general and limited partners, shareholders, members (including, with respect to MLBPA, all Major League baseball players ("Players")), agents, licensees, distributors, dealers, retailers, printers, representatives, advertising and promotion agencies, and any other company associated with the reward, and all of their respective officers, directors, employees, agents, and representatives (collectively, "Released Parties") for any injury, damage, liability or loss of any kind that may occur, directly or indirectly, in whole or in part, from participation in the Game and/or a tournament, possession, receipt or use of the rewards, (or any portion thereof), or any travel or activity related thereto. "MLB Entities" means the Office of the Commissioner of Baseball ("BOC"), its Bureaus, Committees, Subcommittees and Councils, MLB Advanced Media, L.P. ("MLB"), Major League Baseball Properties, Inc., The MLB Network, LLC, the Major League Baseball Clubs ("Clubs"), each of their parent, subsidiary, affiliated, and related entities, any entity which, now or in the future, controls, is controlled by, or is under common control with the Clubs or the BOC, and the owners, general and limited partners, shareholders, directors, officers, employees, and agents of the foregoing entities. By participating in the Game, you give your express permission to be contacted by Sorare by telephone and/or email to administer rewards. Sorare is not a seller or retailer. The Game is in no way sponsored by any of the MLB Entities. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball. The Game is in no way sponsored, administered, executed or produced by MLBPA, MLBPI, OTP or any Players. Officially Licensed Product of MLB Players, Inc. MLBPA and MLBPI trademarks, copyrighted works and other intellectual property rights are owned and/or held by MLBPA or MLBPI and may not be used without the written consent of MLBPA or MLBPI. All rights reserved.

4. Your Content

By entering this Game, you grant Sorare and Sorare's affiliates, representatives, licensees, partners, successors, and assigns the transferable, sub-licensable, irrevocable, free of charge, global right to use, copy, distribute, adapt, creative derivative works, reproduce, distribute, modify, translate, publish, broadcast, distribute, and otherwise exploit, including to in any media or support (including but not limited to digital formats, social media, media, television, streaming platforms, Sorare newsletters, e-banners or other promotional materials, etc.) a Team you have composed and information relating to your Team, including, but not limited to, your username, any statements you have made about the Game, and biographical information, for advertising, marketing, public relations and promotional purposes without any further compensation to you.

5. Amendment

We reserve the right to modify, at any time, all or part of the Rules. By participating in the Game, you accept the then-current version of the Rules. The applicable version of the Rules is the latest version published on the Website.

Sorare: NBA Game Rules

Last update: May 17, 2023

The Sorare: NBA game is organized by Sorare SAS, a French company registered in the Créteil Trade and Companies Register under the number 844 355 727, with a registered address of at 5 avenue du Général de Gaulle, 94160, Saint-Mandé, France. Participation in the Sorare: NBA game ("Game") is governed by the Terms and Conditions and these Sorare: NBA Game Rules ("Game Rules" or "Rules"). Capitalized terms not defined here will have the meaning given to them in the Terms and Conditions.

1. The Game

The Sorare: NBA game is based on virtual tournaments that track the real performance of basketball players on the court ("Tournament(s)"). The Tournaments are accessible from a dedicated area ("Lobby") on the Website. The Game and all Tournaments are free to enter.

Tournaments are announced in the Lobby at least one (1) week before it is scheduled to begin. The duration of each Tournament may vary depending on the time of year and the sporting events planned. Please note that Sorare reserves the right, in its sole discretion to determine the number and frequency of Tournaments.

Your objective in the Game is to use your basketball skills and knowledge to create the best team of five (5) Collectibles and/or Common Cards ("Cards") representing professional basketball players (a "Team"). A Team's cards must come in under the Points Cap (defined below).

Each Team is awarded points based on the performance of each of the players featured in the relevant Cards. Each player's points are awarded based on that player's actual performance in real games during the Tournament and according to the scale specified below. The best Team of each Tournament is the one that finishes the Tournament with the most points. The best Team in each Tournament wins a prize, as described below.

2. Participation in the Game

2.1. Entering a Team

Entry Period. The entry period to enter a Team into a Tournament varies depending on the duration of the Tournament. The relevant entry period in a given Tournament will always be specified in advance on the Website and materialized by a countdown.

During the entry period, you can access the Lobby to compose your Team and enter that Team into the relevant Tournament. When the Entry period ends, the composition of the Team can no longer be modified for the duration of the Tournament.

In all cases, Users may enter the Tournament of their choice by submitting a Team of five (5) Cards representing five (5) different players.

Points Cap. Each Competition will have a specified Points Cap, which is the maximum number of total player points the cards composing a Team can have.

Each player will have a 10 game average score, this score is the average number of points a player has scored in the Game following their last 10 real-life games played.

Selecting Your Team. There are different Leagues and Challenges depending on the scarcity of the Cards required to compose a Team and the prizes available.

You can only enter a maximum of four (4) of players from the same real life team in a Team, and a particular player can only be entered once in that Team (even if you have more than one of that player's cards). At least two (2) NBA teams must be represented in your Team.

A Card can only be used in one (1) Team at a time. You can enter once per League or Challenge.

Remember that win or lose, the Cards you enter in a Team are always yours to keep! You do not forfeit your Cards when you enter them into a Tournament.

2.2. Eligibility

The Game is open to all natural persons, at least 18 years old (or older where required by your jurisdiction), who have a valid Sorare account. To participate, you must have at **least five total cards (consisting of Collectibles or Common Cards, as required by the League or Challenge).**

You are prohibited from participating in the Game where doing so would be in violation of an agreement you have entered into with a third party.

2.3. Scoring and Winning

Points are awarded for each player in the Team on the basis of data provided by a Third-Party Service and according to the scale specified below.

More information about tournaments and point systems are available on the Service FAQs.

The winner(s) of a Tournament are the user(s) one who composed the Team(s) that were awarded the most points. In some Tournaments, prizes are also awarded to Teams finishing in other positions (for example, second or third place). Winners are notified via their User account. Winners' usernames will be displayed on the Website for the duration of the Game.

2.4. Prizes

Available prizes for winners are communicated during the Entry Period of the Tournament in the Lobby. The prize(s) available depend on the Tournament and the final place of the Teams.

The prize(s) awarded for a given Tournament are **Common Cards, Collectibles, merchandise, or real life experiences**. The scarcity of the Collectible awarded to the winners depends on the Tournament and their place in the ranking. The player represented by the Common Card or Collectible is at Sorare's discretion.

Following verification of each winner's eligibility and compliance with these Rules, the Terms and Conditions and any other applicable Additional Terms, the prize(s) will be transmitted pursuant to these Game Rules. By participating in the Game, you give your express permission to be contacted by Sorare by telephone and/or email to administer rewards.

2.5. Exclusion and Fraud

Sorare reserves the right to exclude any Users who do not comply or are reasonably suspected of not complying with these Rules, the Terms and Conditions, and any applicable Additional Terms. Any violation of these Rules, the Terms and Conditions, and/or any applicable Additional Terms will result in the User's immediate disqualification from the Tournament and other Service limits, as provided for in the Terms and Conditions.

2.6. Sponsored Tournaments

Tournament Partner. The Game may be sponsored by a third-party partner ("Tournament Partner"), where indicated on the Website and/or in other communication. Links or reference to a Tournament Partner are not an endorsement of Sorare of such Tournament Partner.

3. Prizes

3.1 Collectibles

Collectibles are transferred to the winner's Wallet. Collectibles' value may fluctuate, and Sorare is not responsible for any value fluctuation of Collectibles after they are delivered to the winner(s). Collectibles may under no circumstances be delivered to a different address.

3.2 Merchandise

You will provide the relevant requested information (including mailing address, sizing information as applicable and other information as reasonably requested) to Sorare in order to receive any merchandise rewards. Failure to provide such information within the timeframe specified by Sorare will result in your automatic forfeiture of the prize. You are responsible for any customs, duties, taxes or other fee(s) applicable to the merchandise. To the extent permitted by law, you agree to release, discharge and hold harmless, and waive any and all claims against Sorare in the event a merchandise prize is delayed or lost while in transit to you. Sorare will not replace or resend merchandise delayed or lost in transit. Sorare is not a seller or retailer. For any merchandise reward where a specific team or a player is indicated (including, without limitation, signed merchandise), Sorare reserves the right to replace the stated merchandise with other equivalent merchandise in the event the original prize offered is not available.

3.3 Real Life Experiences

Any game/event/exhibition tickets awarded as a reward must be claimed within the time period specified by Sorare, if applicable. **TRAVEL NOT INCLUDED.**

Tickets may not be exchanged, resold, offered for resale, or used for any commercial purpose whatsoever. Any such resale or commercial use may result in disqualification and tickets forfeiture, and may invalidate the tickets. Not redeemable for cash or credit. Tickets are nominative and personal. Tickets are not transferable and may not be auctioned, traded, copied, transferred, modified or sold. Use of any game/event/exhibition ticket is subject to the standard terms, conditions, and health and safety policies applicable to the ticket. Tickets and seat locations at the game are subject to availability. Guest(s) must be of legal age of majority in their relevant jurisdiction(s) of residence unless accompanied by a parent or legal guardian. Use of any basketball game/event/exhibition ticket is subject to the standard terms, conditions, and health and safety policies applicable to the ticket. Guest(s) must be of legal age of majority in their relevant jurisdiction(s) of residence unless accompanied by a parent or legal guardian. Game dates and times may be subject to change.

The terms and conditions of the tickets awarded as part of any Tournament will govern in the event a legal game/event/exhibition is not played or held due to weather conditions, an act of God, an act of terrorism, civil disturbance, or any other reason. Each recipient and his/her guest(s) agree to comply with all applicable venue regulations in connection with the tickets. Sorare and its partners reserve the right to remove or to deny entry to any recipient and/or his/her guest(s) who engage in an unsportsmanlike or disruptive manner or with intent to annoy, abuse, threaten, or harass any other person at the game/event/exhibition. Released Parties (as defined below) will not be responsible for weather conditions; acts of God; acts of terrorism; civil disturbances; local, state, or federal regulation, order, or policy; work stoppage; epidemic, pandemic, or any other issue concerning public health or safety; or any other event outside of their control that may cause the cancellation or postponement of any basketball game/event/exhibition. Game/event/exhibition tickets awarded as prizes may not be resold, offered for resale, or used for any commercial or promotional purpose whatsoever. Any such resale or commercial or promotional use may result in disqualification and reward forfeiture, and may invalidate the license granted by the game/event/exhibition ticket. You additionally agree, to the extent permitted by applicable law, to release, discharge and hold harmless, and waive any and all claims against Sorare, Tournament Partner(s) where applicable, the NBA Entities (as defined below), the NBPA Entities, and each of their respective parents, affiliated companies, subsidiaries, officers, directors, employees, general and limited partners, shareholders, members (including, with respect to NBPA, all NBA players ("Players")), agents, licensees, distributors, dealers, retailers, printers, representatives, advertising and promotion agencies, and any

other company associated with the reward, and all of their respective officers, directors, employees, agents, and representatives (collectively, "Released Parties") for any injury, damage, liability or loss of any kind that may occur, directly or indirectly, in whole or in part, from participation in the Game and/or a tournament, possession, receipt or use of the rewards, (or any portion thereof), or any travel or activity related thereto. NBA Entities" means NBA Properties, Inc., the National Basketball Association (the "NBA"), and the NBA member teams. "NBPA Entities" means National Basketball Players Association, its affiliates and the individual members of the NBPA, and each of their parent, subsidiary, affiliated, and related entities, any entity which, now or in the future, controls, is controlled by, or is under common control with the NBA member teams, and the owners, general and limited partners, shareholders, directors, officers, employees, and agents of the foregoing entities. By participating in the Game, you give your express permission to be contacted by Sorare by telephone and/or email to administer rewards. Sorare is not a seller or retailer. The Game is in no way sponsored by any of the NBA Entities. The Game is in no way sponsored, administered, executed or produced by NBA Entities or NBPA Entities. Officially Licensed Product. All rights reserved.

4. Your Content

By entering this Game, you grant Sorare and Sorare's affiliates, representatives, licensees, partners, successors, and assigns the transferable, sub-licensable, irrevocable, free of charge, global right to use, copy, distribute, adapt, creative derivative works, reproduce, distribute, modify, translate, publish, broadcast, distribute, and otherwise exploit, including to in any media or support (including but not limited to digital formats, social media, media, television, streaming platforms, Sorare newsletters, e-banners or other promotional materials, etc.) a Team you have composed and information relating to your Team, including, but not limited to, your username, any statements you have made about the Game, and biographical information, for advertising, marketing, public relations and promotional purposes without any further compensation to you.

5. Amendment

We reserve the right to modify, at any time, all or part of the Rules. By participating in the Game, you accept the then-current version of the Rules. The applicable version of the Rules is the latest version published on the Website.

ALTERNATIVE ENTRY METHOD RULES

These Alternative Entry Method Rules ("Alternative Entry Rules") govern your submission of a Team in the Game via the alternative method of entry ("Alternative Route"), as set forth below. Where indicated, you may participate in a Competition or Tournament pursuant to these Alternative Entry Rules, the T&Cs, the Game Rules applicable to the relevant sport, and any other applicable Additional Terms. Capitalized terms not defined here will have the meaning given to them in the Terms and Conditions and/or Game Rules applicable to the relevant sport.

- **Participation.** Where and when available, the Alternative Route will be indicated as an option in the Lobby. In order to participate using the Alternative Route, you must meet the eligibility criteria below and follow the submission instructions communicated to the email address associated with your User account. For the avoidance of doubt, participation in the Game via the Alternative Route does not grant you a license or access to Cards.

- **Eligibility.** The Alternative Route is open to all natural persons, at least 18 years old (or older where required by your jurisdiction) based in France, who have a valid Sorare account and have verified the phone number associated with the User account. You may not use the Alternative Route if you have already entered a Team with Collectibles during the relevant entry period. Submissions via the Alternative Route will be limited per Sorare account, per sport, as indicated on the Website for the relevant Game Week. Additional eligibility criteria may be communicated to you via email. Sorare reserves the right to verify your eligibility to participate via the Alternative Route (including by requesting supporting documentation and/or additional information from you to ensure that your participation meets the eligibility criteria set forth in this section) and to disqualify the selected team from the Alternative Route if necessary.
- **Game Rules.** The relevant sport's Game Rules will continue to apply to your participation in a Competition or Tournament, as applicable. You will be notified via email the Team you selected via the Alternative Route is eligible for a reward. Your username will not be displayed on the Website. In the event these Alternative Entry Rules conflict with the relevant sport's Game Rules, these Alternative Entry Rules will apply.
- **Amendment.** We reserve the right to modify, at any time, all or part of these Alternative Entry Rules. By participating using the Alternative Route, you accept the then-current version of the Alternative Entry Rules. The applicable version of the Alternative Entry Rules is the latest version published on the Website.