



**PROGRESIF AMPRO CLASH SERIES**

**SEASON 1**

**PUBG MOBILE**

**Official Competition Rulebook**

(Version 1.1.2, 26<sup>th</sup> April 2022)

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## BACKGROUND AND PURPOSE

Crit Esports (“Crit”) owns the rights to the intellectual property of Amateur Professional Clash Series (“AMPRO”) in Brunei Darussalam to serve as the official competition platform for PUBG MOBILE esports. The AMPRO Clash Series will provide an esports platform to showcase some of the country’s best competitive PUBG MOBILE players.

These Amateur Professional Clash Series (“AMPRO”) Competition Rules (“**Competition Rules**”) establish the general rules applicable to the play of PUBG MOBILE at all AMPRO Clash Series events. They include rules governing player eligibility, tournament structure, point structure, prize awards, and player conduct. These Competition Rules include the general terms set forth in Sections 1 - 11 below (“**General Terms**”), as well as the specific terms in the Appendices attached hereto. The Glossary in Appendix 1 has helpful definitions and explanations that are applicable to these General Terms and all other Appendices.

These Competition Rules apply to the individual (natural person), entity and/or group (“**Owners**”) who registered a team (“**Team**”) to participate in the AMPRO Clash Series in accordance with the Esports Registration Procedures and Rules (“**Registration Rules**”) and 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 these Competition Rules as “**Team Members**”.

Teams will be selected to participate in the AMPRO Clash Series through various mechanisms. Most Teams will be selected to participate based on placement in the open online qualifiers described in these Competition Rules. Teams may also be selected based on other criteria developed and administered by CRIT Esports & Esports Association of Brunei (“ESB”) from time to time.

These Competition Rules apply to Amateur Professional League Season 1 (“**League**”) and Amateur Professional Championship Grand Finals (“**Tournament**”).

These Competition Rules and the Registration Rules form a contract between a Team Member and Crit. Each Team Member is required to read, understand, and agree to these Competition Rules and the Registration 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**

# **GENERAL TERMS**

## **1. Acceptance of Competition Rules**

### **1.1. Acceptance**

**1.1.1.** Each Team Member must agree to these Competition Rules and the Registration Rules in order to participate in the AMPRO CLASH SERIES SEASON 1. A Team Member may accept these Competition Rules by registering to participate in the AMPRO CLASH SERIES SEASON 1 in accordance with the Registration Rules 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 Competition Rules and the Registration 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 AMPRO Clash Series or the applicable Tournament. A Team Member who is not asked to sign an acknowledgement form may accept these Competition Rules and the Registration Rules as provided in Section 1.1.1.

### **1.2. Changes to Competition Rules**

The field of esports is changing rapidly as are the mobile games that are played in esports, and these Competition 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 the updates to PUBG MOBILE. Accordingly, Tencent may update, amend or supplement these Competition Rules from time to time; and may interpret or apply these Competition Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these Competition 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

Competition Rules to other



Team Members. Participation in the AMPRO Clash Series will constitute acceptance of the changed rules, instructions and guidance.

### **1.3. Enforcement of the Competition Rules**

Crit Esports (“Crit”) has retained the right as the tournament officials (“**AMPRO Official**”). AMPRO Officials at all times may act with the necessary authority to preserve the best interests of the AMPRO Clash Series. This power is not constrained by the lack of any specific language in this document. AMPRO Officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the AMPRO Clash Series.

The Tournament Organizer, Crit Esports (“**Tournament Organizer**”) is appointed to operate certain AMPRO Tournaments (AMPRO). The Tournament Organizer will be responsible for, among other things, providing officials, referees and administrators for each Tournament and for ensuring compliance with these Competition Rules and the Registration Rules.

### **1.4. Privacy Policy**

By participating in any Tournament, each Team Member will be deemed to have read and accepted Tencent's Privacy Policy, which can be found 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 the age of majority in his or her country of residence (Brunei's age of majority: 16 years of age) before the start of the Tournament (May 20) before the start of the Tournament and must comply with any applicable age ratings for PUBG MOBILE established by the app store where the player downloaded PUBG Mobile.

If a player is under such age but older than 16 years of age (i.e. the player has lived for at least 16 calendar years) as of the Tournament start date, he or she may still enter the Tournament if he or she meets the other eligibility criteria in these Competition Rules and the Registration Rules and a parent or legal guardian accepts these Competition Rules and the Registration Rules on behalf of the player, and consents to the player's participation in the Tournament.

**2.1.2. Multiple Teams.** Players may not play or contract with more than one Team at a time. If such an arrangement or contract is found to be in existence, AMPRO Officials reserve the right to bar the player for three (3) season from playing any future matches until the situation has been resolved and the player is in compliance with these requirements in this Section.

**2.1.3. Resident Requirement.** Only players who is a lawful citizen or resides in Brunei Darussalam with valid identification (Yellow/Red/Green) or players that is based in Borneo (Sabah, Sarawak & Kalimantan) is eligible to sign up for the open qualifiers. All players that are in the team should reside in Borneo and holds valid Identity Card from the country they reside in. Only players who fulfills these criteria will be eligible to take part in the AMPRO Clash Series.

**A. Proof of Residency.** In order to be certified as a Resident by AMPRO Officials, a player must prove lawful residency in the Region with a valid identification document (e.g. driver's license, passport, national identity card) issued by a governmental authority of a jurisdiction in the Region or have a valid residency visa (i.e., work visa, athlete visa,

student visa).

**B. Non-Resident Players.** A Team may not register non-resident players for AMPRO Clash Series. The team shall be disqualified and banned for 3 seasons if found to be playing with a non-resident players on their roster.

## 2.2. Player Transfer Regulations

A Team can acquire and exchange players from their current roster during the transfer window without a limit if the acquired player is a Professional Tier Player. However, **a team can only acquire 2 professional players from the same professional team during a single transfer period of AMPRO Clash Series.**

(A) Amateur Tier Players. Defined as players that have not played in these tournaments: **PMPL, PMWL & PMGC.**

A team can acquire and exchange players from their current roster during the transfer window with a maximum of

If, team have 4 players, maximum 2 can be amateur players

If, team have 5 players, maximum 2 can be amateur players

If, team have 6 players, maximum 3 can be amateur players

if the acquired player is from Amateur Tier.

### 2.2.1. Qualified Teams Criteria in the League Phase

For Teams that qualified to League Phase from playing the AMPRO Clash Series Open Qualifier, they have a short window of time from the end of the AMPRO Clash Series Open Qualifier until a deadline set by the Tournament Organizer to make a maximum of one player addition or two substitute players (if the Team has no Substitute Player previously, or only one Substitute Player).

Unqualified players are allowed to be signed up with qualified team as part of the team roster for the League (with prior consent from the original team).

Teams, upon qualifying to League Phase, may also have a limited time to change their Team Name to include a new sponsor or owner, should they acquire them. The deadline for this will be decided by the Tournament Organizer.

For AMPRO CLASH SERIES SEASON 1, Qualified Teams should abide by the deadline set by the AMPRO Officials to lock their Team Roster, Team Logo and Team Name.

### **2.2.2. Player Contract**

Teams Organizations are required to submit players' contracts to AMPRO Official by the end of transfer window. Contract period of the player needs to start from the current transfer window, and end at the next transfer window.

- A. If Organizations decide to contract a player for 1 transfer window, the contract shall end after AMPRO Clash Series Championship Season 1 in December (TBD).
- B. If Organizations decide to contract a player more than 2 transfer windows, the contract shall end by AMPRO Clash Series Championship Season 2(TBD)

**Contracts must be negotiated between team owners / management/ organizations (the Team) to the players.**

If AMPRO Official receives a Violation Report of this occurring in between the seasons, if after investigation, Organization or players are found guilty of the offense, the Organization or player shall be punished.

### **2.3. No Tencent, Krafton or Tournament Organizer Employees**

Team Members may not be employees of Crit Esports (“**Crit**”), or any of their respective affiliates at any point during the AMPRO Clash Series competitive Season.

### **2.4. 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 the AMPRO Clash Series without the prior written

approval of the AMPRO Officials. **NO SYMBOLS OR SPECIAL CHARACTERS ARE ALLOWED** in the gamer tag and will be removed if included.

Examples of accepted Gamer Tag:

- ABCRocky (Player “Rocky” from team “ABC”)
- BandarAlex (Player “Alex” from team “Bandar”)

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 Tencent Games, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a player will be required to 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.

Examples of banned Gamer Tag:

- TencentAngel (intellectual property “Tencent”)
- Whore69 (offensive Gamer Tag)
- KillYourSelfPls (toxic and hurtful GamerTag)

The Gamer Tag shall not also include sponsors that are from a competitor brand to [**Sponsors**]. Tournament Organizers will collect all the lists of sponsors from the Team.

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. AMPRO Officials reserve the right to reject any Gamer Tag selected by a player and to require the player to select an alternate Gamer Tag that complies with these Competition Rules.

## **2.5. PUBG MOBILE - Related Events**

### **2.5.1. Tournament - Related Events**

The Tournament Organizer, Crit Esports (“Crit”) shall have the right to require players to cooperate in carrying out various 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 Crit Esports (“Crit”)

or the Tournament Organizer in connection with the marketing and promotion of the AMPRO Clash Series 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 Crit Esports ("**Crit**"). 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. Roster Requirements**

**3.1.1. Starters and Substitutes.** Each Team is required to maintain, at all times during the AMPRO Clash Series, four players in the Team’s starting lineup (“**Starters**”).

The starter lineup, at all times, will need to field a team that consist of local residency as declared by the Team at the point of registration.

AMPRO Officials shall have the right to disqualify any Team with an incomplete roster. A Team has the option of adding up to two additional players who shall act as a substitute (“**Substitute**”).

Teams are strongly encouraged to register six players, which is the maximum number of players allowed.

Before the start of the AMPRO Clash Series, only one substitute is allowed to replace one previous player with the approval of AMPRO Officials. Number of permitted replacements: 1.

Teams are to confirm their starting lineup for the week’s AMPRO Clash Series League Season 1 on a specified day set by the Tournament Organizer.

**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 at all times comply with the minimum roster requirement during the AMPRO Clash Series. If at any point a Team’s roster falls below four players, the Team will be subject

to disqualification or other sanction, unless given permission to drop below the minimum roster by AMPRO Officials, at the Official's sole discretion.

**3.1.3. Playing Roster.** During official Tournament Matches in AMPRO Clash Series, the lineup of the players that are currently playing in it (“**Playing Roster**”) must maintain, at all times, a minimum of four resident players.

**3.1.4. 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 AMPRO Officials. The AMPRO 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 by AMPRO Officials.

**3.1.5. Team Manager.** A Team manager cannot be part of the playing roster. Each Team is required to maintain and keep under contract, at all times during AMPRO Clash Series Season 1 (20 May 2022 – 26 December 2022), one person as its manager when completing the online registration process (“**Team Manager**”). The Team Manager will be responsible for all logistical and operational communications

between Crit Esports (“Crit”) and the Owners of such a Team. Crit Esports (“Crit”) 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 Crit Esports (“Crit”) and the Tournament Organizer.

**3.1.6. Waiver Due to Force Majeure**

A. Waiver with Application

Any players quitting this competition due to special circumstances will need to sign the Tournament Organizer-provided “Notes for Waiver of AMPRO Clash Series” (Appendix 7) and submit it to the

Tournament Organizer and AMPRO Official for Approval. Player can only quit with the AMPRO Official's permission, and players need to be responsible for the following:

a. Only 1 player quits in the team, the team can continue the competition with the rest 3 player; The player who quits the competition will not obtain any award from AMPRO Clash Series, which may include league prize pool and grand final prize.

b. At least 2 players quit the team, the team will be disqualified. The team will retain the scores before the disqualification; the player who quits the competition will not obtain any award from AMPRO Clash Series, which may include league prize pool and grand final prize.

#### B. Waiver Without Application

Before the end of the league, if the teams did not take the initiative to submit to the "Notes for Waiver of AMPRO Clash Series" notice for AMPRO Clash Series players quitting the tournament, and the player management/referee could not be contacted within 24 hours, depending on the severity degree of plot, Tournament Organizers

have the right to treat the player's behavior as withdrawal, and will give the player/team the following penalties:

A. The waiver caused by the loss of one or more players in the team will be regarded as a waiver of the team as a whole, and other players in the team will lose the qualification to participate in the subsequent competitions of AMPRO Clash Series;

B. The tournament organizer has the right to withdraw all the awards of the player, including weekly allowances, MVP bonus, team subsidies and all the personal expenses of the team.

C. All the scores of the team will be cleared and will be disqualified from the final scores rank of the AMPRO Clash Series.

Any content related to waiver shall be subject to "Notes for Waiver of AMPRO Clash Series". Refer to clause "6.3.14 Dropouts and Refusals to Participate" for further information.



### **3.2. Submission of the Roster and Team Registration**

Before the start of the AMPRO Clash Series, each Team must register its roster (including all Starters) using the online tools provided by Tournament Organizer. No changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the AMPRO Officials (including for changes due to sickness, visa issues, etc.).

### **3.3. 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 AMPRO Clash Series without the prior written approval of the AMPRO 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 Crit Esports ("**Crit**"), PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a Team will be required to 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. AMPRO 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 Competition Rules.

### **3.4. Owners**

**3.4.1. Ownership of the Slot in the AMPRO Clash Series** The Owner(s) who registered the Team in accordance with the Registration Rules shall be deemed by Crit Esports ("Crit") and the Tournament Organizer, for purposes of the Competition Rules and Registration Rules, to be the sole owner(s) of the Team and the Team's slot in the **AMPRO Clash Series**. Accordingly, if a Team wins the right to progress to the next stage of competition in the **AMPRO Clash Series**, that right is owned by the Team and its Owner(s), not by the players or any other person or entity.

**3.4.2. Transfer of the Team.** The Owner(s) may sell, assign or transfer the Team, the Team's slot in the AMPRO Clash Series and the

other rights and privileges granted in the Competition Rules and in the Registration Rules (in whole but not in part) to a third party; provided that (i) 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 applicable terms and conditions of Competition Rules and in the Registration Rules; (ii) the prior written consent of Crit Esports (“Crit”) shall be required for any such sale, assignment or transfer that occurs during the AMPRO Clash Series competitive Season; and (iii) prior written notice to Crit Esports (“Crit”) shall be required for any such sale, assignment or transfer that occurs outside the AMPRO Clash Series competitive Season.

**3.4.3. Team Flipping.** If an Owner sells an interest in 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 AMPRO Clash Series, such Owner will not be permitted to form, register or be an owner of a new Team until after the AMPRO Clash Series Season 1 in the same year has ended.

### **3.5. Concurrent Ownership**

#### **3.5.1. Rules on Concurrent Ownership. To preserve the competitive integrity of the AMPRO Clash Series, the following rules apply:**

- A.** An individual or entity may have an ownership interest, but not operational control or voting control, directly or indirectly, of more than one Team in the AMPRO Clash Series.
- B.** No two Teams may operate under the same Team name. All Team names must be different and unique. Teams using similar logos must make them clearly distinct. In the case of one owner or organization participating in financing two Teams across different groups, the Team names and Team Logo needs to be differentiated from each other starting from the series.
- C.** No loaning between teams/players under any circumstances. All loaning between teams are not allowed during the **AMPRO Clash Series**.

#### **3.5.2. Exceptions to the Rules on Concurrent Ownership.** Any exceptions to the foregoing rules shall require the prior written approval of notify Crit Esports (“Crit”)

### **3.6. Notice of Extraordinary Events**

Each Owner each shall notify Crit Esports (“Crit”) and the Tournament Organizer as soon as practicable of any suspected or actual breach of the Competition Rules or Registration 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 the AMPRO Clash Series or any of the Tencent, Crit Esports (“Crit”) Parties.

## **4. Apparel**

### **4.1. Official Uniforms Required**

Team Members shall, during all public-facing Tournaments (including LAN Events and Online Events that are streamed to the public 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 AMPRO 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 Competition Rules, including the sponsorship restrictions in Section 5 and the Code of Conduct in Section 6.

### **4.2. Team Apparel Design and Requirements**

- 4.2.1.** Team uniforms shall be designed and manufactured by each Team at its own expense.
- 4.2.2.** The Team’s logo must appear in a conspicuous position on the front side of the uniform.
- 4.2.3.** 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.
- 4.2.4.** The Tournament Organizer will review and has the right to propose modifications to all Team uniforms. The Tournament Organizer will review, for instance, whether the uniform pattern conforms to these General Terms, the AMPRO Clash Series’s minimum aesthetic standards; and whether the size, position, number, and content of the logos are appropriate.
- 4.2.5.** Players must wear long pants and closed toe shoes. The color of pants and shoes worn by players shall be consistent at LAN Events.

**4.2.6.** The Tournament Organizer may provide players with AMPRO Clash Series-themed apparel before the start of a Tournament. These AMPRO Clash Series uniforms are primarily to be used for interviews and AMPRO Clash Series-related events during match/non-match periods. In addition, if the uniform of any Team does not conform to relevant design and sponsor requirements of the Tournament Organizer, such Team may temporarily wear the AMPRO Clash Series-provided or AMPRO Clash Series-themed apparel during a Tournament, and the relevant Team shall be provided with a grace period to modify its uniform design.

**4.2.7.** Coaches or Managers (if any) must wear formal attire during any Tournament or while attending public-facing events in his or her capacity as a coach/manager of a Team.

**4.3. In-Game Apparel**

After a player leaves the in-game lobby, his or her character must remain fully clothed in the game for the remainder of the match. Clothing exchanges for cosmetic purposes or comic effects are not permitted inside the game.

**4.4. 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 aforementioned apparel rules.

## **5. Sponsorships**

### **5.1. Prohibited Sponsors**

Teams and players are encouraged to develop relationships with sponsors. However, in order to preserve the integrity of competition in the AMPRO Clash Series and the reputation of PUBG MOBILE and Crit Esports (“Crit”) 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 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, e-cigarette, vape, tobacco products, gambling, cryptocurrency and casinos, alcohol, pornography, any business that promotes the use of in-game hacks, cheats, exploits, skins gambling, or in-game currency farming; 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 the AMPRO Clash Series.

### **5.3. Decisions Relating to the Red Flag List**

Crit Esports (“Crit”) or the Tournament Organizer may, in its sole judgment, reject or terminate a player’s right to display an advertisement or sponsorship 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. Multiple Teams with Same Sponsorships**

In the case of multiple Teams participating in AMPRO Clash Series have the same sponsors, these Teams are not allowed to put the same exact sponsor names in their team name. The Teams shall use distinct variations of the sponsor brands, logos and names to differentiate each Team from others pending approval by the AMPRO Officials.

## 5.5. **Unauthorized Use of Trademarks**

Nothing in these Competition Rules or the Registration 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 Crit Esports (“Crit”) or its affiliates. Any unauthorized use by a Team Member of a trademark, trade name, or logo owned by or licensed to Crit Esports (“Crit”) or its affiliates is prohibited and a breach of these Competition 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 the Tournament Organizer or any of their respective affiliates.

## 6. **Code of Conduct**

### 6.1. **General Conduct**

**6.1.1. High Standards for Professionals.** All Teams and Team Members must at all times observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, AMPRO 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 Competition Rules will result in sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below. All decisions made by the Tournament Organizer and AMPRO Officials in regard to violations of these Competition Rules are final and binding.

### 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 Seasons prize money and/or any other form of compensation.

- C. Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce 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, hand signals, talcum powder and cell phone screen protectors, etc., shall be deemed cheating. Cheating offenses will result in sanctions as mentioned in clause 6.4.2. Exploiting offenses will result in sanctions as mentioned in clause 6.4.2.
- 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, at Tournament Organizer's sole determination, is not functioning as intended and violates the design purpose of PUBG MOBILE. Exploiting offenses will result in sanctions as mentioned in clause 6.4.2.
- 6.2.4. **Ringling.** Playing under another player's account or Gamer Tag, or soliciting or inducing someone else to play 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 the AMPRO Clash Series 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. A Team Member may not use this type of language on social media or during any public facing events or in any streaming of PUBG MOBILE. This rule applies to speech in English 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 AMPRO 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 is required to 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, the AMPRO Clash Series. Team Members are not allowed to (i) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (ii) 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 interfere with lights, cameras or other studio equipment.

**6.2.10. Unauthorized Communications.** At LAN Events, all communication devices 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. Hats and dark glasses are not allowed during LAN and Online Event play.

**6.2.12. Competitor Game Limitations.** From the start of AMPRO Clash Series (6<sup>th</sup> June, 2022) until three months after the end of the Championship, a Team Member is not allowed to live stream and promote for any other competitor game (Battle royale & Multiplayer Online Shooting games) (PC Games is excluded) on any live streaming platform including but not limited to livestream, social media post, and join other competitor games show-match. Failure to follow this prohibition will result in:

- i. 1st Offense: Warning



- ii. 2nd Offense: Prize pool cancellation and banned from participating in Professional Level Tournament. Both penalties may be applied to the accused player / team / organization or a combination of these depending on the severity of the violation.

### 6.3. Unprofessional Behavior

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

- 6.3.1. **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.
- 6.3.2. **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.
- 6.3.3. **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.
- 6.3.4. **Negative Statements.** Team Members may not make, issue, authorize or publish any statement that is prejudicial or detrimental to the best interests of the AMPRO Clash Series, Tournament Organizer, or its affiliates, sponsors, or PUBG MOBILE.
- 6.3.5. **Confidentiality.** Without consent of the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by Crit Esports (“Crit”) or the Tournament Organizer to the Team Member in relation to the AMPRO Clash Series. Team Members shall be obligated to keep the confidential or proprietary information provided by the Tournament Organizer. The “confidential or proprietary

information” of Crit Esports (“Crit”) 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 Crit Esports (“Crit”) or the Tournament Organizer to a Team Member concerning or related to PUBG MOBILE, the AMPRO Clash Series 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 Crit Esports (“Crit”) or the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates to PUBG MOBILE, 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.

- 6.3.6. Illegal Activity.** Team Members are required to 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.
- 6.3.7. Immoral Activity.** A Team Member may not engage in any activity which, in the sole determination of the Tournament Organizer, is unethical, immoral or disgraceful.
- 6.3.8. Bribery.** No Team Member may offer any gift or cash or other reward to a player, coach, manager, other Team Member, AMPRO 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.
- 6.3.9. 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.
- 6.3.10. Non-Compliance.** No Team Member may refuse to comply with the instructions or decisions of the Tournament Organizer or the AMPRO Officials.
- 6.3.11. 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 penalty 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 Competition Rules, that Team

Member must immediately report this request to the Tournament Organizer.

- 6.3.12. Document Submission.** Tax forms, registration forms, parental consents and other documentation may be required at various times by the Tournament Organizer. If the documentation is not completed to the standards set by the Tournament Organizer then a Team may be subject to sanctions.
- 6.3.13. Term of Use.** Any conduct that (i) violates the Terms of Use for PUBG MOBILE; (ii) violates any guidelines, or any policy posted on the official websites or social media accounts for PUBG MOBILE; or (iii) interferes with use of PUBG MOBILE by others is prohibited and a violation of these Competition Rules.
- 6.3.14. Drop Outs and Refusals to Participate.** If a Team Member or Team registers for, or agrees to participate in, the AMPRO Clash Series, he, she, or it may not, without the prior written consent of the Tournament Organizer, drop out or refuse to participate in any Tournament Game or other event that is held during the applicable AMPRO Clash Series. An unexcused absence from a Tournament Game after the registration process is complete may result in sanctions, as provided in Section 6.4 below.

#### **6.4. Disciplinary Action and Sanctions**

- 6.4.1. Investigations by the Tournament Organizer.** The Tournament Organizer will have the right to monitor compliance with these Competition Rules and the Registration Rules and investigate possible breaches. By agreeing to these Competition 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 Competition Rules, the Registration 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.
- 6.4.2. Sanctions.** If the Tournament Organizer determines that a Team Member or a Team has committed a violations of these Competition Rules or the Registration Rules, the Tournament Organizer may, in its reasonable discretion, issue any or all of the following disciplinary actions:

- (i) verbal or written public warning(s);
- (ii) prize forfeiture(s);
- (iii) game forfeiture(s),
- (iv) Tournament forfeiture(s);
- (v) forfeiture(s) of a slot;
- (vi) suspension(s); and
- (vii) disqualification(s) and ban(s), including from any future Tournaments or other events related to PUBG MOBILE or other video games or esports properties owned or controlled by Tencent Mobile International Ltd. or its affiliates.

**6.4.3. Repeated Infractions.** Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the AMPRO Clash Series.

**6.4.4. Final Determinations.** Unless expressly stated otherwise, offenses and infringements of these Competition Rules and the Registration Rule are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. The Tournament Organizer's determination as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding.

## **7. Use of Names and Likenesses**

### **7.1. Grant of Rights by Team Members**

Each Team Member hereby grants 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 Crit Esports ("Crit") a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use and display his or her full name, GamerTag, 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

- (i) the broadcast or streaming of any coverage of all or any part of a Tournament;
- (ii) the marketing and promotion of the AMPRO Clash Series or any Tournament or part thereof; and
- (iii) the marketing and promotion of PUBG MOBILE.

## **7.2. Ownership of PUBG MOBILE 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 Crit Esports (“Crit”), 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 the Tournament Organizer with respect to the operation of, or improvements for, the AMPRO Clash Series, 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 Tencent Mobile International Ltd. or the Tournament Organizer. Furthermore, except as otherwise provided in a separate subsequent written agreement signed by Crit Esports (“Crit”) shall be free to use, disclose, reproduce, edit, license, sublicense, or otherwise distribute, and exploit the Feedback as it sees fit, entirely 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 any applicable law, neither the Tournament Organizer nor any of their respective affiliates or licensors or agents or nominees (collectively, the “Crit Esports (“Crit”)”), 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 Competition Rules, the Registration Rules, the AMPRO Clash Series, any Tournament or PUBG MOBILE, or the delay or inability to use or lack of functionality of PUBG MOBILE.

## **8.2. Cap on Maximum Liability**

To the maximum extent permitted by any applicable law, the aggregate liability of the Crit Esports (“Crit”) Parties arising out of or in connection with these Competition Rules, the Registration Rules, the AMPRO Clash Series, any Tournament and PUBG MOBILE will be limited to a Team Member’s direct damages in an amount not to exceed US\$ 500.00. Multiple claims will not expand this limitation in any way. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Crit Esports

("Crit") neither assumes, nor authorizes the Tournament Organizer or any other person or entity to assume on Crit Esports ("Crit")'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 Competition Rules will be governed by the laws of Brunei Darussalam without reference to its laws relating to conflicts of law.

### **9.2. Finality of Certain Decisions**

All decisions regarding player eligibility, sponsor restrictions, AMPRO Clash Series scheduling and staging, and disciplinary action for misconduct lie solely with the Tournament Organizer or, at the option of the Tournament Organizer, with AMPRO Officials. The decisions of the Tournament Organizer and/or the AMPRO Officials are final and binding and shall not be appealable and shall not give rise to any claim for monetary damages or any other remedies.

### **9.3. Arbitration**

Any dispute, controversy, or claim arising in any way out of or in connection with these Competition Rules will be referred to and finally resolved by binding arbitration administered by the Brunei Darussalam Arbitration Centre under the Arbitration Rules of Brunei Darussalam in force when the notice of arbitration is submitted ("**Arbitration Rules**") in Brunei Darussalam. The arbitration tribunal will consist of one arbitrator to be appointed in accordance with the Arbitration Rules. The seat of arbitration will be Brunei Darussalam and the arbitration will be conducted in English. The arbitration tribunal will have no authority to award damages excluded by these Competition 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, Tencent, Crit Esports ("Crit"), or the Tournament Organizer shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against any Team Member in the event that such action is necessary or desirable. In the event of a breach by Tencent, Crit Esports ("Crit") or the Tournament Organizer of any of the provisions of these Competition Rules or the Registration 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 Tencent, Crit Esports ("Crit") or the Tournament Organizer from operating any AMPRO Clash Series 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 any 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 Competition Rules and the Registration Rules to any property of Tencent or any of its affiliates or group companies.

## **10. Communication with Crit Esports**

### **10.1. Prompt Communication**

There may be circumstances where prompt communication between the Team Member and Crit Esports (“Crit”) 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 Crit Esports (“Crit”), or a AMPRO 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 (“Official Request”) in accordance with the terms set forth in this Section 10 of the General Terms.

### **10.2. Official Requests via Registered AMPROS Email**

Team Members shall respond to any Official Requests sent from any officially registered email address of Crit Esports (“Crit”) 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, Whatsapp, Discord, Facebook 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 Tournament Organizer or a AMPRO 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 to an Official Request in accordance with this Section 10 will be deemed a violation of these 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. Crit Esports ("Crit") 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 Crit Esports ("Crit") and Tournament Organizer.

**11. Interpretation and Construction**

**11.1. Tournament Organizer's Right of Interpretation**

Any matters relating to the AMPRO Clash Series or PUBG MOBILE that are not covered by these Competition Rules or the Registration Rules 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 Competition Rules or the Registration Rules.

**11.2. Patch Update Clause**

AMPRO Officials and the Organizer reserves the right to update the rules between the AMPRO Clash Series Seasons.

**11.3. Additional Terms**

Players may be required to accept additional terms from the Tournament Organizer in order to participate in Tournaments. Crit Esports ("Crit") will collect, store and use a player's personal information in accordance with the Privacy Policy for PUBG MOBILE in effect for the player's Region. Play of PUBG MOBILE is subject to compliance with the Terms of Use/ End User License Agreement in effect for the player's Region. Crit Esports ("Crit") reserves the right to change or update these Competition Rules or the Registration Rules at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time.

**11.4. Business Judgment**

Whenever these Competition Rules or the Registration Rules grant, confer or reserve to Crit Esports ("Crit") 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 Crit Esports ("Crit") 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 Crit Esports (“Crit”) and the Tournament Organizer and the short and long term interests of the AMPRO Clash Series, PUBG MOBILE and the businesses and activities of the affiliates and group companies of Crit Esports (“Crit”) and the Tournament Organizer. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Crit Esports (“Crit”), the Tournament Organizer or any AMPRO Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Competition Rules or the Registration Rules.

**11.5. Language**

These Competition Rules have been written in the English language to provide a mutual understanding for everyone.

**11.6. Conflicts**

In the event of a conflict in interpretation between these Competition Rules (Handbook, Player Kit and Online Ruleset) and the Registration Rules, these Competition Rules shall take precedence. 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 Crit Esports (“Crit”) shall take precedence.

## 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.

“**Competition Rules**” means (i) these PUBG MOBILE Professional League MY/SG Season 3 Competition Rules, including the General Terms and each Appendix attached hereto; and (ii) any updates, amendments or supplements to the foregoing.

“**Qualifier**” means the open online regional Tournament that is used to determine entry into the AMPROS.

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

“**FPP**” means the “First Person Perspective” game mode of PUBG Mobile.

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

“**LAN Event**” means any live, in-person Tournament that is held in a physical location.

“**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 Crit Esports (“Crit”) or the Tournament Organizer in connection with the marketing and promotion of the AMPROS and/or PUBG MOBILE.

“**Online Event**” means any Tournament for AMPROS that is held over virtual websites, or virtual locations.

“**Owners**” means any individual, Organization, company or group that is registered as the owner of a team during the registration period of AMPROS.

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

“**PMAP MY/SG**” means the PUBG MOBILE Professional League MY/SG .

“**PMAP Officials**” means the Tencent Games representative.

“**Open Qualifier**” means the open online regional Tournament that is used to determine entry into the AMPROS.

“**PMAP SEA Finals**” means the live, in-person Tournament among the top Teams from each Region in South East Asia for each Seasons based on placement in the Regional Finals.

“**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 region in which a Team competes for online competitions, as set forth in these Competition Rules or as may be determined by PMAP Officials.

**“Registration Rules”** means the PUBG MOBILE Professional League MY/SG Esports Registration Procedures and Rules, including any updates, amendments or supplements thereto.

**“Regular Season”** means the three-month phase of a Seasons during which Teams will compete in Regular Season Matches, consisting of (a) the League Stage (AMPROS), (b) Grand Finals (AMPROS Grand Finals) and (c) Regional Finals (PMAP SEA Finals).

**“Regular Season Matches”** means Tournaments played during the Regular Season.

**“Seasons”** means scheduled Professional League play that will occur over an approximately three-month period of time, consisting of two phases: (a) Regular Season, and (b) SEA Finals or (c) PMGC, which will occur at the conclusion of the Regular Season.

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

**“Substitute”** means up to one substitute player on a Team’s roster.

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

**“Team Captain”** means the Team player designated as captain when completing the online registration process.

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

**“Crit Esports (“Crit”)Parties”** means Tencent Mobile International Ltd., the Tournament Organizer or any of their respective affiliates or licensors.

**“Tournament”** means any AMPROS tournament, match, game or event.

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

**“Tournament Organizer”** means [Event Organizer], the appointed company by Crit Esports (“Crit”)to operate PMAP MY/SG and other related events to this.

**“TPP”** means the “Third Person Perspective” game mode of PUBG Mobile.

\* \* \*

# APPENDIX 2 - OFFICIAL COMPETITION STRUCTURE

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

## 1. Overview

The Open Qualifier is the first step in the qualification to the National League. Online qualifiers will be used to determine which Teams make the cut and qualify to participate in the National League. Teams will register for and compete in the Open Qualifier. The winners of the Open Qualifier will move on the next stage of the National League. Overview

## 2. Scoring System

### a. Scoring

Scoring for each Tournament Game will be based on each Team's final kill count, in-game placement, penalty (if any) and/or compensation point (if any).

PLACEMENT	POINTS
1	15
2	12
3	10
4	8
5	6
6	4
7	2
8-12	1
13-20	0

Every kill is worth 1 point.

### b. Tiebreaker

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

### c. 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.

### **3. In-game Settings**

Aim Assist is disabled at PMPL or higher level of competition. Sound visualization is disabled at PMPL or higher level of competition.

## APPENDIX 3 - LATE ARRIVAL NOTICE



### **LATE ARRIVAL NOTICE**

In line with the principle of fair competition, the Tournament Organizer hereby makes the following statement:

This explanation of the rules and penalties for the players that do not comply with the schedule set by the Tournament Organizer.

#### **Late Arrival Punishment**

Participants are required to comply with the following rules on each match day:

**Participants need to present themselves in the Discord during the Check In period by entering the Discord in the specified Team Channel with the AMPRO Officials during the Check In time and being responsive throughout until the end of official Tournament Matches for that day.**

Except in special circumstances, and with the permission of the Tournament Organizer, penalties will be obtained, as follows:

In the case the players were not in the Discord within at least 15 minutes before the start of the match:

- I.If the players were not in the Discord within 15 minutes before the start of the match, for the second time or more, the player will be disqualified from the first game of the day.
- II.If, after the match the player still has not yet presented themselves, the player will be disqualified for the corresponding match according to the actual situation.
- III.If the player(s) of a team did not check in or enter the official Tournament Game Lobby in the specified time frame, the Team will not get any point for their punctuality score for that check in/game lobby session.

\* \* \*

# APPENDIX 4 - TEAM MEMBER CERTIFICATE AND ACCEPTANCE FORM



## TEAM MEMBER CERTIFICATE AND ACCEPTANCE FORM

**Instructions:** The PUBG MOBILE AMPRO Clash Series Competition Rules, including any updates, amendments or supplements thereto (“**Competition Rules**”), govern the conduct of players, coaches, and managers of each team in the PUBG MOBILE Amateur Professional PUBGM Series Season 1 (“**AMPRO**”). In order to participate in the AMPRO Clash Series, all players, coaches, managers and other participants in the AMPRO Clash Series (“**Team Members**”) must accept the Competition Rules. By completing and signing this Team Member Certificate and Acceptance Form (“**Team Member Form**”), the Team Member listed below (“**you**”) agrees to follow and comply with the Competition Rules. If you fail or refuse to sign this Team Member Form, then you will not be permitted to participate in the AMPRO Clash Series or any Crit Esports Events.

Team Member Information:		
<b>First Name:</b>	<b>Last Name:</b>	
<b>Email Address (used on your PUBG Mobile Account):</b>	<b>Date of Birth:</b>	<b>Age:</b>
<b>Citizenship:</b>	<b>Reserved for Crit Esports Use:</b>	

For patronymic surnames, (example: Ali bin Abdullah) the first name is “Ali bin” and last name is “Abdullah”.

For normal surnames, (example: Foo Mei Yin), the first name is “Mei Yin” and last name is “Foo”.

Acceptance of the Competition Rules:
<p>You hereby acknowledge receipt of, or access to, the Competition Rules. You understand that your compliance with the Competition Rules is a condition of your participation as a player, coach, or manager of a team in the AMPRO Clash Series. You acknowledge that Tencent, (“Crit Esports (“Crit”) and its affiliates and subcontractors (including any third-party tournament organizer designated or retained by Tencent, (“Crit Esports (“Crit”), to operate a AMPRO Clash Series Event (the “<b>Tournament Organizer</b>”) reserve the right in their sole discretion to impose discipline for any conduct that violates the Competition Rules, including public reprimands, fines, suspensions, debarment and/or disqualifications. You acknowledge that the Competition Rules are necessary to ensure fair play, preserve the integrity of all pre-Season, regular-Season, and post-Season games, matches and tournaments and all other Tencent, (“Crit Esports (“Crit”)-organized promotional events, marketing events, streaming sessions, sponsor events, photo shoots, press conferences and interviews, charitable events, webcasts and chats, media events, opening and closing ceremonies, awards ceremonies and other calendar items in the AMPRO Clash Series schedule (“<b>AMPRO Clash Series Events</b>”), to protect the image of</p>

the AMPRO Clash Series, and to ensure a consistent and high quality experience for members of the public that attend AMPRO Clash Series Events. You have carefully read and you understand the Competition Rules, and agree to be bound by their terms. You understand and support the standards set forth in the Competition Rules, and you will act in accordance with them.

#### **Acceptance of Other Legal Terms:**

You hereby accept and agree to be bound by, any legal terms and conditions that relate to the AMPRO Clash Series Event and that are printed on tickets, presented during the ticket purchase process, displayed on signage at the venue where the AMPRO Clash Series Event takes place or otherwise legally binding on people who attend the AMPRO Clash Series. You further agree that you shall be legally responsible for any violation of any such terms and conditions that you commit.

#### **License to Use Name and Likeness:**

Without in any way limiting the licenses granted by you pursuant to Section 7 (Use of Names and Likenesses) of the Competition Rules, you hereby grant Crit Esports ("Crit"), the Tournament Organizer, and their respective affiliates (A) permission to live-stream, broadcast or record your play of PUBG Mobile at any Tournament or part thereof, and (B) a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, display, distribute, edit, host, store and otherwise use and display your full name, GamerTag, 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 (i) the broadcast or streaming of any coverage of all or any part of a Tournament; (ii) the marketing and promotion of the Crit Esports ("Crit") or any Tournament or part thereof; and (iii) the marketing and promotion of PUBG Mobile.

#### **Limitations of Liability:**

WITHOUT IN ANY WAY LIMITING THE PROVISIONS IN SECTION 8 (LIMITATIONS OF LIABILITY) OF THE COMPETITION RULES, YOU AGREE THAT THE LIABILITY OF CRIT ESPORTS ("CRIT"), TOURNAMENT ORGANIZER TO YOU FOR ALL HARM, DAMAGES, INJURY OR LOSS SHALL BE LIMITED TO YOUR DIRECT DAMAGES IN AN AMOUNT NOT TO EXCEED [US \$500.00], AND THIS SHALL BE YOUR ONLY REMEDY REGARDLESS OF WHAT LEGAL THEORY IS USED TO DETERMINE THAT ANY MEMBER OF THE TENCENT MOBILE INTERNATIONAL LTD. GROUP WAS LIABLE FOR THE HARM, DAMAGES, INJURY OR LOSS. MULTIPLE CLAIMS WILL NOT EXPAND THIS LIMITATION. YOU FURTHER AGREE TO THE OTHER DISCLAIMERS AND LIMITATIONS OF LIABILITY IN SECTION 8 OF THE COMPETITION RULES. TO THE FULLEST EXTENT PERMITTED



BY APPLICABLE LAW, YOU ACKNOWLEDGE THAT YOU ARE AWARE OF THE RISKS, DANGERS AND HAZARDS ASSOCIATED WITH ESPORTS COMPETITIONS AND PLAY OF THE GAME AT THE PROFESSIONAL LEVEL AND YOU FREELY ACCEPT AND FULLY ASSUME ALL SUCH RISKS, DANGERS AND HAZARDS AND THE POSSIBILITY OF PERSONAL INJURY, DEATH, PROPERTY DAMAGE OR LOSS RESULTING FROM YOUR PARTICIPATION IN SUCH

**No Employment Relationship with Tencent, Crit Esports (“Crit”)**

You hereby acknowledge and agree that by adopting and enforcing these Competition Rules, no employment relationship is intended by or created between Crit Esports (“Crit”) or Tournament Organizer and yourself, and nothing in the Competition Rules may be construed or reasonably relied upon as evidence that Crit Esports (“Crit”) or the Tournament Organizer is your employer or a joint-employer and/or co-employer. The relationship contemplated between Crit Esports (“Crit”) and/or Tournament Organizer and your team (“Team”) is that of an independent contractor. You acknowledge and agree that you are employed solely by your Team, and not by Crit Esports (“Crit”) or Tournament Organizer.

**Other Terms and Conditions:**

This Team Member Form shall be governed by the laws of [Brunei Darussalam] without regard to choice of law principles. This Team Member Form shall be effective and binding upon your heirs, next of kin, executors, administrators, permitted assigns and representatives. You agree that you may not assign, delegate or otherwise transfer this Team Member Form. Any dispute with or claim against Crit Esports (“Crit”) or any other member of the Crit Esports (“Crit”) Group arising out of or based on this Team Member Form or your participation in the AMPRO Clash Series shall be governed by Section 9 (Dispute Resolution) of the Competition Rules. Except as provided in the Competition Rules, if any provision of this Team Member Form is too broad as to be unenforceable, such provision shall be interpreted to be only so broad as is enforceable. In entering into this Team Member Form you are not relying on any oral or written statements or representations made by any person or entity with respect to the AMPRO Clash Series. This Team Member Form is in addition to, and not in lieu of, the Competition Rules and may not be amended except by a written amendment signed by an authorized representative of Crit Esports (“Crit”) In the event of a conflict between the Competition Rules and this Team Member Form, the Competition Rules shall govern and control.

**Signature of Team Member:**

**Date Signed:**



# **PLAYER ACKNOWLEDGEMENT OF AMPRO CLASH SERIES SEASON 1 HANDBOOK**

<b>Team Name</b>	
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## **Acknowledgement Notice**

This letter is to acknowledge that the team above has already read, understood, and acknowledged the schedule, competition system, rules and rewards, penalties and additional documents in the AMPRO Documents, which includes, but are not limited to:

AMPRO Handbook This team will participate in AMPRO Clash Series while adhering to the guidelines and rules provided in these documents.

If various contents in the documents provided are revised by the sponsor, our team and myself will strictly adhere to and agree with them, accepting management, rewards and penalties and other treatment measures in the Handbook.

	<b>Name and Signature</b>	<b>Date of Signature</b>
<b>Team Manager</b>		
<b>Team Captain</b>		
<b>Coach (Optional)</b>		

# **NOTICE OF WAIVER FOR AMPROS**



**Instructions:** Before the end of AMPRO Clash Series schedule, if any player needs to waive the tournament due to personal reasons, he/she needs to apply for waiver notice. Please inform the Tournament Organizer 48 hours in advance and sign this document before withdrawing. Players can only quit with the AMPRO Official's permission.

<b>Applicant Information:</b>	
<b>First Name:</b>	<b>Last Name:</b>
<b>Gamer Tag:</b>	<b>Team Name:</b>
<b>Date of Application:</b>	<b>Reserved for Crit Esports Use:</b>

<b>Required Information for Waiver:</b>
<p>If the player fails to submit the waiver application and the player's management/referee fails to contact the player within 24 hours, the tournament organizer will automatically consider the player to quit.</p> <p>If the player quit the tournament without notice, it will be regarded as a waiver of the team as a whole, and other players of the team will not participate in subsequent AMPRO Clash Series Tournament Games. The team score for this case will be cleared.</p>

<b>Waiver Consequences for Team and Applicant:</b>
<p>The following scenario will happen to the team and applicant following waiver approval:</p> <ul style="list-style-type: none"><li>a. If only 1 player quits in the team, the team can continue the competition with the rest 3 players</li><li>b. If at least 2 players quit the team, the team will be disqualified. The team will retain the score before the disqualification;</li></ul> <p>The player who quits the competition will not obtain any award from AMPRO Clash Series, which may include league prize pool, grand final prize, performance prize, Best Performance Team bonus, MVP bonus, subsidies, personal expenses, a combination of any of these or everything stated above.</p>

The Tournament Organizer reserves the right to reclaim all awards and honors, including performance prizes, MVP bonus, team subsidy and all personal reimbursement.

By signing the notice, the applicant acknowledges that he/she has read, understood and agreed to all the terms stated.

**Applicant Signature:**

**Date Signed:**