

# **COMPETITION STRUCTURE**

The BLAZE ESPORTS TEKKEN 7 Tournament will be open to only Females gamers in the different regions.

## **OFFLINE PLAYOFFS**

The BLAZE ESPORTS Tekken 7 Tournament (“**Playoffs**”) will be broken down into 3 Grass Root qualifiers per region with, 6 Stand-alone Regional tournaments spread over the months of August to December that will take place at separate times. Each qualifier event will have a minimum of 16 seats for competitors who will have registered for the tournament, each Regional event will have a minimum of 12 competitors who will have qualified from the grass root level.

Playoffs for the BLAZE ESPORTS Tekken 7 Tournament is scheduled to begin on or about August 15<sup>th</sup>, 2019 and run weekly to end on Dec, 2019 (BLAZE reserves the right to amend this start date in its sole discretion).

Each Region will have 3 Grass Root Qualifier rounds. The top 4 players from each Grass Root qualifier event will meet at the Regional finals.

Periodically, match data is audited for malicious behavior and cheating. Any Player may be disqualified immediately from the BLAZE ESPORTS Tekken 7 Tournament and further competitions, at the discretion of BLAZE, for any reason, including for any failure to comply with the BLAZE User Agreement, Privacy & Cookie Policy, or Code of Conduct, which may include but is not limited to:

- Using any cheats, hacks or other third party "helper" applications in playing games;
- Colluding with other players in playing games;
- Taking advantage of known exploits in the game (it is the responsibility of players to understand and avoid all current illegal exploits)

Abusive or disorderly behavior, including any use of harassing, negative, or profane language online, will not be tolerated and will also constitute grounds for immediate disqualification.

## **TEKKEN 7 TOURNAMENT FORMAT**

1. In the “Tournament” the SIXTEEN (16) registered Players will be split into two (2) groups of eight (8) Players each (each a “Group”). The Players in each Group will compete in Double Elimination rounds with Best-of-Three Matches. Rankings in each Group will be determined by comparing the total number of Match wins achieved by each Player in the same Group. If a Player is disqualified from a Match by a Tournament Organizer, the Match will be recorded as a 2-0 win in favor of the opposing Player.

- **Group Stage Assignments**

The 16 players will be split into two pools of 8 players each. With each pool, seeded randomly, will be using the Double Elimination tournament format.

## **PLAYER APPEARANCE AND RELEASE**

By participating in the League and/or Tournament, each Player hereby irrevocably grants BLAZE and the other League Entities and each of their respective licensees, successors and assigns, permission to stream, film, photograph and record the Player’s performance in the League or Tournament itself and in other League or Tournament-related activities, including the Player’s name, User Name, logo, avatar, gamertag or equivalent, voice, statements, likeness and other personal characteristics, information and so-called publicity rights as they appear therein (collectively, the “**Appearance**”) and the right, but not the obligation, to distribute, exploit or otherwise use such Appearance, in whole or in part, in any and all media, now known or hereafter devised, throughout the Universe in perpetuity for any purpose, including but not limited to, advertising, marketing and promoting the League, the Tournaments, the BLAZE Website, the League Website, the Tournament Organizers, the League Entities and future tournaments.

As between each Player on the one hand, and BLAZE, on the other hand, the Appearance shall be deemed a work-made-for-hire for BLAZE prepared as a work specifically ordered and/or commissioned by BLAZE, and therefore, BLAZE shall be the author and exclusive copyright owner of the Appearance for all purposes throughout the Universe. If under applicable law the foregoing is not effective to place authorship and ownership thereof and all rights therein in BLAZE, then by way of assignment and transfer of present and future copyright and otherwise, each Player hereby irrevocably grants, transfers, sells and assigns to BLAZE, all of his or her right, title and interest in and to the Appearance throughout the universe in perpetuity. Each Player agrees to execute such further documents and to do such further acts as may be necessary to evidence, effect, perfect, register, or enforce BLAZE’s ownership of such rights.

BLAZE and the other League Entities shall have the right, in their sole discretion, to edit, composite, morph, scan, dub, duplicate, fictionalize or

otherwise alter the Appearance for any purpose which BLAZE or the other League Entities deem necessary or desirable. To the fullest extent allowable under any applicable law, each Player hereby irrevocably waives any and all so-called moral rights or “droit moral” rights (which shall include, without limitation, any similar or analogous rights under applicable laws of any country in the world [including, without limitation, the so called right of paternity (droit a la paternite) right of integrity (droit au respect de l’oeuvre) right of withdrawal (droit de retrait or droit de repentir) and/or right of publication (droit divulgation)] he or she may have in the Appearance, and agrees that he or she will make no claim of any kind against BLAZE or the other League Entities as a result of any of the uses described above, and irrevocably and unconditionally waives and releases BLAZE and the other League Entities from any and all claims, demands, and liabilities of any kind or nature whatsoever arising out of or in connection with such use including, without limitation, any and all claims, demands, or liabilities for invasion of privacy, infringement of the right of publicity, defamation (including libel and slander) and any other personal and/or property rights. Each Player expressly acknowledges that BLAZE and the other League Entities and other Players will contribute to the Appearance and other works that will embody all or part of the Appearance. Accordingly, if under any applicable law, the above waiver or assignment by a Player of “moral rights” or “droit moral” is not effective, then each such Player agrees to exercise such rights in a manner which recognizes the contribution of and will not have a material adverse effect upon such other parties.

BLAZE shall have the right to freely assign its rights hereunder, in whole or in part, to any person or entity. BLAZE shall retain the rights granted in the Appearance even if the Player is disqualified or fails to meet the eligibility requirements.

## **CODE OF CONDUCT**

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all League or Tournament staff and spectators. Players must follow all instructions of BLAZE or the Tournament Organizers. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by BLAZE or the Tournament Organizers in their sole discretion, may be immediately disqualified from the League or Tournament and forfeit all potential prizes. Further, BLAZE and the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by BLAZE

or the Tournament Organizers. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- Interfering with the operation of the Tournament, the League, the BLAZE Website, or the League Website;
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament or League, or to annoy, abuse, threaten or harass any other person;
- Engaging in collusion (*e.g.*, any agreement between two [2] or more Players or to pre-determine the outcome of a Game or Match);
- Cheating of any sort through any means;
- Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;
- Offensive, vulgar or obscene User Names, avatars, logos, branding or gamertags;
- Sexism, ageism, racism or any other form of prejudice or bigotry;
- Engaging in violence or any activity which is deemed in the judgment of BLAZE or the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency;
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located;
- Offering any gift or reward to a Player, BLAZE or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;
- Betting or gambling on your own performance or the results of the League, the Tournament or any phase of the League or Tournament;
- Making any modification to the Title Game that has not been disclosed to and authorized by BLAZE or the Tournament Organizers;
- Intentionally using any in-game bugs or so-called “hacks” to seek an advantage;
- Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;
- Using any Tournament facilities, services or equipment provided or made available by BLAZE or the Tournament Organizers to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct;
- Taking any action or performing any gesture directed at an opposing Player, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;
- Touching or otherwise interfering with lights, cameras or other studio equipment;
- Engaging in any other type of behavior or conduct deemed inappropriate by BLAZE or the Tournament Organizers in their sole discretion; or
- Otherwise violating these Official Rules.

Any Player who violates the Code of Conduct may be disqualified, and BLAZE reserves the right to seek damages and other remedies from any such Player to the fullest extent permitted by law.

CAUTION: ANY DELIBERATE ATTEMPT TO DAMAGE ANY WEBSITE OR EQUIPMENT USED IN CONNECTION WITH THE TOURNAMENT OR LEAGUE, TAMPER WITH THE TITLE GAME OR THE TOURNAMENT FORMAT, OR OTHERWISE UNDERMINE THE LEGITIMATE OPERATION OF THE LEAGUE OR A TOURNAMENT MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, BLAZE AND THE TOURNAMENT ORGANIZERS RESERVE THE RIGHT TO COOPERATE IN THE PROSECUTION OF ANY SUCH PLAYER(S) AND TO PURSUE ALL REMEDIES AVAILABLE TO THEM TO THE FULLEST EXTENT PERMITTED IN EQUITY OR UNDER THE LAW.

## **GAME PLAY RULES**

These are the “**Game Play Rules**” governing how the Title Game is played during the Tournament.

- **Gameplay**
  - **Game Settings**
    - Game Version: PlayStation 4
    - Rounds: First to Three
    - Timer: 60 seconds
    - Stage Select: Random
    - Character Customizations: Off
  
  - **Match Procedure**
    - The following steps outline the process of playing a Match.
      1. Players select their sides
      2. Players select their characters. Either Player may invoke Double Blind Character Selection
      3. The Players play the first Game of the Match.
      4. The losing Player of the preceding Game may choose to change characters.
      5. Players go to Stage Select and select Random (see Section
      6. The next Game is played.
      7. Repeat steps 4 and 5 for all subsequent Games until the Match is complete.

- **Side Selection**

Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively, at the start of the Match. Players are committed to this selection for the entirety of the Match. If Players cannot agree to a Side Selection, they will flip a coin to determine who picks their side for the first Round. For all subsequent Rounds and Matches, the winner will select a side first.
  
- **Double Blind Character Selection**

Either Player may request that a double-blind selection occur. In this situation, a Tournament Organizer will be told, in secret, each of the Players' character choices for the first Round. Both Players are to then select their first-Round character, with the staff validating the character selections. If a Player does not select the character, they told to the Tournament Organizer they forfeit that Game.
  
- **Stage Selection**

For the first Game of the Match, players will utilize Random Stage Selection. For each subsequent Game in the Match, the Player who lost the previous Game may choose a stage if they have not changed their character (see Tie Games in for exceptions). If the losing Player has chosen to change their character they must use Random Stage Selection.
  
- **Tie Games**

In the event of a tied Game, declared by a Double K.O. screen in the final Round of the Game, the Game will not be scored and both Players will replay the tied Game with the same characters and on the same stage.
  
- **Permitted Controllers**

All standard arcade sticks and controllers are permitted. Macro functions (e.g. turbo buttons) and wireless controllers are not permitted. DualShock 4 is the only wireless controller that is permitted. Players using DualShock 4 controllers must un-sync their controller after each Match. If a Player using a DualShock 4 controller fails to un-sync their controller after a Match, that Player maybe disqualified at the sole discretion of Tournament Organizers.

- **Match Obligations**
  - **Punctuality**  
All Players must be physically present at the location specified by the Tournament Organizer by the Match start time. Players that are not ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.
  - **Forfeits**  
Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.
  
- **Match Disruptions**
  - **Pauses**  
If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging the Player's or the Player's opponent's controller, the Player who paused may forfeit the current Round in the sole discretion of the Tournament Organizers.
  
  - **Restarts**  
Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or a Game or Match is unable to finish, or if the Game or Match is disrupted by a Force Majeure or other event.
  
- **Stalling**  
Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers.
- **Coaching**  
Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.
- **Cheating**  
Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.
- **Names, Logos, and Branding Restrictions**  
Tournament Organizers reserve the right to reject, in their sole discretion, names, logos, avatars or branding that violate the Code of Conduct, including without limitation, any that:

- Infringe upon the rights of any 3rd party rights without explicit written permission
- Resemble or are identical to a brand or trademark
- Resemble or are identical to another identity or person
- Resemble or are identical to the name or persona of League Entities or other Players.
- **Dress Code**  
All Players must wear appropriate attire at the Tournament. Jerseys and all other attire worn at the Tournament are subject to the restrictions set forth in Section above.
- **Penalties**  
Players who break the rules in this document are subject to penalties including (but not limited to) the following:
  - Match Restart
  - Loss of Game
  - Match Forfeiture
  - Removal from the League
  - Temporary Player Bans
  - Permanent Player Bans

Any penalties imposed on a Player may be made available to the public by BLAZE and the Tournament Organizers in their sole discretion.

## **PRIZING**

The following prizes will be distributed to the Players based on their finishing position/point of exit from the tournament as stated below:

<b>REGIONAL GRASS ROOTS</b>	
	<b>TEKKEN 7</b>
1st Place	10,000
2nd Place	5,000
3rd Place	3,000
GRASSROOT WINNINGS	18,000
<b>TOTAL (x4 tournaments)</b>	<b>72,000</b>
<b>REGIONAL FINALS</b>	
	<b>TEKKEN 7</b>
1st Place	50,000

2nd Place	30,000
3rd Place	20,000
<b>FINALS PRIZE MATRIX</b>	100,000

## **TOURNAMENT TERMS AND CONDITIONS**

Prizes are not transferable. All expenses not specified above, including, without limitation, all taxes are the sole responsibility of the individual Winner.

Potential winners will be required to complete and sign a Declaration of Eligibility and Release of Publicity and Liability, and at the end of the Live Event in order to claim the prize. If a potential winner fails to sign and/or return the Declaration of Eligibility, refuses the prize, or is ineligible to accept the prize, the potential winner forfeits the prize. If a winner is a minor, his/her parent, legal guardian, or parents/guardians (as required by law) will be required to sign all necessary documents upon verification of ID. Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified, or the prize is forfeited for any reason, BLAZE will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 1 alternate runner-up winners will be chosen, after which BLAZE retains the discretion to do as pleased with the funds. Potential winners may be required to provide banking or any other necessary details for the disbursement of funds. Allow up to 30 days for delivery of prizes.

By accepting any of the prizes, BLAZE has the right to use the below information and any other information provided in the BLAZE ESPORTS TEKKEN 7 Tournament in the administration, marketing, and promotion of the BLAZE TEKKEN 7 tournament, without further consent or compensation to you, unless otherwise noted below:

Background info: Full name, country of residency, age, platform, persona (Xbox Live Gamertag or PSN ID), position on leaderboard in the month of qualification

Football fandom info: Favorite professional football club, favorite professional football player, favorite FUT player item

Social Media info: Twitter handle and Twitch account (if applicable)

Photo: A standard set of headshots following the template provided by BLAZE must be submitted by each player

Other Information for Tournament Administration: Shirt size, dietary restrictions, mobile phone number

The Organizer reserves the sole and absolute right to withdraw, amend, omit and/or vary any part or the whole of the terms and conditions of this Tournament with a prior notice to the Participants herein stated and the Participants shall be bound to observe, perform and comply with the terms and conditions herein and any amendments thereof so notified to the Participants.

The Organizer may change any of these terms and conditions including terminating or suspending the Tournament and extending the Tournament Period (as hereinafter defined).

Any such change will be announced in the website. It is your responsibility to check these terms and conditions on the website and if you do not agree to any of the changes, you must immediately cease participation in the Tournament.

Except as expressly mentioned herein, the Organizer shall not be responsible for any expenses and costs incurred by a Participant, including out-of-pocket expenses related to or as a consequence of participating in this Tournament.

# **DOUBLE ELIMINATION TOURNAMENT STRUCTURE**

## **GRASS QUALIFIERS**

The Grass qualifier tournament section will be run with the following tournament format:

### **STAGE 1**

The 16 players will be split into two pools of 8 players each. With each pool, seeded randomly, will be using the Double Elimination tournament format.

Each pool will play at different gaming stations

### **POOL A – Station 1**



### **POOL B – Station 2**



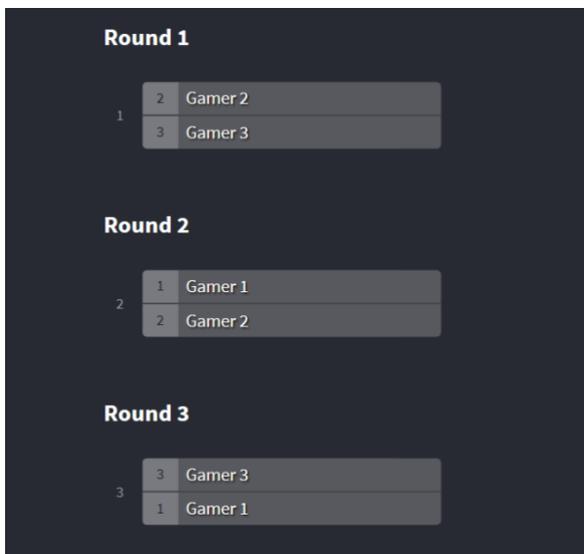
## STAGE 2

The top seed from each pool will face off to determine who will emerge the winner and the one who will proceed to the regional qualifiers.

## REGIONALS

The Regional tournaments section will be run with the following tournament format:

- Round - 3 gamers (Round Robin)



### Seeding

The single competitor who reaches a 3-0 record in the Round Robin Regional stages will be the #1 seed in their respective pools

Points – 3 points for won matches  
0 points to a loss

## REFEREES

Referees will be on-site to monitor all game play. Referees will begin play and will record scores for each game.

Referees will inform players when to begin play before kick-off and after half-time.  
Referees will be clearly identified by a special ID tag or badge.  
The decision of a referee is final and binding.