



MOBILE
ESPORTS

PUBG MOBILE

Official Competition Rulebook

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BACKGROUND AND PURPOSE

Proxima Beta Pte. Limited (“**Proxima**”) owns the rights to distribute the mobile game *PlayerUnknown’s Battlegrounds Mobile* (“**PUBG MOBILE**”) worldwide, except in India, Korea, and Japan. Proxima has created a top tier of official competitions that feature play of PUBG MOBILE at an elite level, including the PUBG MOBILE Nationals/Regional Championships, PUBG MOBILE Super League, PUBG MOBILE Global Open, PUBG MOBILE World Cup, and PUBG MOBILE Global Championship. These top-tier, elite competitions are referred to as the “**Official Competitions**”.

These PUBG MOBILE Official Competition Rules (“**General Rules**”) establish the general rules, terms and conditions applicable to the play of PUBG MOBILE at all Official Competitions. They include rules governing matters like player eligibility, player transfers, and player conduct that apply to all Official Competitions. These General Rules include (1) the general terms set forth in Sections below (“**General Terms**”), (2) the registration procedures, requirements and rules that are displayed on the PUBG MOBILE website at the time of registration (“**Registration Requirements**”), and (3) the specific terms in the attached Appendices.

In addition to the General Rules, Proxima has also issued rules that apply to one specific Official Competition and not to others (the “**Competition-Specific Rules**”). The Competition-Specific Rules establish rules, terms and conditions for matters like prize pool, schedule and playoff structure that vary from tournament to tournament.

The Glossary in Appendix 1 has helpful definitions and explanations that are applicable to these General Rules and the Competition-Specific Rules.

These General Rules apply to and are binding on: (1) the individual (natural person), entity and/or group (“**Owners**”) who registered a team (“**Team**”) to participate in an Official Competition, and (2) to each Team’s players, managers, coaches, owners and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to in in these General Rules as the “**Team Members**”.

These General Rules apply to online qualifiers, regular season and post-season play, including the Global Championship, and to any other match, game, tournament or event that is part of an Official Competition (“**Tournament**”). The Competition-Specific Rules for a particular Official Competition apply to all stages, seasons for that Official Competition. These General Rules and the applicable Competition-Specific Rules form a contract between a Team Member and Proxima. Each Team Member must read, understand, and agree to these General Rules and the applicable Competition-Specific Rules before participating in any Tournament.

BY PARTICIPATING IN ANY TOURNAMENT, YOU AGREE TO THESE GENERAL RULES AND THE COMPETITION-SPECIFIC RULES APPLICABLE TO THAT TOURNAMENT. IF YOU DO NOT ACCEPT THESE GENERAL RULES AND THE APPLICABLE COMPETITION-SPECIFIC RULES AND ABIDE BY THEM DURING YOUR PARTICIPATION IN THE TOURNAMENTS, YOU WILL NOT BE ELIGIBLE TO PARTICIPATE IN AN OFFICIAL COMPETITION.

GENERAL TERMS

1. Acceptance of General Rules

1.1. Acceptance

1.1.1. Each Team Member must agree to these General Rules and the applicable Competition-Specific Rules in order to participate in any Tournament. A Team Member may accept these General Rules or the applicable Competition-Specific Rules by registering to participate in an Official Competition in accordance with the Registration Requirements or by participating in any Tournament.

1.1.2. When a Team Member arrives at a LAN Event, she or he may be asked to sign an acknowledgment form before the Tournament begins. This form confirms that the Team Member has accepted and agreed to abide by these General Rules and the applicable Competition-Specific Rules. A Team Member's failure or refusal to sign an acknowledgment form when asked to do so may result in sanctions, including: (i) disqualification of the Team Member or the Team Member's Team from the applicable Tournament; (ii) forfeiture of any and all prizes earned by the Team Member or such Team Member's Team; and/or (iii) forfeiture of Team Member's or such Team Member's Team's slot in the applicable Tournament. A Team Member who is not asked to sign an acknowledgement form may accept these General Rules and the Registration Requirements as provided in Section 1.1.1.

1.2. Changes to General Rules and Competition-Specific Rules. The field of esports and the mobile games played in esports are changing rapidly, and these General Rules and the Competition-Specific Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and updates to PUBG MOBILE. Accordingly, Proxima may update, amend or supplement these General Rules and the Competition-Specific Rules from time to time, and may interpret or apply these General Rules and the Competition-Specific Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these General Rules or the Competition-Specific Rules will be provided to the Team's Team Captain using the email address listed as part of the online registration process. Each Team Captain will be responsible for distributing updates and other communications relating to these General Rules and the Competition-Specific Rules to other Team Members. Participation in any Tournament will constitute acceptance of the changed rules, instructions and guidance.

1.3. Enforcement of the General Rules. Proxima has retained a third-party tournament organizer ("**Tournament Organizer**") to operate certain Tournaments. The Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for each Tournament ("**Tournament Officials**") and for ensuring compliance with these General Rules and the applicable Competition-Specific Rules.

1.4. Privacy Policy. Proxima will collect, store, and use a Team Member's personal information in accordance with the Privacy Policy for PUBG MOBILE in effect for the Team Member's Region, which is available at <https://pubgmobile.proximabeta.com/privacy.html>.

2. Players

2.1. Eligibility

2.1.1. **Player Age.** In order to be eligible to participate in a Tournament as a player, an individual must have reached 16 years of age or older (i.e., the player has lived for at least 16 calendar years) as of the Tournament start date. If a player is 16 years of age or older but under the age of majority in his or her country of residence before the start of the Tournament, he or she may still compete in the Tournament if (1) he or she meets the other eligibility criteria in these General Rules and the applicable Competition-Specific Rules, and (2) a parent or legal guardian accepts these General Rules and the applicable Competition-Specific Rules on behalf of the player, and consents to the player’s participation in the Tournament using a parental consent form provided by the Tournament Organizer.

2.1.2. **Multiple Teams.** Players may not play for or contract with more than one Team at a time. If a player enters such an arrangement or contract, Tournament Officials reserve the right to bar the player from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.

2.1.3. Regional Requirement.

(A) **Regional and Country Requirements.** In order to maintain the regional identity of teams that compete in a global competition and to encourage the type of regional identification that is important to fans and sponsors, each Team must maintain, at all times during any Official Competition, a minimum number of players on its active roster who are residents of the Team’s designated home Region, as specified in the table below. If the Official Competition is a country-level tournament, then the Team must also maintain a minimum number of players on its active roster who are residents of the Team’s designated home country, as specified in the table below. Note that stricter rules may apply for certain Tournaments, as stated in the applicable Competition-Specific Rules.

| Country-Level Tournament | | |
|------------------------------------|-----------|-----------|
| Minimum Number of Players Per Team | 6 | 5 |
| Country Residents | Minimum 3 | Minimum 2 |
| Regional Residents | Maximum 2 | Maximum 2 |
| Foreigner/ Non-Resident | Maximum 1 | Maximum 1 |

| Regional-Level Tournament |
|----------------------------------|
|----------------------------------|

| | | |
|------------------------------------|-----------|-----------|
| Minimum Number of Players Per Team | 6 | 5 |
| Regional Residents | Minimum 5 | Minimum 4 |
| Foreigner/ Non-Resident | Maximum 1 | Maximum 1 |

- (B) **Examples of Application of the Rule.** Two examples can be used to illustrate the rules in Section 2.1.3(A) above. Example 1: There is PUBG MOBILE National Championship event in Egypt, which is a country-level tournament. If the tournament has a 5-person roster requirement, a Team must have a minimum 2 Egyptian players (either lawful permanent residents or citizens), a maximum 2 MENA player (lawful permanent residents or citizens), and maximum 1 foreign player from any country (which could be outside of MENA region). Example 2: For a 6-person roster, a Team must have a minimum 3 Egyptian players (lawful permanent residents or citizens), a maximum 2 MENA player (lawful permanent residents or citizens), and a maximum 1 foreign player from any country (which could be outside of MENA region). If this Team qualifies into higher level PMSL MENA tournament, the Team must maintain their Egyptian players on the active roster as the roster must remain identical throughout the Season.

- (C) **Team’s Home Region and Home Country.** A Team’s home Region will be selected by the Team Captain at the time of registration and may not be changed at any time during an Official Competition without the prior written approval of the Tournament Officials. The Team’s home country must be located in the Team’s home region and will be determined by the Tournament Officials based on the nationality or permanent residence of the Team’s players. For purposes of illustrating the forgoing, if a Team registers in EMEA as its home Region, the Team’s home country could be France or Germany but could not be Japan. If a majority of the Team’s players are France, then the Team’s home country will be France.

- (D) **Resident Defined.** A player is considered a **“Resident”** of a particular country for the purposes of an Official Competition if the player is, on the date that the player registers for the Official Competition, either (i) a lawful permanent resident of the country, or (ii) a citizen or national of such country. A player is a resident of a particular Region if the player is a resident of a country located in that Region. All matters relating to the determination of a player’s country, region, nationality, or residency shall, for purposes of the Official Competition, be resolved by the Tournament Officials in their sole discretion.

- (E) **Certification of Residency.** All players shall certify their residency prior to participation in any live, in-person Tournament (**“LAN Event”**) by providing proof of residency as defined below. Tournament Officials reserve the right to request legal proof to verify a player’s age, residency,

nationality, or compliance with other eligibility requirements in these General Rules or in the Registration Requirements.

- (F) **Proof of Residency.** A player’s residency is determined based on his/her primary legal residence, as supported by official documentation such as a government-issued identification card, passport, or residency permit. For the avoidance of doubt, a tourist, work, athlete, or student visa does not satisfy the residency requirement. Teams that qualify for LAN Events must provide passport information for all players to verify travel arrangements to such LAN Events.

- (G) **Single Residency Status.** A player may only be a Resident of a single country at any point in time, regardless of whether that player has lawful resident status in multiple jurisdictions. Once a player declares residency in one country in which he/she is eligible, the player may only switch countries with advance approval by Tournament Officials. In cases where a player has dual residency or other exceptional circumstances, Tournament Officials will evaluate the situation and make a determination based on evidence of the player’s primary residence and any relevant tournament-specific criteria.

- (H) **Residence Requirement Violations.** Each Team is responsible for ensuring that its players meet the applicable residency requirements and that the Team has the required minimum number of players who are residents of its home Region (and, where applicable, home country). It shall be a violation of these General Rules, by both the Team and the player, if a player (or his or her parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player’s residency, country, or Region. Such a violation will subject the Team and/or player to disciplinary measures as outlined in these General Rules and the Registration Requirements.

2.2. No Tencent, Krafton, or Tournament Organizer Employees. Team Members may not be employees of Tencent Holdings Limited (“**Tencent**”), Proxima, Krafton, Inc. (formerly Bluehole), the Tournament Organizer or any of their respective affiliates at any point during a Season.

2.3. Player Names. A player’s gamer tag or in-game nickname (“**Gamer Tag**”) must consist of the player’s Team name (or acronym or other word representative of the Team name) and player name in the format of “TEAMNAMEPLAYERNAME”. For example, a player named “Lucky” on team “All Stars” might have the Gamer Tag “ASLUcky”. Gamer Tags will be selected at the time of registration and may not be changed at any time during a Season without the prior written approval of the Tournament Officials. A Gamer Tag may not include any word or phrase in any language that is offensive, toxic or hurtful. A Gamer Tag may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Proxima, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a player must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the player is properly licensed to use such third party’s intellectual property. Notwithstanding any approval that may be provided by the Tournament Organizer, the

entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Gamer Tag shall be with the player. Tournament Officials reserve the right to reject any Gamer Tag selected by a player for any reason and to require the player to select an alternate Gamer Tag that complies with these General Rules.

2.4. Registration. All players must comply with the Registration Requirements to be eligible to compete in any Tournament.

2.5. Tournament-Related Events. Each player agrees to participate in media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that Proxima or the Tournament Organizer organize in connection with the marketing and promotion of an Official Competition, Tournament and/or PUBG MOBILE ("**Media Events**"), provided that these Media Events do not unduly interfere with a player's game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by the Tournament Organizer or Proxima. The Tournament Organizer shall have the right to sanction or disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

3. Teams and Owners

3.1. Pro- Requirements

3.1.1. **Starters and Substitutes.** Each Team must maintain, at all times during any Official Competition, four players in the Team's starting lineup ("**Starters**"). A Team competing at National/Regional Championship has the option of adding two (2) additional players to act as substitutes ("**Substitutes**"). A Team competing at Super League or global tournament must have one (1) or two (2) additional players to act as Substitutes. Tournament Officials have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register six (6) players, which is the maximum number of players allowed. The team roster cannot be changed except in emergency situations. Emergency situations and the acceptance of the roster change will be solely decided by the Tournament Officials.

3.1.2. **Minimum Roster Requirement.** All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Tournaments. Teams must comply with the minimum roster requirement at all times during any Official Competition. If at any point a Team's roster falls below the minimum roster size, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by the Tournament Officials, at their sole discretion.

3.1.3. **Team Captain.** Each Team must designate one player as its captain when completing the online registration process ("**Team Captain**"). The Team Captain will be responsible for all Team communications with Tournament Officials. The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team's roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a player on the Team's roster. A Team may not change its Team Captain during a Tournament without the prior written approval of the Tournament Officials.

- 3.1.4. **Team Manager.** Each Team must maintain and keep under contract, at all times during an Official Competition, one person who will act as the Team’s manager (“**Team Manager**”). The Team Manager will be designated when the Team completes the online registration process and will be responsible for all logistical and operational communications between Proxima and the Owners of such Team. Proxima and the Tournament Organizer may rely upon any communications from the Team Manager as being made by all Owners of the Team. The Team Captain and any Owner are eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to Proxima and the Tournament Organizer. Team Managers may only be registered with one (1) team. They may not represent more than one team during the duration of a tournament or league.
- 3.1.5. **Emergency Substitution.** Each team will only be allowed a maximum of two (2) roster changes due to an emergency situation during a season or event duration. A player is eligible for an emergency roster change if he or she has not played for a different Team in the qualification tournament or league for the upcoming Official Competition. Army enlistment and school obligations will not be considered grounds for emergency changes.

3.2. Player Loans. A Team may take maximum one (1) player on loan from a different team in the competitive Season. The loaned player must adhere to the player eligibility set forth in the aforementioned 2.1. Players must have been registered in the previous team for at least six (6) months before the loan contract starts. Minimum loan contract duration and deadline will follow the Transfer Periods set at 3.4.1, and the maximum loan contract duration must be one (1) year or less. If the Team qualifies for a global tournament after the Super League, the Team may continue to use the loaned player for the global tournament. If the Team does not qualify for a global tournament, the Team may terminate the loan contract after the Super League. The loaned player is not allowed to play for a different team for the Season’s global tournament after the loan contract is terminated.

3.3. Submission of the Roster and Team Registration. Before the start of any Official Competition, each Team must register its roster (including all Starters and any Substitutes), sponsor, and jersey using the tools provided by the Tournament Officials. Any request on updated sponsor and jersey for the upcoming Official Competition must be pre-approved by the Tournament Official, and Tournament Official may deny the request if the preparation time is not sufficient.

3.4. Roster Changes

- 3.4.1. **Transfer Periods.** Transfer Periods will be scheduled before the beginning of the competitive year and before the following season of the year. Exact Transfer Periods will be communicated in advance publicly. A Team may only change the players on its roster during time periods set forth in the applicable Competition-Specific Rules (“**Transfer Periods**”). Unless otherwise agreed to by the Tournament Officials, the addition or removal of a player from the Team’s roster at any time other than during the Transfer Periods is a violation of these General Rules.
- 3.4.2. **Restrictions on Roster Changes during Transfer Periods.** During a Transfer Period, Teams may change their rosters pursuant to the following rules:

- (A) Subject to Section 3.4.2(B), a Team may acquire an unlimited number of player(s) during a Transfer Period, and may even replace all of the players on its then-current roster with new players.
- (B) A Team may acquire a maximum of two (2) players from the same team during each Transfer Period.

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

3.6. Owners

- 3.6.1. **Ownership of the Slot.** Proxima and the Tournament Organizer will deem the Owner(s) who registered the Team in accordance with the Registration Requirements to be the sole owner(s) of the Team and the Team’s slot in an Official Competition for purposes of these General Rules and Competition-Specific Rules. Accordingly, if a Team wins the right to progress to the next stage of an Official Competition, that right is owned by the Team and its Owner(s), not by the players or any other person or entity.
- 3.6.2. **Transfer of the Team.** The ownership of the team may be sold, transferred, or assigned to a third party; provided that (1) the Owner(s) shall require the purchaser, assignee or transferee to acknowledge and agree in writing to assume and be bound by all of the terms and conditions of the General Rules and the applicable Competition-Specific Rules; and (2) any such sale, assignment or transfer will require the prior written consent of Proxima.
- 3.6.3. **Team Flipping.** If an Owner sells a Team, that Owner may not form, register or be an owner of a new Team for a period of one full Season. For purposes of illustrating the foregoing, if an Owner sells a Team after Super League Spring Season, such Owner will not be permitted to form, register or be an owner of a new Team until after the Super League in the following Season in the same year has ended.

3.7. Concurrent Ownership

3.7.1. **Rules on Concurrent Ownership.** Allowing a single individual or entity to control multiple teams that compete in top-tier, professional PUBG MOBILE tournaments creates an inherent risk of unfair practices, such as collusion or manipulation of match outcomes, undermining the competitive spirit of the PUBG MOBILE competition. Accordingly, in order to preserve the competitive integrity of Official Competitions, the following rules apply:

- (A) No individual or entity shall have, directly or indirectly, an ownership interest, operational control or voting control in more than one team that competes in top-tier, professional PUBG MOBILE tournaments. This rule applies to all top-tier, professional PUBG MOBILE teams, wherever located.
- (B) No individual or entity may (1) lend money to, (2) guarantee the debts or obligations of, or (3) participate in the financing of more than one Team.
- (C) No two Teams may operate under the same name. All Team names must be different and unique. Teams using similar logos must make them clearly distinct.
- (D) Employees, partners, family members, and affiliates may not be associated with more than one Team at any point during a Season or Tournament.

3.7.2. **Exceptions to the Rules on Concurrent Ownership.** The concurrent ownership rules above do not apply to:

- (A) Academy teams or any other teams that (1) serve as developmental platforms for players, coaches, and staff, and (2) do not complete in Official Competitions.
- (B) Teams with all-women rosters, which are recognized as a separate category to promote diversity, incentivize investment, and encourage the growth of women's participation in esports.
- (C) Any other exceptions that are approved in writing by Proxima.

3.8. Notice of Extraordinary Events. Each Owner each shall notify Proxima and the Tournament Organizer as soon as practicable of any suspected or actual breach of the General Rules or the applicable Competition-Specific Rules by the Team or any of its other Owners (or any person acting by or on behalf of any of them) that has, or could reasonably be expected to have, a material and adverse effect on any Tournament, Official Competition or any of the Proxima Parties.

4. Player Equipment & Apparel

4.1. Player Equipment. Players may participate in Events only on mobile phone handheld devices running the Android or the iOS operating systems. Players may not use peripheral devices of any kind without approval of Tournament Officials (including adapters, controllers, Bluetooth keyboards, and mice). Players may not use an emulator to play on a PC or other device that is not a handheld device.

4.2. Official Uniforms Required. Team Members shall, during all public-facing Tournaments (including LAN Events, publicly streamed Online Events and all Media Events), wear official Team **uniforms** (including jerseys, jackets, hats and pants). No Team Member shall remove, **replace** or cover any part of his or her official Team uniform without the prior approval of a Tournament Official, except that jackets and hats may be removed by players during Tournament competitions. The Tournament Organizer reserves the right at all times to impose a ban on apparel that is deemed to conflict with these General Rules, including the sponsorship restrictions in Section 5 and the Code of Conduct in Section 6.

4.3. Team Apparel Design and Requirements

- 4.3.1. Team uniforms shall be designed and manufactured by each Team at its own expense.
- 4.3.2. The Team's logo must appear in a conspicuous position on the front side of the uniform.
- 4.3.3. Logos of major sponsors may be placed on the front and both arms of a Team uniform, but the total number of the logos may be limited by the Tournament Organizer if they become excessive.
- 4.3.4. The Tournament Organizer will review and has the right to propose modifications to all Team uniforms. The Tournament Organizer will review, for example, whether the uniform pattern conforms to these General Terms and the Official Competition's minimum aesthetic standards; and whether the size, position, number, and content of the logos are appropriate.
- 4.3.5. Players must wear long pants and closed toe shoes during a Tournament.
- 4.3.6. The Tournament Organizer may provide players with Official Competition-themed apparel before the start of a Tournament. These Official Competition uniforms are primarily to be used for interviews and related events during non-match periods. In addition, if the uniform of any Team does not conform to relevant design requirements of the Tournament Organizer, such Team may temporarily wear the Official Competition-provided or Official Competition-themed apparel during a Tournament, and the relevant Team shall be provided with a grace period to modify its uniform design.
- 4.3.7. A coach (if any) must wear business attire during any Tournament or while attending public-facing events in his or her capacity as a coach of a Team.

4.4. In-Game Apparel. After a player leaves the in-game lobby, his or her avatar must remain fully clothed in the game for the remainder of the match. Clothing exchanges for cosmetic purposes or comic effect are not permitted inside the game.

4.5. Refusal of Entry. The decision of the Tournament Organizer on all matters relating to uniforms and apparel that are worn during any Tournament or while attending public-facing events, including Media Events, is final and binding. The Tournament Organizer reserves the right to refuse entry or continued participation in a Tournament to any Team Member who does not comply with the apparel rules in this Section.

5. Sponsorships

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

5.2. Initial Red Flag List. The initial Red Flag List, which may be updated from time to time, includes: drugs and drug paraphernalia, tobacco products, cannabis products, gambling and casinos, alcohol, pornography, cryptocurrency, any business that promotes the use of in-game **hacks**, cheats, **exploits**, skins gambling, in-game currency farming, political party or committee officially registered with local country elections commission; any product or service prohibited by applicable law, any competitor of Tencent or its affiliates, any games that are not published by Tencent or its affiliates, and any esports leagues, tournaments or events, other than Official Competitions.

5.3. Decisions Relating to the Red Flag List. Proxima or the Tournament Organizer may, in its sole judgment, reject or terminate a player’s right to display an advertisement or sponsorship in any of the categories on the Red Flag List on or adjacent to any stream of PUBG MOBILE or on any camera-visible apparel worn during any Online Event or LAN Event.

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

5.5. Official Competition Sponsors. If requested by the Tournament Operator, players must wear jackets, jerseys, hats, and warm-ups that feature the Official Competition sponsors in all Online Events that are streamed and at all LAN Events.

6. Code of Conduct

6.1. Conduct Generally

6.1.1. High Standards for Professionals. All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. Team Members must behave in a professional and sportsmanlike manner in their

interactions with other competitors, Tournament Officials, the Tournament Organizer, the media, sponsors and fans.

- 6.1.2. **Competitive Integrity.** All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.
- 6.1.3. **Sanctions.** A violation of these General Rules or the applicable Competition-Specific Rules will result in disciplinary actions and sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below.

6.2. Prohibited Conduct

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

- 6.2.1. **Collusion.** Any form of collusion by any Team Members is prohibited. Examples of collusion are:
 - (A) Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.
 - (B) Pre-arranging to split prize money and/or any other form of compensation, except that a Team may arrange for Owners to divide prizes earned by that Team and pay it to players and others who contributed to the victory.
 - (C) Deliberately losing a Tournament Game for compensation, or for any other reason, or soliciting or inducing another player to do so.
- 6.2.2. **Cheating.** Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, and hand signals, etc., shall be deemed cheating. Downloading any cheat program to the device used for Official Competition match is strictly prohibited and may result in a game ban and other disciplinary actions and sanctions.

Intentionally playing with another player on public match for two or more matches within 72 hours while having knowledge of the other player is using a cheating device or cheat program, or any similar cheating method is prohibited as well.
- 6.2.3. **Exploiting.** Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in the Tournament Organizer's sole judgement, is not functioning as intended and violates the design purpose of PUBG MOBILE.
- 6.2.4. **Ringling.** Playing under another player's account or Gamer Tag, or soliciting or inducing someone else to play a under another player's account or Gamer Tag, is prohibited.

- 6.2.5. **Vulgar or Hateful Speech.** A Team Member may not, during a LAN Event, Online Event, media interview or in any communication relating to any Official Competition or PUBG MOBILE, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications on social media or during any public-facing events or in any streaming of PUBG MOBILE. This rule applies to speech in English, Chinese and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.
- 6.2.6. **Violence.** Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at LAN Event or against any competitor, fan or Tournament Official.
- 6.2.7. **Drugs and Alcohol.** The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Team Member is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Tournament Game. Each Team Member must report any violation of this rule to the Tournament Organizer.
- 6.2.8. **Gambling.** Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, Official Competitions. Team Members are not allowed to (a) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (b) associate with high volume gamblers, or deliver information to others that might influence their bets.
- 6.2.9. **Studio Interference.** At LAN Events, no Team Member may disable or interfere with lights, cameras or other studio equipment.
- 6.2.10. **Unauthorized Communications.** At LAN Events, all communication devices other than devices authorized by the Tournament Organizer and Tournament Officials for use at that LAN Event must be removed from the play area before any Tournament Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.
- 6.2.11. **Identity.** At all public-facing Tournaments, a player may not cover his or her face or otherwise obscure his or her identity. A player may not wear a hat or dark glasses during LAN Event play, except for a hat that is part of that player's official Team uniform under Section 4.2.

6.3. Interference with Active Roster.

- 6.3.1. **No Interference.** During the entirety of an Official Competition neither a Team, nor any of its owners, coaches, managers, staff, or other representatives, may, directly or indirectly, endeavor to entice away (by soliciting, recruiting, or offering employment opportunities) any player who is currently on the active roster of another Team participating in the Official Competition. This rule prohibits any verbal, written, or electronic communication regarding potential offers to join another Team, organization, or any other esports-related employment opportunities that are offered by or for one Team participating in the Official Competition to a player on the active roster of another Team participating in the Official Competition. Violation of this Section will result in 500 USD fine on the offending Team, with a deduction being made from the Team's prize pool earning for the first offense.
- 6.3.2. **Purpose of the Rule.** The prohibition on player interference in this Section is implemented to protect the competitive integrity of Official Competitions by preventing distractions, conflicts of interest, or attempts to disrupt the roster stability of other Teams. Unsolicited offers or recruitment efforts during an Official Competition may undermine fair competition, negatively affect team cohesion, and harm the overall spirit of the event. In particular, a Team that attempts to solicit a player during an Official Competition may gain an unfair advantage by destabilizing its competitor. Soliciting key players from a rival Team could damage that Team's chances of success, leading to a compromised competition.
- 6.3.3. **How the Rule Advances Esports Competition.** The prohibition on player interference in this Section is one part of a broader set of rules and agreements that have been put in place to establish a comprehensive framework for the operation of an international esports tournament. These rules and agreements, which include anti-cheating prohibitions and other code of conduct requirements, are necessary to ensure a professional, transparent, and orderly competitive environment. Together, they help ensure that the Official Competitions are conducted fairly and in a way that prevents damage to the credibility of the Official Competitions and the reputation of PUBG MOBILE.

6.4. Unprofessional Behavior

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

- 6.4.1. **Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.
- 6.4.2. **Sexual Harassment.** Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

- 6.4.3. **Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 6.4.4. **Defamatory Statements.** Team Members may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official Competition, Tournament Organizer, Tournament Official, Proxima or its affiliates, sponsors, or PUBG MOBILE.
- 6.4.5. **Confidentiality.** Without the consent of the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by Proxima or the Tournament Organizer to the Team Member in relation to any Official Competition. Team Members shall be obligated to keep confidential the confidential or proprietary information provided by the Tournament Organizer. The “confidential or proprietary information” of Proxima and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Proxima or the Tournament Organizer to a Team Member concerning or related to PUBG MOBILE, any Official Competition or any Tournament which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Proxima or the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates to PUBG MOBILE, information and materials concerning or related to the content of all protests, discussions or any other correspondence between a Team Member and Proxima or the Tournament Organizer, the configuration of the stage used at LAN Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a LAN Event.
- 6.4.6. **Illegal Activity.** Team Members must comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation with laws, regulations or public security administration rules.
- 6.4.7. **Detrimental Conduct.** A Team Member may not commit any act or become involved in any situation or occurrence tending to bring any Official Competition, Tournament Organizer, Tournament Official, Proxima or its affiliates, sponsors, or PUBG MOBILE into public scandal, ridicule or which will reflect unfavorably on the reputation of any of the foregoing. A Team Member may not use gestures, facial expressions, or any other forms of non-verbal communication in a manner that is rude, offensive, or violates this Code of Conduct, including actions intended to harass, demean, or disrespect others; provoke, intimidate, or incite hostility; or otherwise contravene provisions of this Section 6 related to good sportsmanship and personal integrity.
- 6.4.8. **Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, Tournament Official, the Tournament

Organizer or any other person connected with or employed by another Team in order to influence the outcome of a Tournament Game.

- 6.4.9. **Gifts.** No Team Member may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Tournament.
- 6.4.10. **Non-Compliance.** No Team Member may refuse to comply with the reasonable instructions or decisions of the Tournament Organizer or the Tournament Officials.
- 6.4.11. **Match-Fixing.** No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any Tournament Game (or any play or component thereof). Match-fixing will be subject to maximum sanction in each instance. If a Team Member is asked to “fix” the outcome of a Tournament Game or to otherwise take part in any actions prohibited by these General Rules or the applicable Competition-Specific Rules, that Team Member must immediately report this request to the Tournament Organizer.
- 6.4.12. **Document Submission.** Tax forms, registration forms, parental consents and other documentation may be required at various times by the Tournament Organizer. A Team Member violates these General Rules if he or she knowingly provides false or inaccurate information to the Tournament Organizer. A Team may be subject to sanctions if the documentation is not submitted by the deadline specified by the Tournament Organizer or not completed to the standards set by the Tournament Organizer.
- 6.4.13. **Terms of Use.** Any conduct that (a) violates the Terms of Use for PUBG MOBILE; (b) violates any guidelines, or any policy posted on the official websites or social media accounts for PUBG MOBILE; or (c) interferes with use of PUBG MOBILE by others is prohibited and a violation of these General Rules.
- 6.4.14. **Drop Outs and Refusals to Participate.** If a Team Member or Team registers for, or agrees to participate in, any Official Competition, he or she may not, without the prior written consent of the Tournament Organizer, drop out or refuse to participate in any Tournament Game or other related event held during the applicable Season. An unexcused absence from a Tournament Game after the registration process is complete may result in disciplinary actions and sanctions, as provided below.

6.5. Disciplinary Action and Sanctions

- 6.5.1. **Investigations by the Tournament Organizer.** The Tournament Organizer will have the right to monitor compliance with these General Rules and the applicable Competition-Specific Rules and investigate possible breaches. By agreeing to these General Rules, each Team Member agrees to cooperate with the Tournament Organizer in any internal or external investigation that the Tournament Organizer conducts relating to a suspected violation of these General Rules, the applicable Competition-Specific Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament

Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

- 6.5.2. **Sanctions.** If the Tournament Organizer determines that a Team Member or a Team has committed a violations of these General Rules or the Registration Requirements, the Tournament Organizer may, in its reasonable discretion, issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeitures; (c) game forfeitures, (d) Tournament forfeiture(s); (e) forfeitures of a slot; (f) suspensions; and (g) disqualifications and bans, including from any future Tournaments or other events related to PUBG MOBILE or esports properties owned or controlled by Proxima or its affiliates. A Team may be subject to the foregoing sanctions and disciplinary actions if its Team Member directs, encourages, knowingly assists, or knowingly permits another person or entity to violate these General Rules or the Registration Requirements.
- 6.5.3. **Repeated Infractions.** Repeated infractions are subject to escalating sanctions, up to and including disqualification from participation in Official Competitions.
- 6.5.4. **Interim Determinations.** In certain situations, the Tournament Organizer may impose sanctions or disciplinary action (such as a temporary ban or suspension) after an initial investigation and before a full investigation is complete if (a) the violation involves allegations of criminal activity or serious misconduct, or (b) a sanction or disciplinary action is required to stop the Team or Team Member from continuing the allegedly harmful actions or conduct. Interim or temporary sanctions or disciplinary actions imposed by the Tournament Organizer may be reversed or made permanent by the Tournament Organizer after additional facts are received or the investigation is complete.
- 6.5.5. **Final Determinations.** Unless expressly stated otherwise, offenses and violations of these General Rules and the applicable Competition-Specific Rules are subject to sanctions and disciplinary actions, whether or not they were committed intentionally. Attempts to commit such offenses or violations (or solicit or induce another person or entity to do so) are also subject to sanctions and disciplinary. The Tournament Organizer's determination as to (a) whether a particular offense or violation of the General Rules or the applicable Competition-Specific Rules has occurred, and (b) the appropriate sanctions or disciplinary actions (or combination of sanctions and disciplinary actions) for such offense or violation, will be final and binding in each instance.

7. Use of Names and Likenesses

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

any part of a Tournament; (b) the marketing and promotion of any Official Competition or any Tournament or part thereof; and (c) the marketing and promotion of PUBG MOBILE.

7.2. Ownership of Streams and Broadcasts. Each Team Member irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of a Tournament are owned by Proxima or its licensors. Appearing in a stream, broadcast or audiovisual recording of any Tournament does not give a Team Member any ownership interest in such stream, broadcast or audiovisual recording.

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

8. Limitations of Liability

8.1. No Punitive Damages. To the maximum extent permitted by applicable law, neither Proxima, the Tournament Organizer nor any of their respective affiliates or licensors (collectively, the “**Proxima Parties**”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these General Rules, any Competition-Specific Rules, the Registration Requirements, Official Competitions, any Tournament or PUBG MOBILE, or the delay or inability to use or lack of functionality of PUBG MOBILE, even if a Proxima Party is at fault and even if a Proxima Party is aware of the possibility of such damages.

8.2. Cap on Liability. To the maximum extent permitted by applicable law, the aggregate liability of the Proxima Parties arising out of or in connection with these General Rules, any Competition-Specific Rules the Registration Requirements, Official Competitions, any Tournament and PUBG MOBILE will be limited to a Team Member’s direct damages in an amount not to exceed US\$ 500. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Proxima neither assumes, nor authorizes the Tournament Organizer or any other person or entity to assume on Proxima’s behalf, any liabilities in addition to those liabilities expressly set forth in this Section 8.2.

9. Dispute Resolution

9.1. Governing Law. These General Rules and any Competition-Specific Rules will be governed by the laws of Singapore, without reference to its laws relating to conflicts of law.

9.2. Finality of Certain Decisions. All decisions regarding player eligibility, sponsor restrictions, Official Competition scheduling and staging, and disciplinary action for misconduct lie solely with the Tournament Organizer or, at the option of the Tournament Organizer, with

Tournament Officials. The decisions of the Tournament Organizer and/or the Tournament Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

9.3. Arbitration. Any dispute arising out of or in connection with these General Rules or any Competition-Specific Rules, including any question regarding their existence, validity, or termination, shall be referred to and finally resolved by arbitration administered by the Singapore International Arbitration Centre (“SIAC”) in accordance with the Arbitration Rules of the Singapore International Arbitration Centre (“SIAC Rules”) for the time being in force, which rules are deemed to be incorporated by reference in this Section. The seat of the arbitration shall be Singapore. The Tribunal shall consist of one arbitrator. The language of the arbitration shall be English. The arbitration tribunal will have no authority to award damages excluded by these General Rules in Section 8. Judgment upon the award rendered by the arbitration tribunal may be entered in any court of competent jurisdiction.

9.4. Remedies. Notwithstanding the foregoing, Proxima 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 a Team Member in the event that such action is necessary or desirable. In the event of a breach by Proxima or the Tournament Organizer of any of the provisions of these General Rules or the applicable Competition-Specific Rules, a Team Member shall be limited to his or her remedies at law for damages, if any, and in no event shall a Team Member be entitled to enjoin or restrain Proxima or the Tournament Organizer from operating any Official Competition event, conducting any Tournament or distributing any streams or other audiovisual content. Neither Tencent nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team or Team Member. Neither the Team nor any Team Member is entitled to have recourse for the payment or recovery of any obligation or damages under or in connection with these General Rules, any Competition-Specific Rules and the Registration Requirements to any property of Tencent or any of its affiliates or group companies.

10. Communication with Proxima and Tournament Organizer

10.1. Prompt Communication. There may be circumstances where prompt communication between the Team Member and the Tournament Organizer, a Tournament Official or Proxima is required, including, for example, in circumstances where the location of a particular game or event must be moved at the last minute and circumstances involving the health or safety of players, fans or others. Accordingly, each Team Member agrees to respond to any request from Proxima, Tournament Organizer or a Tournament Official which solicits information or a response from such Team Member (whether such request is sent via phone call, text message, voice mail, email, Discord, WeChat or any other medium of communication for which a Team Member has provided contact information to Tournament Organizer or Proxima) (“Official Requests”) in accordance with the terms set forth in this Section 10 of the General Terms.

10.2. Official Requests via Registered Email. Team Member shall respond to any Official Requests sent from any email address of Proxima or Tournament Organizer within one business day of receiving such Official Request.

10.3. Urgent Official Requests. Notwithstanding Section 10.2 above, if a Team Member receives three Official Requests regarding a particular matter via at least three different mediums

of communication within a four hour period, such Team Member must respond to at least one such Official Request within twelve hours of receiving the last (i.e. the third) of such Official Requests.

10.4. Deemed Receipt of Official Request. Any Official Request sent via email, text message, voice mail, Discord or WeChat will be deemed to have been “received” by a Team Member one hour after the time it is sent (as recorded on the device from which it was sent). Any Official Request that Proxima, Tournament Organizer or a Tournament Official provides (or attempts to provide) via phone call will be deemed to have been “received” by a Team Member 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 applicable Team Member at such time.

10.5. Failure to Respond to an Official Request. A Team Member’s failure to respond in a timely manner to an Official Request received in accordance with this Section 10 will be deemed a violation of these General Rules and a waiver or forfeiture of any rights or benefits the Team Member may have related to the matter or issue described in such Official Request. Proxima or Tournament Organizer may, in the event of such a failure to respond, take any action which they deem necessary, including the implementation of those disciplinary actions outlined in Section 6.4. All decisions in regard to violations of this Section 10 are at the sole discretion of Proxima and Tournament Organizer. A Team must provide all appropriate information within six (6) months of the Tournament Official’s Official Request for prize money payment related information request. If a Team fails to do so, it will be deemed that the Team forfeits the prize money.

11. Interpretation and Construction

11.1. Tournament Organizer’s Right of Interpretation. Any matters relating to an Official Competition or PUBG MOBILE that are not covered by these General Rules, any Competition-Specific Rules or the Registration Requirements shall be subject to an interpretation made by the Tournament Organizer and provided to the Teams from time to time in the form of an update to, or **interpretation** of, these General Rules, any Competition-Specific Rules or the Registration Requirements. All decisions made by the Tournament Organizer and Tournament Officials regarding interpretations of these General Rules, the Competition-Specific Rules or the Registration Requirements are final and binding.

11.2. Additional Terms. Players may be required to accept additional terms from the Tournament Organizer in order to participate in Tournaments. Play of PUBG MOBILE is subject to compliance with the Terms of Use/ End User License Agreement in effect for the player’s Region. Proxima reserves the right to change or update these General Rules, any Competition-Specific Rules or the Registration Requirements at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

11.3. Business Judgment. Whenever these General Rules, any Competition-Specific Rules or the Registration Requirements grant, confer or reserve to Proxima or the Tournament Organizer the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Proxima and the Tournament Organizer will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Proxima and the Tournament Organizer and the short and long term interests of the Official Competitions, PUBG MOBILE and the businesses and activities of the affiliates and group companies of Proxima and the Tournament Organizer. Neither a Team nor a Team Member will

have any claim or cause of action based on an assertion that Proxima, the Tournament Organizer or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these General Rules, any Competition-Specific Rules or the Registration Requirements.

11.4. Language. These General Rules have been written in the English language. In recognition of the fact that the Official Competitions are global in nature, Proxima will endeavor to provide translations of these General Rules into other languages in the Regions. In the event of a conflict in interpretation between the English version and such translation, the English version shall control.

11.5. Conflicts and Severability. In the event of a conflict in interpretation between these General Rules and the Registration Requirements, these General Rules shall control. In the event of a conflict in interpretation between these General Rules and any Competition-Specific Rules, the provisions that are most protective of Proxima (as determined by Proxima) will control. In the event of a conflict in interpretation between the provisions of these General Terms and the provisions in any Appendix, the provisions that are most protective of Proxima (as determined by Proxima) will control. If any term or provision of these General Rules is invalid, illegal, or unenforceable in any jurisdiction, such invalidity, illegality, or unenforceability shall not affect any other term or provision of these General Rules or invalidate or render unenforceable such term or provision in any other jurisdiction. In such an event, Proxima shall have the authority to amend or replace the invalid, illegal, or unenforceable provision with a valid, legal, and enforceable provision that achieves, to the greatest extent possible, the intent and purpose of the original provision.

12. Changelog

Any material changes to this document will be listed in this document will be listed in this Changelog section.

| Version | Date Updated | Note |
|----------------------|--------------|---|
| Version 1.0.0 | 8/04/2020 | Initial draft approved and published. |
| Version 1.1.0 | 11/09/2020 | Added scoring table and regional requirement details. Updated the tiebreaker rules. Removed the outdated information about PUBG MOBILE World League and updated the outdated PUBG MOBILE World Championship information to PUBG MOBILE Global Championship. Added a clause under 6.2.2. Cheating to provide clarification. |
| Version 1.2.0 | 1/29/2021 | Removed the clause stating that player age eligibility vary by country. |

| Version | Date Updated | Note |
|----------------------|--------------|--|
| | | <p>Removed 6 month prior requirement for residency.</p> <p>Added a new clause about Team Flipping.</p> <p>Added cryptocurrency to the Initial Red Flag sponsorship list.</p> |
| Version 1.2.1 | 6/23/2021 | <p>Updated game distribution country list.</p> <p>Added Player Equipment clause.</p> <p>Removed information about outdated EMEA League.</p> <p>Removed talcum powder and cell phone screen protector from prohibited items to use.</p> |
| Version 1.2.2 | 8/20/2021 | <p>Aim Assist and Sound Visualization features are disabled at Pro League or higher level of competition.</p> |
| Version 1.3.0 | 4/15/2022 | <p>Updated Official Competitions covered under the Official Competition Rulebook.</p> <p>Updated Official Competition roster size requirement.</p> <p>Added team sponsor and jersey submission to roster submission requirement.</p> <p>Updated Transfer Periods to take place twice a year.</p> <p>Added Pro League Qualifiers as new Pro-Level Experience Official Competition</p> <p>Updated Pro-Level Experience player restrictions for roster change.</p> <p>Added guidelines about academy or female roster teams.</p> <p>Updated Sanctions.</p> <p>Set the response deadline for Official Competition prize money payment information at six months.</p> <p>Updated Glossary of Terms.</p> <p>Updated Official Competition Structure Overview.</p> |

| Version | Date Updated | Note |
|----------------------|--------------|---|
| | | Updated Pro League players' third party tournament participation guideline. |
| Version 1.3.1 | 6/03/2022 | Updated Mid-Season Tournament to PUBG MOBILE World Invitational. Added player loan policy. |
| Version 1.4.0 | 2/08/2023 | Removed the Ranking Requirement. Updated 3.4.2. clauses with correct clause numbers. Expanded 5.2. initial Red Flag List with political party or committee. Updated Appendix 2 1. Overview Limitations on the Pro League players' participation in third party tournaments. Updated Appendix 2 2. Scoring System to 10 point system and updated the terminology from kill to elimination. |
| Version 1.4.1 | 3/01/2023 | Updated Appendix 2 1. Overview by removing outdated information. |
| Version 1.4.2 | 7/25/2023 | Updated Appendix 2 2.2 Tiebreakers clause for better clarification. |
| Version 1.5.0 | 2/06/2024 | Updated 3.1.1 wording to separate Emergency Substitution. Updated 3.1.4 to limit team managers to represent only one (1) team. Added 3.1.5 for Emergency Substitutions. Adjusted 3.4.2(A) to remove the Pro-Level Experience requirement. Removed 3.4.2(B) due to Pro-Level Experience requirement. Updated 3.4.2(C) to now 3.4.2(B). Added 3.7.1(E) to expand on concurrent slot ownership/affiliation Updated Appendix 2.3 to include a disconnect compensation clause for less than eight (8) teams remaining. Replaced the use of "PMPL" with "Pro League" to encompass both PMPL, PMSL, and other professional level products. The |

| Version | Date Updated | Note |
|----------------------|--------------|--|
| | | Glossary of Terms was also updated to match the definition of “Pro League”. |
| Version 1.6.0 | 01/15/2025 | <p>Updated 2.1.3 Regional Requirement to allow permanent resident or citizens only to represent the team’s country or region.</p> <p>Updated 3.7.1. Rules on Concurrent Ownership.</p> <p>Added 6.3. Interference with Active Roster.</p> <p>Expanded 6.4.7. Detrimental Conduct to include gestures and non-verbal conduct.</p> <p>Updated 9.1 Governing Law and 9.3 Arbitration.</p> <p>Updated the glossary definitions of Pro League, Official Competition, and Season.</p> <p>Updated Appendix 3 Esports Eligibility Agreement and Appendix 4 Parent or Guardian Consent Form.</p> <p>Made minor updates to ensure the document reflects the current names of PUBG MOBILE events and is fully up to date.</p> |

APPENDIX 1 – GLOSSARY OF TERMS

“**Arbitration Rules**” means the Administered Arbitration Rules of the Hong Kong International Arbitration Centre in force at the time a notice of arbitration is submitted under Section 9.3.

“**Club Open**” means the PUBG MOBILE Club Open.

“**Competition-Specific Rules**” means rules that apply to one specific Official Competition and not to others, and any updates, amendments or supplements to the foregoing.

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

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

“**General Rules**” means (1) these PUBG MOBILE Official Competition Rules, including the General Terms and each Appendix attached hereto; (2) the Registration Requirements; and (3) any updates, amendments or supplements to the foregoing.

“**Global Championship**” means Tournament among the top Teams from each Region at the end of each year.

“**LAN Event**” means any live, in-person Tournament.

“**Loan**” means temporarily lending pro player from one Team to another Team.

“**Media Event**” means media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, webcasts, podcasts, chats and other media events that are organized by Proxima or the Tournament Organizer in connection with the marketing and promotion of the Official Competition and/or PUBG MOBILE.

“**National/Regional Championship**” means the PUBG MOBILE National/Regional Championship.

“**Official Competition**” means an official competition that features play of PUBG MOBILE at an elite level that has been designated as an Official Competition by Proxima, including the PUBG MOBILE National/Regional Championship, PUBG MOBILE Super League, PUBG MOBILE Global Open, PUBG MOBILE World Cup, and PUBG MOBILE Global Championship.

“**Online Event**” means (1) any online Tournament, including any online qualifiers, that are part of an Official Competition, and (2) any Tournament that is ordinarily held live and in-person but that has been moved online due to health and safety concerns or the requirements of a governmental authority.

“**Owner**” means any individual or group registered as an owner of a Team during its registration for the Official Competition.

“**Proxima**” means Proxima Beta Pte. Limited.

“**Proxima Parties**” means Proxima, the Tournament Organizer or any their respective affiliates and/or licensors.

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

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

“**Region**” means the home region (i.e., Southeast Asia, Central & South Asia, Americas, EMEA) in which a Team competes in Official Competitions, as may be determined by Tournament Officials.

“**Registration Requirements**” means the registration procedures, requirements and rules that are displayed on the PUBG MOBILE website at the time of registration, including any updates, amendments or supplements thereto.

“**Resident**” means either (i) a lawful permanent resident of a country on the date that the player registers for the Official Competition, or (ii) a citizen or national of such country.

“**Season**” means a defined period within the PUBG MOBILE competition calendar during which official competitions, matches, and tournaments are conducted, with the structure varying by region. In the Southeast Asia Region, there are three Seasons: Spring, Summer, and Fall, each with specific start and end dates set by Proxima. In all other regions, there are two distinct Seasons: Spring and Fall, also with defined start and end dates. Each Season includes all scheduled competitive activities, such as qualifiers, regular matches, playoffs, and finals, as determined by Proxima for the PUBG MOBILE official competition calendar.

“**Starter**” means any of the four players in a Team’s starting lineup.

“**Substitute**” means up to two substitute players on a Team’s roster.

“**Team**” means has the meaning specified in the Background and Purpose section above and includes the four to six-person squad that participates in the Official Competition.

“**Team Captain**” means the player for a Team that is designated as captain when completing the online Registration Requirements.

“**Team Manager**” means the individual designated as a manager of the Team during its registration for the Official Competition.

“**Team Members**” means each Team’s players, managers, coaches, and Owners.

“**Tencent**” means Tencent Holdings Limited.

“**Tournament**” means any tournament, match, game or event that is part of an Official Competition.

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

“**Tournament Officials**” means the officials, referees and administrators designated by the Tournament Organizer to operate a Tournament.

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

“Transfer Periods” has the meaning specified in Section 3.4.1.

* * *

APPENDIX 2 – OFFICIAL COMPETITION STRUCTURE

The Glossary of Terms in Appendix 1 has helpful definitions and explanations that are applicable this Appendix.

1. Overview

PUBG MOBILE ecosystem has broaden its path and there are newly added path-to-pro for teams.

The National/Regional Championship is new pinnacle platform for semi-pro and amateur teams and will also act as a relegation tournament from the Super League.

Super League players are not allowed to participate in third party tournaments that will grant direct qualification to Super League.

Top performing teams from the Super League seasons and other methods to earn the opportunity to compete at the Global Championship towards the year-end.

2. Scoring System

2.1. Scoring

Scoring for each Tournament Game will be based on each Team’s final elimination count, in-game placement, and compensation point (if any).

| Placement | Points |
|-----------|--------|
| 1 | 10 |
| 2 | 6 |
| 3 | 5 |
| 4 | 4 |
| 5 | 3 |
| 6 | 2 |
| 7-8 | 1 |
| 9-16 | 0 |

Every elimination is worth 1 point.

2.2. Tiebreakers

Ties between two Teams during Official Competitions will be determined in the order of (a) total times of winning the first placement across all Tournament Games in the applicable product; (b)

total accumulated placement points across all Tournament Games in the applicable product; (c) total accumulated kills across all Tournament Games in the applicable product; and (d) placement in the most recent match of the Tournament.

League and Finals stages of a Tournament are considered as separate Tournament products, and the ties are determined separately.

2.3. Compensation Point

Two points will be awarded to the team as Compensation Points if a character gets pulled back up to the sky with a parachute before landing and gets killed by an enemy team during the second landing or within 60 seconds upon the second landing. The affected player must report to the tournament admin on one's team channel on the appropriate platform within 3 minutes after the character is killed and submit the recording file of game screen within 30 minutes after the final match of the day. Tournament admin will check the file for confirmation and grant Compensation Points. No Compensation Point will be given out without screen recording file unless it can be confirmed by other way.

In a scenario where there are less than eight (8) teams remaining in a match and everyone that is alive disconnect and are unable to rejoin, the surviving teams prior to the disconnect will be granted compensation points based on the following formula:

$$\frac{\text{Sum of Available Survival Points}}{\text{Number of Survival Teams}} + (\text{Players Left in The Team} * \text{Elimination Point}) - \frac{\text{Elimination Point}}{\text{Number of Survival Teams}}$$

Elimination Point = The point value of one (1) elimination, which is currently one (1).

3. In-game Settings

Aim Assist is disabled at Super League or higher level of competition.

Sound visualization is disabled at Super League or higher level of competition.

4. Prizes

Prizes may be awarded to successful Teams and individual players at or following a Tournament. In general, the prizes earned by a Team or player will be delivered directly to the Owners of the Team, and the Owners shall be responsible for dividing the prize and paying it to players and others who contributed to the victory. Each Team or player that has been declared the winner of a prize in the Tournament will not be an official winner unless (a) the Team or player is eligible to receive the prize under applicable law; (b) the winning player executes (or has a parent or legal guardian execute) an affidavit of eligibility, liability release and/or any other documentation required by Proxima; and (c) the Owners of the winning Team execute an affidavit of eligibility, liability release, and/or any other documentation required by Proxima. Failure to sign and return all prize documentation to the Tournament Organizer or Tournament Officials may result in forfeiture and loss of the prize. The failure to take delivery of any prize within a reasonable time after the close of the Tournament may result in forfeiture and loss of the prize. National, state and local taxes,



including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. All cash prizes will be paid in US dollars. Winners must complete and submit to the Tournament Organizer all governmental and tax forms required to receive a cash prize in the country in which LAN Events are held. Prizes are not transferable.

* * *

APPENDIX 3 – ESPORTS ELIGIBILITY AGREEMENT

Congratulations! Your team has qualified to compete in an elite-level PUBG MOBILE professional esports tournament (the “**Tournament**”). That’s quite an accomplishment. However, in order to be eligible to participate in the Tournament as a player, coach, or staff member of a qualifying team, you must read and accept this Esports Eligibility Agreement (“**Agreement**”). This Agreement is a binding contract between you and Proxima Beta Pte. Limited (together with its affiliates, collectively, “**Publisher**”).

1. Purpose: The terms and conditions of this Agreement are designed to ensure a fair, transparent, and competitive environment for all participants in the Tournament. Your compliance with this Agreement is critical to upholding the Tournament’s integrity and ensuring a level playing field for all qualifying teams and players. This Agreement helps prevent cheating, unauthorized disclosures, unfair advantages, and other actions that could undermine the fairness of the Tournament or damage the reputation of PlayerUnknown’s Battlegrounds Mobile (the “**Game**”). It also gives the Publisher and its partners and service providers the rights and licenses that are required in order to conduct the Tournament and make content available to fans of the Game worldwide.

2. Acceptance: You understand and agree that you may accept the terms and conditions contained in this Agreement by: (1) signing in the space provided below; (2) participating in the Tournament as a player, coach, or staff member on a qualifying team; or (3) clicking “Accept,” “Agree,” or a similar word or phrase on an electronic version of this Agreement, which will create an electronic signature that has the same legal force and effect as a handwritten signature. If you are under the age of majority in your home jurisdiction, you must get your parent or legal guardian to read and accept all the terms of this Agreement. If you do not agree to the terms and conditions of this Agreement, you will not be allowed to participate in the Tournament.

3. Competition Rules: You agree to abide and be bound by the PUBG MOBILE Official Competition Rulebook (the “**Official Rules**”), and to observe and comply with all verbal and written instructions of the referees and the organizer of the Tournament (“**Tournament Organizer**”) regarding your conduct during the Tournament and your access to, and use of, any related facilities, hardware, software, and equipment. You acknowledge that you have access to the Official Rules, which are viewable at the Tournament website, and understand that these Official Rules are subject to change in accordance with their terms. You further acknowledge and agree that, in order to maintain the integrity of the Tournament and competition involving the play of the Game, the Tournament Organizer and the Publisher may impose public reprimands, fines, suspensions,

and disqualifications on you or your qualifying team (“**Team**”), as provided in the Official Rules.

4. Professional Conduct: You agree to: (1) compete to the best of your skill and ability in all Tournament games, matches, and events; (2) maintain your public image as a member of a top-tier team in the Tournament; (3) comply with all applicable laws in the performance of your responsibilities pursuant to this Agreement; and (4) take no action that is inconsistent with the standards of good conduct, fair play, and good sportsmanship. If you are a player on a Team, you further agree to maintain your eligibility to play in the Tournament (as set forth in the Official Rules) at all times during the Tournament.

5. Prohibited Conduct: You agree not to: (1) engage in any activity or practice that brings you into public disrepute, scandal or ridicule, or damages your public image; (2) engage in bribery, cheating, match fixing, or gambling on Tournament games or any part thereof; (3) use, sell, or distribute illegal drugs; (4) post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, or slanderous remarks, comments or statements concerning the Publisher, the Tournament Organizer, or any of their respective affiliates, officers, directors or employees; (5) share Game accounts or use any known cheats, hacks or exploits for the Game; or (6) offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

6. Broadcast Rights: You acknowledge and agree that the Publisher or the Tournament Organizer holds the exclusive right to broadcast, stream, record, and distribute all games, matches, and related content of the Tournament (“**Broadcast Rights**”). The Broadcast Rights include the exclusive right to control the live broadcast, online streaming, recording, and any other form of distribution of the Tournament’s games, matches, and events across all media platforms, including television, online streaming platforms, and social media channels. You agree not to broadcast, stream, record, or otherwise distribute any

portion of the Tournament's games or matches, either directly or indirectly, without the prior written consent of the Tournament Organizer. This includes streaming on your accounts on social media platforms such as Twitch and YouTube. You acknowledge that you do not own, and agree that you will not claim, any ownership, license, or other interest in the Broadcast Rights.

7. Promotional Activities: You agree to participate in promotional and marketing activities related to the Game and the Tournament, as reasonably requested by the Publisher or the Tournament Organizer ("**Promotional Activities**"). The Promotional Activities may include, for purposes of example only, the following: (1) signing autographs; (2) giving interviews to members of the media, streamers, or broadcasters; (3) posing for photo shoots (either alone or with others); (4) streaming play of the Game with fans, celebrities, or others designated by the Tournament Operator; (5) participating in podcasts and online chats; and (6) engaging with official Tournament-related social media content by sharing, commenting, or promoting such content on your social media platforms, in each case in accordance with guidelines provided by the Tournament Organizer. Following match victories, you agree to participate in group interviews conducted by either online or traditional media outlets. The Tournament Organizer will use its reasonable efforts to provide adequate notice for any Promotional Activities and schedule them at times that do not conflict with your training schedule or other obligations.

8. Use of Your Name, Image, and Likeness: Unless otherwise prohibited by applicable law, you hereby grant to the Publisher, Krafton, Inc., Tournament Organizer, and their respective authorized partners, a non-exclusive, worldwide, royalty-free, irrevocable, and transferable license to use, edit, and modify your name, image, likeness, in-game persona, gamer tag, photograph, voice, signature, animation, gameplay data, backstory, and biographical information (collectively, "**NIL Attributes**") for the purposes of: (1) conducting the Promotional Activities; (2) exploiting the Broadcast Rights; (3) developing, marketing and selling avatars, skins, or other digital or physical merchandise that is branded with the trademarks of the Tournament; and (4) other commercial activities related to the Tournament. The licenses granted in this Section 8 will begin on the date you accept this Agreement and remain in effect during the Tournament and for twelve (12) months after the last game of the Tournament, with the exception of the license granted in Section 8(3) above, which will remain in effect in perpetuity. You waive any right to inspect or approve any use of your NIL Attributes. You understand and agree that: (A) you will not receive compensation, fees, royalties, or any other form of payment for use of your NIL Attributes; and (B) neither the Publisher nor the Tournament

Organizer is obligated to make use of your NIL Attributes or to feature you in any content or at any event.

9. Confidential Information: You acknowledge that you may have access to confidential and proprietary information regarding the Game and the Tournament, including unreleased Game content, event schedules, team rosters and strategies, promotional plans, technical specifications, and other sensitive details not yet publicly disclosed ("**Confidential Information**"). You agree to maintain the confidentiality of all such Confidential Information and shall not, without the prior written consent of the Publisher, directly or indirectly disclose, disseminate, or otherwise make available any Confidential Information to any third party, until such information is officially revealed by the Publisher or the Tournament Organizer. You further agree that you will use Confidential Information only to exercise your rights and fulfill your obligations under this Agreement while using reasonable care to protect the Confidential Information. Confidential Information includes any non-public information related to the Game, the Tournament, the Tournament Organizer, or the Publisher, regardless of how it is obtained (e.g., written, oral, digital), and whether or not it is marked as confidential. Your obligations under this Section apply to all forms of communication, including social media, private text or email messages, and conversations with non-team members.

10. No Employment Relationship: You acknowledge and agree that by entering into this Agreement and adopting and enforcing the Official Rules, no employment relationship is intended by or created between you and the Publisher or the Tournament Organizer. You further acknowledge and agree that nothing in this Agreement or the Official Rules may be construed or reasonably relied upon as evidence that the Publisher or the Tournament Organizer is your employer or a joint-employer and/or co-employer.

11. Your Feedback and Good Ideas: You may from time to time provide suggestions, comments, or other ideas or feedback ("**Feedback**") to the Publisher, Tournament Organizer, or their representatives regarding new features or functionality for the Game and/or improvements to the Tournament or competitive play of the Game. You acknowledge and agree that Feedback, even if you designate it as confidential, shall not, absent a separate written agreement signed by the Publisher, create any confidentiality obligation for the Publisher or the Tournament Organizer. Furthermore, except as otherwise expressly provided in a separate subsequent written agreement signed by the Publisher, the Publisher and the Tournament Organizer shall be free to use, disclose, reproduce, license, or otherwise distribute and exploit your Feedback as they see fit, entirely without obligation to you

of any kind on account of intellectual property rights, moral rights, confidentiality obligations, or otherwise.

12. Eligibility: You represent, and warrant to the Publisher and the Tournament Organizer that: (1) you are an eligible entrant, as defined in the Official Rules; (2) you are (or prior to the start date of the Tournament will be) over the age of majority in your home jurisdiction or, if a minor, that your parent or legal guardian will accept and agree to be bound by this Agreement; (3) you are legally able to travel to the country or countries where the Tournament is held and will remain in such country or countries for the entire duration of the Tournament; (4) you do not require the consent of any other person or entity (other than your parent or guardian, if you are a minor) to enter into and perform your obligations in this Agreement; and (5) you are not bound by any contract or agreement that would constitute a breach, conflict, or result in a non-compliance with the terms of this Agreement.

13. Risks Associated with Gameplay: You confirm that you are aware of the risks, dangers, and hazards associated with competitive gaming at the professional level, which may include physical injuries (such as repetitive strain injuries, eye strain, headaches, muscle fatigue, back pain, or other related conditions) and heightened stress, anxiety, or emotional exhaustion due to the pressure to perform at a high level, public scrutiny, or intense concentration over extended periods of time. You freely accept and fully assume all such risks, dangers, and hazards.

14. Limitations of Liability: You agree that the liability of the Publisher, its affiliates and each of their respective sponsors, officers, directors, shareholders, employees, agents, representatives, assigns and successors-in-interest (collectively, the “**Publisher Group**”) to you for all harm, damages, injury or loss shall be limited to five hundred US dollars (\$500.00), and this shall be your only remedy regardless of what legal theory is used to determine that any member of the Publisher Group was liable for the harm, damages, injury, or loss. You further agree that the limitation of liability in this Section 14 shall apply: (1) even if it is determined that a member of the Publisher Group caused the harm, damages, injury, or loss to you; and (2) to all harm, damages, injury, or loss incurred including actual, direct, incidental or consequential damages, property damage and losses due to business interruption, loss of profits, personal injury or death. You acknowledge that no member of the Publisher Group has any fiduciary obligations to you. You further acknowledge and agree that prize money earned in the Tournament may, at the election of the Publisher, be paid to directly to the team and not to you. You hereby agree to be responsible for any and all taxes which may be owed or payable due to your receipt of any prize money and authorize the Tournament Organizer or the Publisher to withhold any amounts required to be

withheld pursuant to international, federal, state, local or any other applicable law. If requested by the Tournament Organizer, you agree to complete and submit any tax or other forms required to complete payment.

15. Consent of Parent or Guardian: If you are a minor, then the parent or guardian accepting this Agreement: (1) consents to the terms and conditions set forth in this Agreement, including the license to NIL Attributes granted herein; (2) gives permission for you to attend, compete, and participate in the Tournament and Promotional Activities and to travel in connection therewith; and (3) accepts that participation in video game competitions, practices, and related activities may involve certain risks, including physical and emotional stress, the potential for online harassment, and the other risks, dangers, and hazards.

16. Dispute Resolution. This Agreement shall be governed and construed in accordance with the laws of Singapore, including all matters of construction, validity, and performance, in each case without reference to its choice of law rules. Any dispute arising out of or in connection with this Agreement, including any question regarding its existence, validity, or termination, shall be referred to and finally resolved by arbitration administered by the Singapore International Arbitration Centre (“**SIAC**”) in accordance with the Arbitration Rules of the Singapore International Arbitration Centre (“**SIAC Rules**”) for the time being in force, which rules are deemed to be incorporated by reference in this Section. The seat of the arbitration shall be Singapore. The Tribunal shall consist of one arbitrator. The language of the arbitration shall be English. In respect of any court proceedings in Singapore commenced under the International Arbitration Act 1994 in relation to the arbitration, the parties agree (1) to commence such proceedings before the Singapore International Commercial Court (the “**SICC**”); and (2) in any event, that such proceedings shall be heard and adjudicated by the SICC. The prevailing party will be entitled to receive from the other party its attorneys’ fees and costs incurred in connection with any arbitration or litigation instituted in connection with this Agreement.

17. Limitations on Remedies: To the extent permitted by law, you agree that: (1) no lawsuit or any other legal proceeding against a member of the Publisher Group relating to or arising out of the Tournament or this Agreement shall be brought or filed more than one year after the incident giving rise to the claim occurred; and (2) your remedy, if any, for any breach of this Agreement shall be solely in monetary damages. You waive and relinquish any right you may otherwise have to obtain injunctive or equitable relief with respect to any dispute arising under this Agreement.

18. Other Terms. This Agreement shall be effective and binding upon your heirs, next of kin, executors, administrators, permitted assigns and representatives. If any provision of this Agreement or the application of any such provision to any person, entity or circumstance shall be held invalid, illegal, or unenforceable in any respect, such invalidity, illegality, or unenforceability shall not affect any other provision of this Agreement. This Agreement may not be amended except by a written amendment signed by the Tournament Organizer and Publisher. All notices to the Publisher shall include a copy to legalnotice@proximabeta.com. No waiver of any provision of this Agreement shall be effective unless in writing and signed by the Publisher. Any waiver by either party of any provision of this Agreement shall not be construed as a waiver of any other provision of this Agreement, nor shall such waiver operate or be construed as a waiver of such provision respecting any future event or circumstance. This Agreement is the entire agreement of you and the Publisher regarding your participation in the Tournament. This Agreement supersedes and replaces all prior or contemporaneous agreements or representations, written or oral, between you and the Publisher or Tournament Organizer regarding your participation in the Tournament.

[End of text; signature pages follow]



Coach Signature

| | | | |
|--|-----------------------|------------------------|-------------|
| First Name: | | Last Name: | |
| Team Name: | Email Address: | Date of Birth: | Age: |
| Citizenship or Jurisdiction of Legal Residency: | | Signature Date: | |
| I HAVE READ THIS AGREEMENT. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. | | | |
| Signature: X _____ | | | |

Player 1 Signature

| | | | |
|---|-----------------------|------------------------|-------------|
| First Name: | | Last Name: | |
| Team Name: | Email Address: | Date of Birth: | Age: |
| Citizenship or Jurisdiction of Legal Residency | | Signature Date: | |
| I HAVE READ THIS AGREEMENT. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. | | | |
| Player Signature: X _____ | | | |
| Parent or Guardian Signature: X _____ | | | |
| <i>I am the parent or legal guardian of the player named above, who is a minor and, by signing above, I hereby do consent to the terms and conditions of this Esports Eligibility Agreement</i> | | | |



| Player 2 Signature | | | |
|--|-----------------------|------------------------|-------------|
| First Name: | | Last Name: | |
| Team Name: | Email Address: | Date of Birth: | Age: |
| Citizenship or Jurisdiction of Legal Residency: | | Signature Date: | |
| I HAVE READ THIS AGREEMENT. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. | | | |
| Player Signature: X _____ | | | |
| Parent or Guardian Signature: X _____ <i>I am the parent or legal guardian of the player named above, who is a minor and, by signing above, I hereby do consent to the terms and conditions of this Esports Eligibility Agreement</i> | | | |

| Player 3 Signature | | | |
|--|-----------------------|------------------------|-------------|
| First Name: | | Last Name: | |
| Team Name: | Email Address: | Date of Birth: | Age: |
| Citizenship or Jurisdiction of Legal Residency | | Signature Date: | |
| I HAVE READ THIS AGREEMENT. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. | | | |
| Player Signature: X _____ | | | |
| Parent or Guardian Signature: X _____ <i>I am the parent or legal guardian of the player named above, who is a minor and, by signing above, I hereby do consent to the terms and conditions of this Esports Eligibility Agreement</i> | | | |



| Player 4 Signature | | | |
|--|-----------------------|------------------------|-------------|
| First Name: | | Last Name: | |
| Team Name: | Email Address: | Date of Birth: | Age: |
| Citizenship or Jurisdiction of Legal Residency | | Signature Date: | |
| I HAVE READ THIS AGREEMENT. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. | | | |
| Player Signature: X _____ | | | |
| Parent or Guardian Signature: X _____ <i>I am the parent or legal guardian of the player named above, who is a minor and, by signing above, I hereby do consent to the terms and conditions of this Esports Eligibility Agreement</i> | | | |

| Player 5 Signature | | | |
|--|-----------------------|------------------------|-------------|
| First Name: | | Last Name: | |
| Team Name: | Email Address: | Date of Birth: | Age: |
| Citizenship or Jurisdiction of Legal Residency | | Signature Date: | |
| I HAVE READ THIS AGREEMENT. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. | | | |
| Player Signature: X _____ | | | |
| Parent or Guardian Signature: X _____ <i>I am the parent or legal guardian of the player named above, who is a minor and, by signing above, I hereby do consent to the terms and conditions of this Esports Eligibility Agreement</i> | | | |

| Player 6 Signature | | | |
|--|----------------|-----------------|------|
| First Name: | | Last Name: | |
| Team Name: | Email Address: | Date of Birth: | Age: |
| Citizenship or Jurisdiction of Legal Residency | | Signature Date: | |
| I HAVE READ THIS AGREEMENT. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. | | | |
| Player Signature: X _____ | | | |
| Parent or Guardian Signature: X _____ <i>I am the parent or legal guardian of the player named above, who is a minor and, by signing above, I hereby do consent to the terms and conditions of this Esports Eligibility Agreement</i> | | | |

| Staff Member Signature | | | |
|--|----------------|-----------------|------|
| First Name: | | Last Name: | |
| Team Name: | Email Address: | Date of Birth: | Age: |
| Citizenship or Jurisdiction of Legal Residency | | Signature Date: | |
| I HAVE READ THIS AGREEMENT. I UNDERSTAND ITS CONTENTS AND LEGAL SIGNIFICANCE, AND I AGREE TO BE BOUND BY ITS TERMS. | | | |
| Signature: X _____ | | | |
| Parent or Guardian Signature: X _____ <i>I am the parent or legal guardian of the player named above, who is a minor and, by signing above, I hereby do consent to the terms and conditions of this Esports Eligibility Agreement</i> | | | |

APPENDIX 4

Parent or Guardian Consent Form

I, the undersigned parent or legal guardian of the minor participant named in the table below (the “**Minor**”), hereby give my full consent for the Minor to participate in the esports event listed below and its related games, matches, promotional events, fan engagement events, media and sponsor events, and other activities, both in-person and online (“**Tournament**”).

Information:

| | |
|-------------------------------|--------------------------------|
| Minor Name: | Date of Birth: |
| Parent/ Guardian Name: | Parent/ Guardian Email: |
| Esports Event Name: | Event Date: |

1. Consent to Participate. I certify that I am the parent or legal guardian of the Minor named above. I understand that my permission is required in order for the Minor to attend and participate in the Tournament. I also understand that the Minor will not be permitted to attend or participate in the Tournament unless I provide permission by signing this Consent Form. My signature on this Consent Form is evidence of my understanding and acceptance of the terms and conditions in this Consent Form. I hereby give permission for the Minor to attend and participate in the Tournament.

2. Acknowledgement of Risks. I acknowledge that participation in esports events may involve various physical and emotional risks. By signing below, I acknowledge these risks and consent to the Minor’s participation in the Tournament. I confirm that the Minor is in good health and has no physical or mental conditions that would prevent safe participation in esports competitions. As the Minor’s parent or guardian, I will remain informed about the Minor’s participation in the Tournament. I will monitor the Minor’s physical and mental health during the course of the Tournament to ensure the Minor’s continued health and safety and maintain supervision as necessary to ensure the Minor’s well-being.

3. Code of Conduct. I agree that the Minor will adhere to the code of conduct for the Tournament and respect all rules and guidelines established by the organizer of the Tournament (“**Tournament Organizer**”), including those pertaining to fair play, respectful communication, and appropriate behavior. I understand that violations of these rules may result in disciplinary actions, including suspension or removal from the Tournament.

4. Photos, Video and Streaming. I understand that the Tournament Organizer, or its designee, may photograph, video, and record the Tournament and its related events, including by livestreaming video of the Minor during competitions, events, and promotional activities. I grant permission for the Tournament Organizer and its designees to stream, broadcast, display and/or otherwise use the Minor’s name, image, likeness, voice, gameplay, audiovisual recording, and biographical data for promotional, advertising, or other related purposes, without compensation to me or the Minor. This includes the use of recordings in social media, websites, television broadcasts, streaming, and other public-facing platforms.

5. Data Collection and Privacy. I acknowledge that the Tournament Organizer or its designees may collect certain personal information about the Minor, including, if the Minor is a competitor in the Tournament, the Minor’s username, game statistics, nationality, and contact information. I consent to the collection, use, and storage of the Minor’s data in accordance with applicable privacy laws and the Tournament Organizer’s privacy policy, which has been made available to me.

6. Release of Tournament Organizers. I accept all responsibility for, and I assume all risk of loss and liability for, any damages and injuries that Minor may suffer, cause, or sustain as a result of the Minor’s attendance or participation at the Tournament. To the fullest extent permitted by law, I release and discharge the Tournament Organizer, the video game publisher, their respective licensors, and their respective affiliates, sponsors, directors, officers, employees, and agents, from any and all claims, liability, demands, or causes of action of any kind arising out of the Minor’s attendance or participation at the Tournament, including injury, loss, or damage to property or person.

7. 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 Singapore without regard to choice of law principles. 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, I am not relying on any oral or written statements or representations made by any person or entity with respect to the Tournament. This Consent Form sets forth the entire agreement relating to its subject matter and may not be amended except by a written amendment signed by the Tournament Organizer.

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| Signature of Parent or Guardian: |
| X _____ |
| Date Signed: |
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