

**Leafs Gaming League 2024 (the "Tournament")
Official Rules and Regulations**

THE TOURNAMENT IS only open to legal residents of Canada and the United States of America who are eighteen (18) years of age or older. Employees and the immediate family members (including those with whom they are domiciled) of Maple Leaf Sports & Entertainment Partnership ("MLSE", the "Contest Sponsor"), the Toronto Maple Leafs, the National Hockey League and its member teams, NHL Enterprises LP and each of their respective parent companies, subsidiaries, affiliates, directors, officers, governors, agents, their advertising and promotional agencies (together with Contest Sponsors, the "Released Parties") are not eligible to enter the Contest. Determinations of Contest eligibility shall be made in the sole discretion of the Contest Sponsors and shall be final and binding.

By entering and participating in the Tournament, each Entrant, as defined below, unconditionally accepts and agrees to comply with and abide by these Official Rules and Regulations (the "Tournament Rules"). All decisions regarding the interpretation of these Tournament Rules lie solely with the Administrator, the decisions of which are final and binding in all respects. In addition, all Entrants must adhere to the Esports Code of Conduct, attached to these Tournament Rules as Schedule "A" (the "Code of Conduct").

1. ADMINISTRATOR

- Maple Leaf Sports & Entertainment, 50 Bay St, Toronto, Ontario, M5J 2L2, is solely responsible for organizing and administrating the two (2) LGL online tournament qualifying windows.
- Maple Leafs Sports & Entertainment ("MLSE") is solely responsible for organizing and administrating the two (2) LGL online tournament brackets.
- Maple Leafs Sports & Entertainment ("MLSE") is solely responsible for organizing and administrating the one (1) Grand Finals broadcast event.
- MLSE are referred to as the Administrator.

2. TOURNAMENT DATES

The following dates will apply to the Tournament. Participants may register for the PlayStation 5 competition or the Xbox Series S|X competition, but not both.

Stage	Date/Time	Location
Registration Period	December 28, 2023 to January 12, 2024 Registration ends at 10:00PM ET January 12, 2024	Online
LGL Online Qualifying Windows (Both Consoles)	January 8th, 2024 and January 12th, 2024 7pm - 11pm ET	Online

LGL Online Bracket Day 1 (Both Consoles, Top 16 players on each. Round of 16 and Quarter-Finals)	January 15th, 2024 7:30pm - 10pm ET	Online
LGL Online Bracket Day 2 (Both Consoles, Semi-Finals and Finals)	January 19th, 2024 7:30pm - 10pm ET	Online
LGL Grand Final (Cross-Console, PlayStation 5)	February 4th, 2024 Time TBD	Red Bull Gaming Studio 99 Atlantic Avenue, Toronto Ontario

All dates, times, and locations are subject to change. In the event that there is a change to the date, time and/or location of a Tournament Stage, Administrator will use reasonable efforts to notify all Entrants (as defined below) at least 48 hours prior to the event date.

3. TOURNAMENT PRIZES

- Overall Prize Pool: \$2,500 Canadian dollars (CAD)
 - Grand Finals Champion = \$2,000 CAD and advance to the North American Console Final of the 2024 NHL Gaming World Championship*
 - Grand Finals Runner-Up = \$500 CAD and advance to the North American Console Final of the 2024 NHL Gaming World Championship*
 - *In the event that the Grand Finals Champion or Runner-Up have already advanced to the North American Console Finals of the 2024 NHL Gaming World Championship through another NHL Club Championship or NHL All-Star Open, they will only be eligible for the cash prize and the next highest-finishing player will advance to the North American Console Final of the 2024 NHL Gaming World Championship
- All cash prize values are listed in Canadian dollars (“CAD”), are non-transferable, and must be accepted as awarded, without substitutions.
- Prizes will be distributed to the winners within 60 days of verification by Administrator. Additional information regarding prize distribution may be provided to the winners at the time of notification. Unclaimed prizes will not be awarded.
- All prize money will be paid directly to and in the name of the Entrants and will not be paid to any third party, including but not limited to agencies, agents or representatives for the Entrants. If a winner is under the age of 18, all prizes will be awarded to that winner’s parent or legal guardian.
- Winner shall be solely responsible for all federal, provincial, and/or local taxes, and the reporting consequences thereof, and for any other fees, costs or required withholdings associated with the applicable prize as required by law.

4. ELIGIBILITY

- To enter the Tournament, each Entrant must: (a) reside in Canada or the United States while participating in the Tournament; (b) be a permanent resident (as such term is defined by Canadian or USA immigration) or citizen of Canada or the USA; and (c) be 18 years of age or older on or before the date that they register for the Tournament, (d) be registered for the [EA SPORTS NHL 24 World Championship™](#) on Rival, (e) must have a valid passport and be able to travel to Toronto, Canada from Saturday, February 3rd 2024 to Monday, February 5th 2024 for the Grand Finals in person.
- MLSE will provide travel and accommodation if necessary for any of the final four (4) competitors to travel to Toronto to compete in the Grand Finals. Administrator reserves the right to determine if accommodations are necessary for any competitors local to the Toronto area. Administrator to contact each of the final four (4) competitors following the conclusion of the Online Bracket Day 2 to begin coordinating any required travel and accommodation.
- Officers and directors of the Administrator, EA Sports, and each party's respective parents, affiliated and subsidiary entities, are not eligible to participate in the Tournaments.
- The Administrator shall have the right at any time to require proof, to its sole satisfaction, of identity, date of birth and/or residency to show eligibility to participate in the Tournament and to deny any Entrant from playing or from being awarded any prize in the event that it is determined that one or more of the Entrants does not meet the eligibility criteria herein.
- Prior to the start of the Tournament, all Entrants must have: a PlayStation Network ID with active PlayStation Plus account or an Xbox Live Account with active Xbox Live Gold paid membership ("Game Account"), and a copy or valid game license of NHL 24 for the corresponding console. There is a cost associated with maintaining a PlayStation Plus or Xbox Live Gold account.
- All Entrants must have a LeagueGaming.com account and Rivalx.gg account and agree to the Terms and Conditions found at <https://leaguegaming.com/TOS> (the "League Gaming Terms and Conditions") <https://www.rivalx.gg/term> (the "Rival Terms and Conditions"). There are no fees or service charges to create or maintain an account. If an Entrant attempts to bypass the age gate by entering a false date of birth that Entrant will be disqualified.
- Leafs Gaming League does not count towards the maximum of four (4) Club Championships that players may register for on the Rival platform. Entrants may register for Leafs Gaming League in addition to a maximum of four (4) other Club Championships hosted by Rival.
- During the Tournament, if it is determined by the Administrator that an Entrant has a LeagueGaming account or Rival account that is suspended or was cancelled due to a violation of current or past Terms and Conditions, harassment of other players and/or employees or suspected or confirmed fraud or unfair gameplay, that Entrant will be considered ineligible, will be disqualified from the Tournament, will not move forward to the next round and, if applicable, will be required to return any prizes that may be awarded.
- As set out in Section 7 below, all Entrants that qualify for and participate in the Leafs Gaming League Grand Final event will be required to sign a declaration and release confirming their understanding of, compliance with, and acceptance of the Tournament Rules with a standard release of all liability (the "Declaration") the Entrant is permitted to participate.
- The Tournament is subject to all applicable Canadian federal, provincial and local laws and regulations and is VOID WHERE PROHIBITED BY LAW.

5. TOURNAMENT STRUCTURE

All details are subject to change at the discretion of the Administrator. Any changes will be communicated to each participating Entrant and posted on the Website (as defined below) as early as possible. Any disputes will be resolved by the Administrator, whose decision shall be final, conclusive and binding. The Administrator's decisions shall be made strictly in accordance with these Tournament Rules and any other rules and procedures put in place during each of the individual Stages.

LGL Online Qualifying Windows

- How to Enter:
 - Two (2) 1v1 Ladders will take place (1 per console). The LGL 1v1 Brackets are open to all eligible Entrants and will run on the dates and times designated below. Entrants may only register for one (1) console. Each LGL 1v1 Qualifying Window will feature a 4-hour Play Window, during which Entrants may compete in eligible Matches to improve their record. Entrants will be ranked for wins and losing using an Elo rating system. A minimum of 5 total matches must be played in the qualifying window in order to be ranked. Matches that start before the end of the designated Play Window and are still in-progress will count towards an Entrant's record. All Matches played outside of the designated Play Windows will not count towards an Entrant's record.
 - LGL 1v1 Qualifying Window (Both Consoles)
 - § Monday, January 8th, 2024, 7:00 pm - 11:00pm ET
 - § Friday, January 12th, 2024, 7:00pm - 11:00pm ET
- To register for and participate in the Qualifiers, an Entrant must navigate to <https://www.leaguegaming.com/leafsgaming> (the "Website") during the Registration Period and register for Leaguegaming.com, and sign up for either the PlayStation or Xbox event from the options presented.
 - The Entrant will be required to create and/or login to their Leaguegaming.com account on (the "Leaguegaming Website") prior to being able to join the 1v1 Qualifying Windows.
- How to Play:
 - **Format:** Ranked Ladder; all Matches are Best of One (1) in the Online Versus game mode, using the current Toronto Maple Leafs roster in NHL 24. Entrants are allowed to edit the roster's lines by swapping scratched players in to the lineup.
 - **Playing a Match:** During any Play Window, on the 1v1 Qualifiers page(s) on the Website, click the "Find a match" button to enable Matchmaking. Matches are generated based on an Entrants rating compared to all other available Entrants that have enabled Matchmaking. Once a Match has been generated it must be completed or it will be counted as a loss. To stop or pause Matchmaking click the "Cancel" button. Note: Matchmaking will continue even if you leave the site. Only Matches that are started within the designated Play Windows will count towards an Entrant's rating. Matches that are not played through the 1v1 Qualifiers event series, or are played outside of the Play Windows, will not count towards an Entrant's rating. Entrants may play as many games as they would like during the Play Windows. The number of games required to play to advance to the next stage of the Tournament will depend on the competitor's record and rank relative to the rest of the competition.
 - **Communication:** Please use the MLSE Esports Discord server to chat to coordinate your game with your matched opponent.

- **Discord:** All Entrants must be available in the MLSE Esports Discord (<https://discord.com/invite/vaHNN6UFpv>) server while participating in the Tournament, or they may be disqualified at the discretion of the Administrator.
- **No-shows:** Any Entrant that is not ready to play within 15 minutes of the designated start time will forfeit the Match, at the discretion of the Administrator. If a Match is not played and neither Entrant requests a no-show victory through the Discord server, the Match will be cancelled.
- **Reporting Results:** Players are required to input their match results once a game has completed. If a player quits, please submit the score at the point of the quit.
- **Proof of Results:** Entrants are required to take appropriate in-game screenshots or videos that display the final results of each Game and should be prepared to provide them immediately at the request of the Administrator. Failing to do so, or providing false or doctored information, may result in immediate disqualification from the Tournament and future tournaments, at the discretion of the Administrator.

LGL Online Bracket Stage

- How to Qualify:
 - Following the conclusion of the Online Qualifying Windows, the 16 highest-ranked Entrants on each console will advance to the LGL Online Bracket Stage. The LGL Online Bracket Stage will consist of two separate brackets in a single-elimination, best-of-three (“BO3”) fixed brackets; one for the PlayStation 5 division and one for the Xbox Series S|X division. Players will be seeded 1 through 16 based on their final Elo rank in the Online Qualifying Window. Competitors will play the first and second round of this bracket (Round of 16 and Quarter Finals) on Monday, January 15th. Competitors will play the third and fourth round of this bracket (Semi Finals and Finals) on Friday, January 19th. The top 2 players from each console will advance to the Leafs Gaming Grand Finals. Players will play the finals of the online bracket for seeding in the Grand Finals. The finals of the online bracket will be best-of-one (“BO1”).
 - LGL Online Bracket Day 1 (Both Consoles)
§ Monday, January 15th, 2024, 7:30 pm - 10:00pm ET
 - LGL Online Bracket Day 2 (Both Consoles)
§ Friday, January 18th, 2024, 7:30pm - 10:00pm ET
- **Competition Rules:** Finalists must wait for the Administrator’s approval prior to starting all Games. Any Entrant that is not ready to start at the designated time may forfeit the Game and/or Match. Finalists are required to stream the gameplay to Twitch.

Cross-Console Grand Final

- The live Cross-Console Grand Finals event will take place on PlayStation 5 between the top 2 players from the PlayStation Bracket and top 2 players from the Xbox Bracket in-person at Red Bull Gaming Studio in Toronto, Canada on Sunday, February 4th 2024.
- **Travel:** The four finalists will be required to travel to Toronto from Saturday, February 3rd to Monday, February 5th for the Grand Finals. MLSE will provide travel and accommodation if necessary for any of the final four (4) competitors to travel to Toronto to compete in the Grand Finals. Administrator reserves the right to determine if accommodations are necessary for any competitors local to the Toronto area. Administrator to contact each of the final four (4) competitors following the conclusion of the Online Bracket Day 2 to begin coordinating any required travel and accommodation.
- **Format:** The format of the Grand Finals will consist of two Semi-Final Best-Of-Three series followed by a Best-Of-Three Grand Final. The 1st seed from the PlayStation bracket will play the 2nd seed from the

Xbox bracket in one semi-final, and the 2nd seed from the PlayStation bracket will play the 1st seed from the Xbox bracket in the other semi-final.

- **Competition Rules:** Finalists must wait for the Administrator's approval prior to starting all Games.
- **Equipment:**
 - All Matches during the Grand Finals will be played on PlayStation 5. MLSE will provide all necessary hardware at the Grand Finals to compete on PlayStation.

Gameplay Rules

- **Game Settings:** If any game settings are not mentioned in the list below, they shall be left at the default value.
 - **Game Mode: Online Versus**
 - Difficulty: All-Star
 - Period Length: 4 Minutes
 - Game Type: Competitive
 - Rules: Custom
 - Fighting: On
 - Penalties: On
 - **Injuries: Off**
 - Offsides: Delayed
 - Icing: Hybrid Icing
 - **Tie Break: 5v5 Continuous Overtime**
 - Control Goalie in Shootout: On
- **Teams:** Both Entrants must be using the Toronto Maple Leafs with current standard rosters only.
- **Position Lock:** No
- **Game Hosting:** The hosting Entrant is responsible for inviting the opposing player in-game using their Game Account. The hosting Entrant is responsible for ensuring that all game settings are correct. Any game started with the wrong settings may result in a forfeit for the hosting Entrant at Administrator's discretion.
- **Finality of Results:** At the discretion of the Administrator, any Game that is played in full will not be open for review and the results will be considered final. If a player has an issue with the game, they must notify the Administrator immediately through Discord.

6. WINNER NOTIFICATION

- Entrants that win a prize (each a "Prize") will be notified by email within seventy-two (72) hours of the conclusion of the Finals. Each Winner must send their full mailing address to the Administrator within five (5) days from the date of the email advising them that they are a winner, to successfully claim the Prize or such Prize may be deemed forfeited. In the event of any dispute concerning the operation of any element of the Tournament, the Finals, or these Tournament Rules, the decision of the Administrator will be final. Any Entrant found to have violated these Tournament Rules, even after a Prize has been awarded, will be disqualified and will be required to return the Prize awarded, or cash equivalent in full within thirty (30) days following notice from Administrator that the Entrant has violated the Tournament Rules.

7. RELEASES

- All Entrants participating in the Cross-Console Finals events (the "Livestream Event Participants"), will be required to execute and deliver to the Administrator a Declaration that confirms: (i) eligibility to participate in the Tournament and acceptance and compliance with these Tournament Rules; (ii) acceptance of the Prizes as offered (if deemed a winner); (iii) permission to record the Entrant's participation in the Finals, and use the Entrant's name, photo, image and any footage or photo taken of

the Entrant; (iv) release of the Administrator, EA Sports, any Tournament sponsors and promoters, and each party's respective parent, related and affiliated companies and entities, subsidiaries, members, dealers, advertising and promotional agencies, and each of their respective directors, successors, sponsors, partners, licensees, officers, subsidiaries, agents, employees, advisors, assignees, and all others associated with the development and execution of the Tournament (collectively, the "Releasees") from any and all liability in connection with this Tournament or participation in any Tournament related activities. In the event that Livestream Event Participants is a Minor, their parent or legal guardian must sign the Declaration on their behalf and provide consent for their Minor child to participate in the Livestream Events. If the parent or legal guardian does not consent to the foregoing, the affected Finalist will be disqualified. Declarations must be received by Administrator prior to the Livestream Event Participant's first Match in a Livestream Event.

8. PUBLICITY RELEASE

- Please note, the Finals will be recorded for entertainment and promotional purposes and that photographs and video footage will be taken during the events. By participating in the Tournament, each Entrant grants the Administrator, the Game providers, and Tournaments sponsors with the right to use: (i) their name, email address, mailing address, telephone number and other personal information provided during their registration in the Tournament and any data collected while the Entrant is playing the Game, for the purpose of administering the Tournament, including but not limited to contacting and announcing the individuals who have qualified for the Livestream Events; and (ii) their name, city and province or state of residence, video footage, images, voice recording, comments and opinions for entertainment, publicity and promotional purposes relating to the Tournament, in any and all media now known or hereafter devised, without further compensation unless prohibited by law. In addition, by participating in the Tournament all Entrants acknowledge and agree that the Releasees may disclose their Personal Information to third-party agents and service providers in order to affect any of the activities listed above, in accordance with the Administrator's privacy policy located at <https://www.mlse.com/legal/privacy-policy>. All Personal Information provided to MLSE will be handled in accordance with MLSE's Privacy Policy.

9. LIMITATION OF LIABILITY

- By entering this Tournament, each Entrant, or in the case of a Minor, their parent or legal guardian on their behalf, acknowledges compliance with, and agrees to be bound by, these Tournament Rules and consents to the use of their name, city of residence, and/or likeness in any publicity carried out by Releasees, and/or their advertising and promotional agencies and agents without further notice or compensation. Entrants release and hold harmless the Releasees from and against any and all manner of action, causes of action, suits, debts, covenants, contracts, claims and demands, including legal fees and expenses, whatsoever, including but not limited to, claims based on negligence, breach of contract and fundamental breach and liability for physical injury, death, or property damage which the Entrants or their administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Entrants participation in the Tournament, Finals, and/or in connection with the acceptance, use and/or misuse by the Entrant of the prize.
- None of the Releasees shall be responsible for or bear any liability for: (i) late-received, lost, unintelligible/illegible, incomplete, or misdirected registrations, entries or Game scores; (ii) entries or game plays which fail to comply with the Tournament Rules; (iii) any technical or human error that may occur in the administration of the Tournament, including any problems or technical malfunction of any computer online systems, servers, access providers, computer equipment, software, failure of any e-mail or entry to be received on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, all of which may affect an Entrants ability to participate in the Tournament, or the ability of the Administrator to receive and/or record and Entrants Game score; and

(iv) any unauthorized human and/or mechanical intervention in any part of the entry process of the Tournament.

- As a condition of participating in this Tournament, Entrant agrees that (i) under no circumstances will Entrant be permitted to obtain awards for, and Entrant hereby waives all rights to claim, punitive, incidental, consequential, or any other damages, (ii) all causes of action arising out of or connected with this Tournament, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and (iii) any and all claims, judgments, and awards shall be limited to actual out-of-pocket costs incurred, but shall in no event include attorney's fees. Void if prohibited by law.
- Any attempt to deliberately undermine the legitimate operation of this Tournament is a violation of the Tournament Rules and criminal and civil laws, and should such an attempt be made, the Administrator reserves the right to seek remedies and damages to the fullest extent permitted by law, including criminal prosecution. Entrants agree to abide by the Tournament Rules.
- The Administrator reserves the right, in their sole discretion, to disqualify any Entrant who violates the Code of Conduct, tampers with the entry process and/or void any game results submitted fraudulently. Should multiple users of the same email account enter the Tournament and a dispute thereafter arise regarding the identity of the Entrant, the authorized account holder of said e-mail account at the time of entry will be considered the Entrant. "Authorized account holder" is defined as the natural person who is assigned an e-mail address by an Internet access provider, online service provider or other organization which is responsible for assigning email addresses or the domain associated with the submitted e-mail address. If, for any reason, the Tournament is affected by any computer virus, worm, bug, tampering, hacking, unauthorized intervention, fraud, technical failure or other cause which, in the sole opinion of the Administrator, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Tournament, the Administrator may, in their sole discretion, cancel, terminate, modify, or suspend the Tournament, and determine winners from gameplay already received or as otherwise deemed fair and equitable by the Organizer and/or Administrator. Automatic gameplay is prohibited, and any use of automated devices will cause disqualification.
- Administrator reserves the right, in its sole discretion, to terminate the Tournament, in whole or in part, and/or to modify, amend or suspend the Tournament, and/or to the Tournament Rules in any way, at any time, for any reason without prior notice.

10. CHOICE OF LAW

- The Tournament is subject to all applicable Canadian federal, provincial and local laws. All issues and questions concerning the construction, validity, interpretation and enforceability of the Tournament Rules or the rights and obligations as between the Entrant and the Administrator in connection with the Tournament shall be governed by and construed in accordance with the laws of the Province of Ontario. By entering, Entrants consent to the jurisdiction and venue of the federal, provincial and local courts located in the city of Toronto, Ontario.
- Should there be any discrepancies between the English and French versions of these Tournament Rules, the English version shall govern and supersede.

Esports Code of Conduct

The following rules apply to individuals participating in an event or tournament (each a “player”).

All players are expected to conduct themselves in a manner that reflects positively on the event or tournament, including all individuals and organizations affiliated with the event or tournament.

■ **Competition:**

- Players are expected to compete to the best of their ability at all times during the event or tournament, and must at all times act in accordance with the rules for the event or tournament, including any direction given by the administrator or anyone acting on its behalf.
- Cheating is defined as any act that gives one player a competitive advantage over another. If a player feels that they have been cheated by another player, that player must raise their concern with the administrator immediately, by providing as much detail as possible. Complaints should always be accompanied by video or photographic evidence, if available, or other documentation to validate the claim. All complaints will be handled on a case-by-case basis, and depending on severity may result in: i) an initial warning, or for a second offense, immediate forfeit of the current game or match; ii) immediate forfeit of current game or match; or iii) immediate disqualification from the event or tournament and prohibition from participating in future events or tournaments. Examples of cheating include, but are not limited to:
 - Collusion and Match Fixing, defined as any agreement between two (2) or more players to disadvantage opposing players.
 - Hacking or modifying the game.
 - Using a prohibited class, team, weapon, item, or action during a game.
 - Spectating an opposing player's monitor or live streams.
 - Using restricted hardware or equipment during a game.
 - Using any player that was not registered during registration.
 - Intentionally disconnecting from any game prior to its official conclusion.
 - Exploiting known in-game bugs, glitches, and unintended game features to disadvantage opposing players.

■ **Sportsmanship:**

- We are committed to providing players with a competitive environment that is free of harassment and discrimination. To that end:
 - Players may not use language in relation to the event or tournament that is deemed by the administrator to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable.
 - Players may not engage in the harassment of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, ability, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

■ **Prohibited Content:**

We encourage players to wear their own jerseys and to create unique team names and player nicknames. However, jerseys, team names and player nicknames containing the following are prohibited, and may not

be worn or used at any event related to the event tournament, including but not limited to, game play, player/team interviews, public appearances, or any other event where the players are appearing on behalf of or representing the event or tournament:

- Sponsorship categories including but not limited to, drugs, alcohol or tobacco, legal or otherwise, pornography, or R rated content, firearms, political or religious organizations, hazardous products or services, gambling related products or services, products or services that represent trade with countries subject to embargoes or trade sanctions by Canada and/or the United States;
 - Language that is obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable;
 - Language that espouses insults, hate or harassment, or is demeaning towards individuals or groups; or
 - Content that may infringe the rights of any third party, including but not limited to intellectual property rights, or rights of a person, including parodies or satirical references to third party intellectual property.
- **General:**
- Players are expected to respond to requests from administrators in a timely manner. Players may not disclose any confidential information provided by administrators or any parties related to the event or tournament, by any method of communication, including all social media channels.
 - In addition to the Code of Conduct, players may be obligated to comply with any rules or regulations imposed on them by the game manufacturer or equipment providers (i.e. terms and conditions associated third party accounts required for participation in an event or tournament, including but not limited to PlayStation, Xbox, or Blizzard).
- **No Drugs or Alcohol:**
- Use of drugs or alcohol, legal or otherwise, may lead to disruptive behaviour. Players and spectators believed to be under the influence of drugs or alcohol may be removed, and in the case of players, disqualified from the event or tournament at the sole discretion of the administrator.

All decisions regarding the enforcement of the Code are at the discretion of the administrator and are final and binding.

Dated: December 28, 2023